Chapter Descriptions

The Celestial Grimoire divides magic from across the greater Multiverse into categories that appear as "Chapters" in its pages. Each Chapter contains Perks that fit within its basic guidelines. Sometimes things fit better in one area than others, but may often have overlap.

Chapter	Description	Example Perks	Examples from Fiction
Origin	Perks contained within often serve as the source of one's power, the magic that defines them and pushes them to adventure. This Origin could be innate or earned, granted or given. This is sometimes the most important thing that defines a setting with supernatural forces or a character with supernatural abilities.	Magical (Generic D&D 5e)	Harry Potter's Wizardry (Harry Potter), Chakra in the Elemental Nations (Naruto), Zatanna's Backwards Speech (DC Comics)
Metamagic	Perks contained within often serve as the ability to augment, enhance, or shift the way magic is normally performed, learned, or achieved. This is all about the making of magic your own and increasing it beyond its normal limits.	Hit Them With The Box (A Practical Guide to Evil)	Wandless Magic (Harry Potter), Shadow Clone Jutsu Memory Transfer (Naruto), Hyperbolic Time Chamber (DBZ - (if it were magic))
Artifice	Perks contained within often serve as the ability to make items that are magical or to grant magic items to the Reader. This is all about the magic of making things with magic.	Basic Spell Focus (Generic D&D 5e)	A Wizard's Wand (Harry Potter), Paper Tags (Naruto), Doctor Strange's Cloak of Levitation (Marvel Comics)
Abjuration	Perks contained within often serve as the ability to generate magical protections, shields, or armor. This is all about the magic of defense.	Ring of Immunity (Charmed)	The Wards of Hogwarts (Harry Potter), Barrier Ninjusu (Naruto), Gwen's Magical Barriers (Ben 10)
Conjuration	Perks contained within often serve as the ability to summon something to your side, be it a person, a creature, an object, or even a building. This is all about magic of summoning and teleporation.	Grand Wheel (Drakengard and Nier)	The Summoning Charm (Harry Potter), Summoning Contract (Naruto), The Conjuration Skill Tree (Elder Scrolls)
Divination	Perks contained within often serve as the ability to magically learn something, like seeing possible futures or identifying objects. This is all about the magic of gaining knowledge, seeing past deceptions, or having special senses.		Legilimancy (Harry Potter), The Great Toad Sage's Prophecy (Naruto), Premonitions (Charmed)
Enchantment	Perks contained within often serve as the ability to influence the mind of others with your magic. This is all about the magic of charm.		Love Potion (Harry Potter), Mind Transfer Jutsu (Naruto), Glamour (True Blood)
Evocation	Perks contained within often serve as the ability to use magic to channel magical forces to often do damage. This is all about making things go boom.		Fiendfyre (Harry Potter), LIghtning Ninjutsu (Naruto), Elemental Bending (Avatar)
Illusion	Perks contained within often serve as the ability to disguise, hide, or otherwise obsfucate the truth from others. This is all about the magic of looking cool while you do it.		Invisibility Cloak (Harry Potter), Transformation Jutsu (Naruto), Kyoka Suigetsu (Bleach)
Necromancy	Perks contained within often serve as the ability to control forces of life and death. This is all about the magic of creating zombies and healing your allies.		Inferi (Harry Potter), Edo Tensei (Naruto), Lichdom (D&D)
Transmutation	Perks contained within oftne serve as the ability to grant properties to yourself, to objects, or to other creatures. This is all about the magic of turning one thing into something else.		Animagus (Harry Potter), Expansion Jutsu (Naruto), Alchemy (Full Metal Alchemist)

Source Master List

Source Name	
A Practical Guide to Evil	
Ajin	
Ben 10	
Bleach	
Charmed	
Cultist Simulator	
Danmachi	
DC Occult	
Divinity Original Sin 1	
Divinity Original Sin 2	
Dog Days	
Dragon Age	
Dragon Age Inquisition	
Drakengard and Nier	
Endless Legend	
Fate/kaleid liner PRISMA ILLYA	
Generic D&D 5e	
Generic Harry Potter Fanfiction	
Generic Magical Girl	
Generic Minecraft	
Genshin Impact	
Golden Sky Stories	
Harry Potter CYOA	
Hyrule Warriors	
Jackie Chan Adventures	
Justice League Dark	
Kara no Kyouai	
Kingdom Hearts	
Konosuba	
League of Legends	
Legend of Zelda: A Link Between Worlds	
Legend of Zelda: A Link to the Past	
Legend of Zelda: Ancient Stone Tablets	
Legend of Zelda: Breath of the Wild	
Legend of Zelda: Four Swords	
Legend of Zelda: Four Swords Adventure	
Legend of Zelda: Hero of Worlds	
Legend of Zelda: Link's Adventure	
Legend of Zelda: Majora's Mask	
Legend of Zelda: Ocarina of Time	

Naruto Jump Chain	
Legend of Zelda: Oracle of Ages	
Legend of Zelda: Oracle of Seasons	
Legend of Zelda: Skyward Sword	
Legend of Zelda: Spirit Tracks	
Legend of Zelda: The Adventure of Link	
Legend of Zelda: The Minish Cap	
Legend of Zelda: The Wind Waker	
Legend of Zelda: Twilight Princess	
Libriomancer	
Mage: The Awakening	
Neverland: The RPG	
Peter Pan	
Percy Jackson	

Master List of Perks

CP Cost	Perk Name	Source	Chapter	Description
100	Sands of Deception	A Practical Guide to Evil	Artifice	. . . It's sand. It's literally just sand. That's the deception. Weirdly though, people willalwaysfall for it, especially if you shout "THE SANDS OFDECEPTION!" as you throw it into their faces. Perfect for distracting everyone while you runaway. Comes in a nifty pouch the size of a mango when full. It refills every morning. Or youcould just fill it manually, if you'd like. The distraction effect will only occur if it's filled with sandthough.
200	Goblin Munitions	A Practical Guide to Evil	Artifice	A set of goblin munitions, enough for a standard match at theWar College. Interestingly, the bags that come with these munitions refill every night. Youshould probably avoid using these during formal matches, but on the actual battlefield. . . well,not having to requisition munitions can be quite helpful.
400	Penitent's Blade	A Practical Guide to Evil	Artifice	A feather of an angel of contrition, this blade will cut throughnearly anything. Further, if stabbed into a stone and used in a ritual you know which takes 49hours, it will call down an angel of contrition upon Creation, who will then strike the minds ofeveryone within 49 miles with their every sin. No mortal in history without a Name has been ableto experience this and not turn toward Good, driven into a mad desire to make up for every Evil,no matter how small, that they have ever committed, and forming the tip of the spear of a newCrusade. If you wish, you may bind this feather to a weapon you already own, adding theseabilities to that weapon.
600	Praesi Engineering	A Practical Guide to Evil	Artifice	If there is one thing that every Praesi Emperor has incommon, it's the ability to take insane and ridiculous ideas and turn them into reality. Flyingcathedrals that rain death upon their foes? Sentient tigers? Man eating tapirs? Giant cliffs tothrow the hero down? WHY THE HELL NOT! You are capable of taking even the stupid andmost insane engineering designs and throwing large amounts of magic at them until they work. Sure, this might require sacrificing a few towns worth of peasants, but that's the sort of thing thatpeasants are for.
200	Infinite Bag	A Practical Guide to Evil	Conjuration	Okay, so it's technically not infinite. It can still hold enough alcohol tomake a brewery's yearly output do a double-take, as well as a fleet of ships. As in you canliterally shove a bunch of warships into the bag and carry them around. The bag will notincrease in weight at all, no matter what you put into it.
400	Mage Tower	A Practical Guide to Evil	Conjuration	An immense tower imbued with such heavy spellwork and defensesthat even a fortress would grow jealous, this serves as the perfect home for a mage. So perfectin fact, that they've been outlawed simply due to how many mages have attempted tospringboard their rebellions from them. You may choose where your Tower is placed at the startof each jump, and may add this to another property you own, if you wish.
100	Turn of Destiny	A Practical Guide to Evil	Divination	Destiny is a strange thing. Harsh and unbending, but easilyguided. A thing you have a talent for. You will find that you are capable of redirecting destiny asyou must. Though a death curse may be lain upon you, or a blessing upon your foe, you canbend Fate, redirecting the effects of the curse or blessing, that perhaps your foes will be struckby your curse, or your allies blessed by the luck that your opponent would have gained. Becareful, however. Too strong a curse, and you may find yourself struck by its collateral damage,and too many, and you may find it difficult to direct them as you intend.
400	Story Teller's Aid	A Practical Guide to Evil	Divination	A book of children's stories of every culture, containing boththe tales and the various narrative structures which guide them. Further, it lists the impactsthese stories have had upon the cultures that tell them, and contains summaries containing anyand all similarities. Finally, if you write even the barest hint of a story into the end of it, it will giveyou a list of paths that story might take if it were to follow the narrative tropes of each culture. Though at first, this may seem rather useless, in a world driven by tales, the use of such a thingis not to be underestimated.
600	Power of a Story	A Practical Guide to Evil	Divination	Fate is a fickle thing. Do you truly wish to rely upon it? Verywell, so be it. The power of stories flows through you, and you are able to invoke it upon thesituations you come across, even when you have left this world. You may twist the world tofollow the tales you have woven, the paths burned into Creation itself. For example, if youchallenge a foe twice, the first time forcing him to flee, and the second meeting him as an equal,then you shall beguaranteedto survive until your third conflict. At that conflict, however, heshall defeat you, no matter how fate must twist and bend to guarantee it. A last-moment burst ofstrength, a spell learned in a day where others would take years, whatever is needed, he shallachieve it. . . within limits. You see, in the end, it is the Choices that matter, not the stories. If in the end, even withthat gift, he cannot claim victory, then he will fall no matter what the story says, delegated to alesser role than he should have had. A further boon shall be granted upon you; that he shallonlygain power in proportion with how much you call upon this power. If you are saved thricefrom certain death, then he shall match you. Four times, and you shall be at the disadvantage. But if you do not call upon it even once, then he will have no strength but that he gainedhimself. Of course, this is not the only tale you can weave. Other tales can be woven just aswell, a sword stuck in a stone, a crown found by a child. . . but whatever the tale, Destiny shallforce it across it's path, and punish those who attempt to deviate from it. A final warning,however. This is not absolute in either direction. Push a story too far, and Fate may decide thatthe story simply isn't worth keeping around. Defeat your foe, even while unmatched, and that will be that, or push the tale too far, and you may find yourself slain by a 'greater' threat for yourrecent rival.
200	The Empress's Garments	A Practical Guide to Evil	Enchantment	A beautiful dress (or suit), with impressive spellworkwoven in. While none of the spells are defensive, all of them will draw attention to your bestfeatures and away from your worst, as well as enhancing your silver tongue. Even an ugly oafwould look halfway adequate in this. Of course, the effects only grow stronger the morecharismatic and beautiful you are without it's help.
100	Legion Trained	A Practical Guide to Evil	Evocation	One Sin. Defeat. One Grace. Victory. These are the words thatevery member of the Legion lives by. You've been trained in the legions, and are proficient withrank-to-rank fighting with the gladius and scutum, the usage of goblin munitions, and massspellcasting (assuming, of course, that you're capable of spellcasting). Furthermore, you knowhow tocreategoblin munitions, including the magic-eating goblinfire. While this won't let youstand up to a Hero on it's own, the discipline of a legionnaire and their skill against others ontheir level is not to be doubted. As one of the Named yourself? Well, this level of skill can bequite effective, though it's enhanced with the assistance of fellow warriors.
400	Legion Spellcaster	A Practical Guide to Evil	Evocation	Unlike Praesi demon summoners, or Callowan light casters, you're trained in the magic of the legions. Simple, fast, and easy, your training is geared towardmagic that you can simply throw at your foes. Sure, you might not be as flexible as anyoneelse. . . but why do you care? While they're fumbling for which exact spell will deal with asituation, you'll be able to throw out ten that are simply "good enough. " You've been drilled inthese magics for five years, and your spells are faster and more efficient.
200	Hero's Training	A Practical Guide to Evil	Metamagic	You. You embodythe reason Lord Black hates heroes. Fate willbend to accelerate your teaching. Somehow, you learn far faster than you should, learning indays what any reasonable person would require months to learn, and when given a Great Evilto oppose, learn even faster, learning a year's worth in the same time.
200	Hit Them With the Box	A Practical Guide to Evil	Metamagic	Powers are such odd things, aren't they? Especiallythose granted by a Name. You, however, are good at cutting through their obtrusive nature, andreducing them to their most fundamental nature, then adapting that nature to better use. Whether using this to abuse your knowledge of warding to break the wards that make up thevery walls of Creation and drop a meteor on your foe, or just using your name tonecromantically reanimate goats, stuff them full of explosives, and use the volatile reactionbetween your name and alchemy to create unusually large explosions, you'll find that anypowers you have, you are absurdly good at abusing.
100	Zombie Horse	A Practical Guide to Evil	Necromancy	A horse, animated by what I assure you is the vilest necromancy. It willobey no orders but your own, no matter what enchantments your foes attempt to weave aroundit.
200	Suicide Goats	A Practical Guide to Evil	Necromancy	A tribe of goats, slain, emptied, then stuffed full of goblin munitionsbefore being reanimated as zombies, I can't imagine what you'd do with these. Surely, there'sno practical purpose for a tribe of explosive undead goats, right? You'll get another goat everymorning.
400	Blood, Death, and Demons	A Practical Guide to Evil	Necromancy	Blood magic, necromancy, and demon summoning. What fun. The magics of Praes are dark ones, appropriate to those in service to the GodsBelow. Your knowledge of the ritual magic of Villains is amazing, allowing you to bleed out a fewprisoners in order to keep a massive area growing bountiful food, letting you call powerfuldemons with little risk to yourself, or forge powerful pacts with the greatest among them,allowing you to singlehandedly turn the flow of entire battles. You have five years of training inthese magics, and your spells are stronger, and can grow stronger still with sacrifices, either ofblood, or of your own defenses.
400	Egg	A Practical Guide to Evil	Necromancy	A rather. . . understated name. This "egg" is actually a powerful artifact,holding within it a Demon from the 13th layer of Hell. Anything that demon touches will be slowlycorrupted, twisted in both mind and flesh until there's nothing left of the being it once was.
400	Magic of the Light	A Practical Guide to Evil	Necromancy	The Gods above have granted a powerful magic upon theirchosen. Holy magic, the magic of light, healing, and protection. This is the magic of Heroes. It'ssmall scale, better suited to strengthening the one who bears it than to massive acts ofdestruction, but do not think the second is impossible for those who call upon it. This divinestrength has other benefits, however. You have been trained in these arts for five years, andyou will find your spells more difficult to disrupt, even to the point that a Demon of Corruptioncannot twist them away from you.
100	Chosen Hero	A Practical Guide to Evil	Origin	To be chosen by fate, to be the hero of the tale. . . isn't it a wondrousthing? Choose a single weapon. Your skills with it are second to none, allowing you to take onthree opponents at once, and emerge the victor. . . even before your Name steps in to boost yourstrength. With its might behind you, you could walk through an army unscathed, leaving nothingbut corpses in your wake. . . assuming, of course, you had a combat-focused Name.

600	Namer	A Practical Guide to Evil	Origin	Roles. The sign of the gods within creation. Each granted a Name andthree Aspects, a Name is a mantle of power, flowing from one potential bearer to the next, andguiding them toward their Fate. A Role is born from belief, from the ruts worn into creation whena story is told again and again, and a Name is a place in the story that is told, a sign that onehas adopted their Role. Of course, as in all things, how something normally occurs is not how itmust always occur. With this you find that you have the talent to form these Roles, and bind tothem a Name. By telling stories, you can begin weaving the threads of destiny around someone,forging a Name that will remain within the world you reside in. Although you may designate thefirst to bear it, and create up to three, broad, conditions for who shall gain it next, thusdesignating the Role it will play, a Name is bound to the world, not its bearer, and if its bearerdies, the Name shall flow onward with no more guidance than that woven into it when it was firstforged. Forging a new Name and Role will take you six months, three if you devote your entire attention to it.
400	This is What We'd Call Two-Timing	Ajin	Origin	"It's Study Time?" The way you describe things can be. . . odd, but that doesn't mean you are any less valid in teaching other people about things they do not understand. By purchasing this perk, any method of teaching others is just as effective as investing everything into making the lessons clear, so long as you have a good understanding of what you are trying to teach and that your methods actually have something to do with teaching no matter how unorthodox.
50	Focus	Ben 10	Artifice	A weak magical object that can allow someone with magical potential but very little training or some sort of block to use magic easier. It can even make it ever so slightly easier for experienced magic users to cast spells, but the boost is hardly noticable. Kind of like the Staff of Ages, but with a fraction of a fraction of the power. You can instead choose to grant this benefit to any magical item you already have
50	Grimoire	Ben 10	Artifice	A book of spells for beginners. Good for teaching the fundamentals to novices.
100	Basic Spellbook	Ben 10	Artifice	Every spellcaster worth their salt has to start somewhere and this is no exception. This is a collection of several basic spells and the essentials of how to use magic, enough that someone with no talent for the mystical arts could become a decent practitioner in a few months. This gets your foot in the door but anything more than simple mana constructs and blasts will take further study. Post-jump, this book functions as a 'beginner's guide' to any sort of magic in future settings you jump to, though it may not necessarily mean you're able to use it.
400	Indestructible Hand Bag	Ben 10	Artifice	You know what else is a pain when it comes to magic? Components can get destroyed or lost, items of power can be broken from constant stress, and mispronouncing a spell might see you turn into a frog or something. The good news is that this isn't a problem for you anymore – if a spell can go wrong or backfire from something like battle damaged or a missed step, it simply. . . won't. At most, the spell will simply harmlessly fizzle out. Also, any items of magical power you wield or any spell components you require stay on your person until you see fit to put them down or pull them out of your pocket. No more missing that handbag full of your magical items!
600	Alpha Rune	Ben 10	Artifice	A fragment of the legendary Map of Infinity and a powerful artifact on its own, this is the Alpha Rune. Aside from being a stone with a very pretty purple symbol on it, it has a very special property within it: The true name of magic. With this stone in hand, magic itself is at your beck and call. Acting as a keystone for Ledgerdomain itself, even a non- spellcaster is able to use magic and the massive amounts of mana within the Rune. You can also manipulate the spells of others or shut them down entirely with an act of will alone, your own magical might amplified a hundred times over. While some beyond your power may be able to resist this, you are indeed a ruler of all magic with this in hand. . . just don't let it go to your head. This Rune's power has had a history of driving its wielders mad.
600	Archamada Book of Spells	Ben 10	Artifice	In this book you will find some of the strongest spells in the known universe. You can find spells that summon town destroying storms, bring statues to life, and even allow you to travel through time. These spells require a lot of power and skill to use, so you better be ridicoulsly strong (or at least have a strong source of magic to draw on) and really good if you plan to use them. The time travel spell won't actually work until you're done jumping, though.
600	Staff of Ages	Ben 10	Artifice	Only a master magician can draw upon the power in this staff, but anyone whomanages to wield it will find their magic power magnified by an astounding degree.
200	Magic Bag	Ben 10	Conjuration	Aw, what a cute little bag you've got there with those little shark teeth for a zipper. This is a magical bag that stores both magical energy and spell components. It has a lot more room than it seems, being able to fit a house's worth of stuff inside of it and then ejecting whatever you happen to need that second on command. Good for sorcery on the go!
400	Wizard's Domain	Ben 10	Conjuration	Having seen the writing on the wall or having stolen from someone who did, you have managed to isolate a small pocket of Ledgerdomain and constructed a defensible lair within it. This is a comfortable mansion with plenty of amenities, books on simple and advanced spells from this world, and conveniently generates any spell components you happen to need for your many spells and rituals. In addition, being in an isolated dimension made of magic greatly empowers your own spellcasting and makes it both easier to cast and just a bit more powerful. You may enter and leave this little pocket plane simply by thinking about it, a portal entering or leaving it appearing nearby.
200	Dance My Puppets	Ben 10	Enchantment	Spellcasting isn't about just conquering entire worlds and marching around with an army, alright? It involves a lot of study and a lot of work - not everyone has time to conquer dimensions all willy-nilly! The good news is that you're good at getting others to do the work for you. You have a talent for scheming and manipulation, whether just bribing someone to do the work for you with a few shinies or promises of having their dreams come true, and spells involving hypnotism or mind control are much quicker and more effective in your hands. Regardless, getting some minions or deniable assets is a sinch for you, as is tricking others into doing what you want them to.
400	Stone Golems	Ben 10	Enchantment	Eight figurines that can transform into large stone golems to fight or do physical labor for you. Any lost or destroyed figurenes will reappear in your magic bag (if you have one) or in your warehouse the next day. As they are technically sapient you could therotically free them from your control. They appear to have been following you willingly, so as long as you haven't mistreated them they will be amicable towards you. Freed stone creatures do not count as companions and must be podded if you wish to keep them.
100	Hot Witch	Ben 10	Illusion	Sorcerers and witches have a sort of exotic charm behind them compared to ordinary humans and you're no exception. Not only are you quite attractive in terms of appearance, you have a special quality that adds to the sort of 'mystical' look befitting your heritage. . . colorful eyes, hair, perhaps some tattoos or skin without a single blemish. Careful, you might charm someone with that.
600	Magical Prodigy	Ben 10	Metamagic	You're a wizard, Jumper You start out with enough knowledge to perform basic spells such as generating wind and track people and are generally on the same level as Charmcaster at the beginning of Ben 10. You're a magical prodigy that could one day reach the same level of power as Bezel himself if you pushed yourself hard enough, but that could take decades if not centuries of studying and practice. If you purchase both Anodite and Magical Prodigy the benefits stack and the time it takes to fully master your Anodite form is cut in half.
600	Some Kind of Prodigy	Ben 10	Metamagic	Unlike some blockheads in the world, you understand how important it is to use your brain and learn things without just throwing yourself at a problem and thinking things will things work out. While you're not necessarily a super genius like Azmuth or one of those mad science types, what you are is an incredibly fast learner when it comes to things using your noggin. You can pick up and breeze through college level textbooks at age ten and only go up from there, quickly memorizing and internalizing any information you wish with photographic clarity. That's not the only thing, however! If you start learning a supernatural ability that depends on things like study, knowledge, formulas. . . like magic, for instance, you pick it up like a pro. You could go from an ordinary bookworm to a capable sorcerer in just a few days. Who knows what you could do with a few years?
0	Sorcerer	Ben 10	Origin	Magic is real and you are a practitioner. Whether an exile from the realm of Ledgerdomain or just a human who developed a very bizarre hobby, you understand the basics of the mystic art and how to cast simple spells. Maybe you're the standard reclusive wizard who keeps their nose in the books all day, or some kind of demented wannabe overlord trying to take over the world? There's a lot of those. Regardless, anyone who underestimates your spellwork is in for a nasty surprise. . .
100	Wizard Brain	Ben 10	Origin	Magic involves a lot of book learning and memorizing things, so this gives you photographic memory and an extremely quick recall, letting you remember things like spells and incantations on the fly and react quickly. You're also one heck of a speed reader!
400	Context Problem	Ben 10	Origin	Magic comes from mana, or maybe it doesn't. It could just be life energy that makes using it easier. Maybe it's just really advanced science? Or is the science really advanced magic? For some reason, your foes and onlookers have trouble nailing down what your abilities are and how they actually work. Instead of using things like context clues and experiences, they will assume it's something that makes sense to their world instead of leaping to 'otherworldly invader', and almost always in a way that gives you an advantage over them. It might be years before someone actually realizes how your special abilities actually work, let alone any weaknesses. Suckers!
600	Manablood	Ben 10	Origin	Well, that explains where all of your confidence is coming from. Not only are you a native to Ledgerdomain (even if you're an alien, somehow!), you're among its royalty. Perhaps you're a missing child of Spellbinder and thus a sibling to Hope, or belonging to some bloodline made extinct many years ago? Regardless, your capacity for magic is well above even some of the greatest sorcerers around. . . your body can channel and store twice the amount of mana it normally could, and wield it with fantastic amounts of precision and efficiency. You can likely sling spells about for hours before noticing any fatigue entering your body. Likewise, learning new magic or individual spells and enchantments comes easily to you, accomplishing in weeks what would take the average wizard centuries to pull off. It's unwise to underestimate you, isn't it?
600	Where the Heart Is	Ben 10	Origin	One problem with magic, particularly in this world, is that it's not quite as powerful outside of its dimension of origin: Ledgerdomain. You often have to make use of some lengthy rituals or magical implements in order to use it to its full potential, and even so it tends not to have as much oompf as in its home plane. Not anymore! Whether your body is a natural conduit for mana or you just found an intricate loophole, when you draw magical energy from Ledgerdomain or any source of magical power you can reach into, it will always be at its full power and potential. Even if you're trapped somewhere without a drop of mana, you will still be able to sling spells about like no one's business. Who's helpless now?
200	HO12	Ben 10	Transmutation	A bottle of water filled from the Fountain of Youth. Contains enough water to deage you 10 years. The effects of the water wear off after a few days, but luckily the bottle refills every night.

600	Anodite	Ben 10	Transmutation	Powerful energy beings made of pure mana, life energy and the very essence of magic, Anodites are free spirits who often care little for the affairs of their fleshier cousins across the universe. They can naturally and easily create barriers and energy blasts of mana, as well as creating constructs of this energy of complexity and strength limited only by the skill and willpower of the Anodite in question as well as fly great distances through will alone. Should they wish to, they can drain mana from other living beings around them in order to recharge or enhance themselves, though most don't bother with this. Naturally any Anodite that chooses to learn magic beyond their natural abilities would be incredibly talented with it, putting even the most dedicated of sorcerers to shame. They can also create fleshy human bodies for themselves when they wish to mingle among them, even reproduce with humans if it is desired. However, as they are beings of pure energy, their mana being completely depleted would result in their death. As they lack DNA to copy, pure Anodites or hybrids in Anodite form cannot be copied by an Omnitrix. However, Human-Anodite hybrids enjoy the natural talent for magic and can eventually learn to shift between human and full Anodite form at will once they learn how to do so. . . though the energy form of their ancestor is often addicting and difficult to let go, needing will and training to get used to switching between the two. At least, if they want to in the first place.
600	Totem Transformation	Ben 10	Transmutation	You know a ritual that you can use to steal other people's magic and are quite good at it. If you create a magic circle and can get someone into it, you can cast a spell to turn them into a small figurine. You can psychically communicate with a totem as long as they are within close range. The real benefit of this spell is if you get several powerful totems you can perform another ritual to drain the magical energy from them, becoming much, much stronger. While you could technically just learn this ritual normally, this perk makes you much better at using it and allows you to keep the power you stole between jumps. Because these totems are technically people, they and their magic wouldn't usually come with you unless they were made a companion, but this perk will allow you to bring them along as if they were items. Beware, if you try to return one of these totems to human form or tamper with them in any way in order to give them autonomy without them being a companion, the spell will be broken and they will be returned to their home dimension.
200	Gate	Bleach	Conjuration	While this ability is present in everyone during the jump, after the jump it will be lost. By purchasing it here you may continue creating gates to the afterlife of whatever setting you're in, and also use it to travel to parallel versions of whatever setting you' re in.
200	Extrasensory	Bleach	Divination	Like other feral beasts, Hollows can sense the smell and also energyof beings in order to hunt them. Unlike them your ability is much above average, to thepoint where you couldn't lose a "scent", and in addition you can tell how much of achance you have against the target as well from a single encounter.
200	Fated Encounter	Bleach	Divination	Shinigami have the ability to determine someone's location bytheir string of fate, but you've taken that to the extreme. You can view this string of fate,and use it to find the path that someone took for the past 48 hours, as well as theircurrent location.
200	Super	Bleach	Divination	When something is not right you can feel it. Any time an illusion is cast over you, or someone hijacks a body you'll know, and while you may not know the specifics of the problem you'll have a general idea on how to fix it.
100	Acidic Touch	Bleach	Evocation	No one really knows how it works, but Hollows always seem to leave burn marks on escaped targets. You are special in that your "acid" is strong enough to corrode flesh upon contact instead of just mildly damaging it.
400	Reishi Manipulation	Bleach	Evocation	Quincies already have the ability to manipulate Reishi, butyou're special. You can move those energies around much more precise than theaverage Quincy, and can even manage to absorb some from your opponent's attacks!
100	Completely Normal	Bleach	Illusion	Nope, nothing to see here friend; I'm just an average person with a cape. With both your words and your powers, you can mask them to be indistinguishable from whatever is considered "normal" in the setting.
200	Mental Censor	Bleach	Illusion	A unique gift, your thoughts can only be read if you wish them to be. Maybe confuse an enemy, or give them half truths, either way you need no longer fear those who can tap the mind.
400	My Soul, My Badge	Bleach	Metamagic	And no one else's. Your power, skills, abilities, and evenenergies are your own, and cannot be taken away from you unless you so will it. Whileyou can still lose them by performing the ultimate forbidden technique or something thattakes them as a cost.
100	Bount	Bleach	Origin	Created by the Shinigami Development and Research Institute (S. D. R. I) in an attempt to create beings with eternal life using Shinigami blood with it, the bount have a unique ability to summon creatures known as dolls to do their bidding. Unfortunately they feed off of human souls, and were eventually hunted to extinction, save for a few groups that are currently in hiding. You are in one of those groups, and share a close bond with your fellow comrades.
100	Fullbringer	Bleach	Origin	Pride, especially in something that you hold dear to you is a power in its own. While you lack the numbers of the other origins, your powers are truly unique as they are all based on someone else's' "pride". Fullbringers are able to bring out the "soul" of an object with varying powers as a result.
100	Hollow	Bleach	Origin	In the event that a Shinigami fails to reach your soul in time, or that you had a regret that was never truly resolved your soul became corrupted, and your heart vanished, leaving you with only a hole. This brings you to torment, and the only way to sate this pain is to eat souls, and even then that only increases your hunger, leading you on an endless journey to fill your hole with other souls.
200	Quincy	Bleach	Origin	Humans that carry the blood of the Soul King's son, Juha Bach. Quincies are known for their reishi manipulation to pull surrounding spirit particles to them in order to create weapons. They are on bad terms with the Soul Reapers because Quincies will destroy the souls of hollows, while the Soul Reapers purify them; this lead to an escalating conflict which has wiped out almost all of the surviving Quincy.
200	Soul Reaper	Bleach	Origin	Once souls pass into the afterlife, they are able to attend school if their reiatsu is high enough, and graduate as shinigami. These shinigami are trained to be great hunters to purify the hollow spirits, and to defend human life at all cost; The Shinigami' s main tool is their Zanpakuto, which have the ability to grow in power with their wielder.
400	Reiryoku	Bleach	Origin	One of those gifted sorts with above average reserves and production,you can produce massive amounts of spiritual energy compared to those at the samelevel as you, and if you purchase Bankai then your reserves would rival even that of thecaptain of the Kido Corps
400	Soul Eater	Bleach	Transmutation	And strength too. Eating a soul that is the same strength of yours, orgreater will increase your current strength by around half that of the consumed soul. While you can do this with normal humans, it would take a number measured in the1000s at least for a noticeable effect, while a Shinigami would produce this effectimmediately.
600	Bankai	Bleach	Transmutation	The final form of a Zanpakuto, usually obtained after many decades oftraining and focused meditation. By purchasing this option, not only do you gain anincrease of Reiryoku to be on equal footing with the captains, but also the strength ofone too. This unlocks the Bankai section and grants 500pp as well. If you are not a SoulReaper then you also gain their freebies.
600	Bount Crest	Bleach	Transmutation	Different from the other race power ups, acquiring the Bount Crestgives the user a dramatic increase of power, roughly equal to that of a Bankai. What'sbetter is that, unlike Bankai this mode does not need to be shut off. Additionally you alsogain 500pp to use on the section. If you are not a Bount then you gain the associatedBount freebies as well.
600	Linking Spirits	Bleach	Transmutation	More than just your object of power, you can now "call" upon thesouls of your environment and gently modify them to your advantage. Falling on acanopy from the atmosphere? You'll be banged up, but can still walk. About to hit a brickwall? The wall is brittle now, and you'll break through it. While these are just thebeginnings, in time you can "convince" the air around you not to go inside youropponent's lungs, or the energy attack to pass through you instead of making contact. Additionally you gain 500pp for use in the Fullbring section and the Super Abilities to beunlocked. If you are not a Fullbringer then you gain the freebies of the Fullbring section.
600	Resurreccion	Bleach	Transmutation	After Aizen entered Hueco Mundo, he went on to use the Hogyokuon Hollows to make them into arrancars. You were one of them, and are the 11thEspada, with a much faster power growth and regeneration compared to the other 10. Additionally you gain 500pp for use in the Hollow section and Arrancar Power sectionunlocked. If you are not a Hollow then you also gain their freebies.
600	Sternritter - 0, the Jumper	Bleach	Transmutation	The final evolution of a Quincy that will otherwise needto be given to you by Yhwach, Sternritters have greatly increased power and reishicontrol. Sufficiently weaker energy-based attacks will not harm you instead; they will willup your existing reserves. Additionally the speed and ability to control energy hasincreased as well. While you can still gain power from weaker attacks you have to takethe brunt of it, and receive no damage reduction. This also unlocks the Sternritter tierand grants 500pp for use in the Quincy section. Pairing this with the ReishiManipulation perk would make the energy based attacks gain you health as well asenergy when weaker, and weaken the blow of stronger attacks as well. If you are not aQuincy then you gain the associated Quincy freebies as well
600	Transcendence	Bleach	Transmutation	The whole is greater than the sum of its parts, and yours are noexception. By fusing different powers of similar origin together you can increase thepower greater than if they were used on their own, and as a result also use less ofwhatever energy is needed!
100	Crystal Trap	Charmed	Abjuration	These three crystals when placed in a circle erect a trap made of electricity that confines a single supernatural creature, two if they're friendly within the enclosed space. Used primarily for interrogation, this form of trap is capable but fragile, requiring only a single crystal to be shifted to break the cage. The cage interferes with teleportation and allows things to be flung in from the outside, similarly the target may freely be spellcast against while imprisoned. Beings sufficiently more powerful than the erector of the cage may break free through sheer power, also a being with sufficient guile or the right power can break free on their own, especially in unsupervised.

200	Protecting	Charmed	Abjuration	It is the place of Good to protect, and in service to that, you now have the power to designate up to four people at any one time as Charges, which may be the same or different as any charges assigned to you by the Elders. You can designate a person as a charge on sight, should you have a free slot. If not, then you may drop one of your currently filled slots, however you can only a drop a person either to replace them or to empty a slot, as a charge if they are not in any current or immediately foreseeable danger. You can only protect so many, sadly. . . Any charge you possess, you will find any and all protective or defensive powers and magic that you possess can be easily projected to benefit them, but only in your immedaite presence. You also find any power or magic you use for this purpose to be slightly more power than normal. Naturally, any power you use to protect others cannot be used to protect yourself at the same time.
200	Protection Ring	Charmed	Abjuration	This simple ring, of whatever style you would like or prefer, can shield the bearer from direct or area of effect magical effects. It can only be used by those without any magic of their own and can only resist so much before it fails. It is especially effective at protecting against magical effects which are not explicitly targeting the bearer and friendly fire.
400	Amulet of Protection	Charmed	Abjuration	This amulet containing a forcefield power protects its bearer from all harm. While strong, it can be overcome with sufficient raw power or the right power. The amulet also forces the user to remain in a defensive posture while it is in use, preventing counterattacks or any offensive action, even fleeing is not possible while using it. The amulet contains a limited resevoir of power to work off of until it falters under pressure, but if given by you to another, you are immediately and perfectly alerted to its activation, allowing you to find and aid the person.
400	The Second Eye of Aghar	Charmed	Abjuration	This amulet contains a single instance of the immunity power and can be used either yourself or gifted to another. What the power protects must be set at purchase and cannot be changed, provides the same protection for any wearer. By default it looks like a large circular amulet on a necklace, made of gold with a single gem embedded in the exact center, however should you wish to import another amulet into possessing the Second Eye of Aghbar's qualities, then you do so for no added cost.
600	Ring of Immunity	Charmed	Abjuration	This ring is capable of holding a specific form of enchantment, a powerful protective enchantment. Similar to immunity, this ring provides a specific form of defense against a particular group of people and power of all sorts originating from that group, magic or otherwise, albeit having no impact on purely mundane efforts. This spell however is not broad enough to protect against an entire race or category, instead by being blessed by a senior representative of a given group, or the ancestor of a particular bloodline, all those subordinate or junior to that person are subject to the spell and cannot use magic on the bearer to the Ring.
100	Bloodstained Athame	Charmed	Artifice	It is no surprise given that the primary tool for warlocks to slay and steal is a repurposed knife used by witches. by killing a target using this knife, the wielder may steal all their target's powers and take them for their own.
100	Darklighter Crossbow	Charmed	Artifice	All darklighters understand how difficult their good counterparts are to kill. Whitelighters can direct their healing towards themselves, giving them regeneration. They can orb away from danger quickly and disguise or cloak themselves from easy detection or tracking. And when you have one of them dead to rights, they have a decent resistance to being destroyed by conventional banishing methods thanks to their reconstitution, as most of those methods explode or distintegrate a target, and whitelighters can pull themselves back together. Having meditating on this problem, darklighters of yesteryear contrived to create a poison keyed specifically toward killing the irritatingly resistant whitelighters. Delivered by a means too quick to reflexively orb away from, with a poison that cannot be self-healed or regenerated away, it's only weakness is that it can still be cured by another whitelighter. This poison, added to their signature crossbows, has felled more whitelighters than the heavens are comfortable in admitting. This crossbow, armed with quarrels tipped with your chosen poison, has only 20 bolts available to use at any given time, but restores the supply once every day. It can also conjure an unlimited amount of ordinary bolts to reload the crossbow at need. The crossbow itself can be conjured to your hand from its normal resting place through a specific form of Remote teleportation and may be sent back just as easily.
100	Trapmaster	Charmed	Artifice	You have quite the skill, with a dash of luck, when it comes to traps, friend. When comes to creating or planting/setting traps or surviving traps with a near-certain chance of death, so long as there is a chance of survival, then you will survive, although not necessarily without cost, such as being trapped or incindentally harmed. Your talent with traps does not end at purely mundane traps, as you are equally adept in magic-based traps. But carefuly, don't gt cocky, you are good but far from the best when it comes to traps.
200	Banishing Potions	Charmed	Artifice	This box contains six breakable vials of banishing potion and their recipe. The potions are generically capable of being used equally effectively against any supernatural being in this setting with equal efficacy, but there are many beings that are resistant to these potions and require stronger potions or specialized potions and / or spellcastings to deal with. These recipes can give you a useful starting point and are remarkable enough ton be of value even to otherwise educated witches.
200	Level 2 Demon Weapon	Charmed	Artifice	A small silver tube, easily contained in the palm of one's hand while keeping it concealed this unobstrusive object for all its harmless appearance is in effect the magic answer to a gun. Given out to less capable minions or mortal agents by the forces of evil, these tools of death contain the energy beam power, capable of firing potent beams of penetrating energy. This device works of its own energy reservoir and cannot be charged normally by the mortals that are often given them, only their masters can do that, but for you your version can recharge itself over the course of a few hours. One can fire about 40 beams before needing recharged.
200	Power Containing Lantern	Charmed	Artifice	This vessel, looking much like a black old fashioned oil lantern, can have Powers transferred from you to it simply through physical contact. Should you sell the powers within the lantern, you may pass on both powers and vessel and have an empty replacement provided to you within the next day.
400	Grimoire	Charmed	Artifice	This is the Grimoire, or rather a copy of the original. A cross between the demonic bible and their most complete comprehensive and respected book of shadows. In it is all the darkest knowledge possessed at any time by the elite of the Underworld. And now it is yours. Poisons and plagues, curses and maledictions, sage advice for corrupting the innocent and drawing strength from the screams of the innocent, all that and more are within the pages of this Grimoire. Not only does it contain all the distilled knowledge of magic that evil has developed, encounters, possessed or devised, it shall also include all the dark, evil, and wicked magic of all your previous jumps and will update to include future jumps you go to. It will not include unqiue or well-hidden secret spells known only to a scrace handful, but will nonetheless give you an excellent education in the dark arts for those worlds. The grimoire explicitly includes rituals that can be used to increase your personal power through methods too horrible to contemplate. Will you resist the siren call of power, Jumper?
400	Jewelled Poignard	Charmed	Artifice	You possess a special weapon capable of directly banishing demons and other supernaturals of all stripes, simply by being brandished. This property makes the very sight of the weapon painful to all supernatural beings especially those who prey upon mankind in any way and may directly kill weaker malicious supernatural creatures just by being seen by them, while only weakening more potent or less malicious supernatural creatures. Any actual harm caused by it does dispropotionate harm and pain to a supernatural target.
400	Magitech	Charmed	Artifice	You have a knack for combining magic with technology, even making machinery that when finished, can be "born" with a power like a witch, with the power being related to the machine and synergizing with its mechanical function. Create a machine for aiding in sleep and find that it has the power to send you into other people's dreams, for example. Each device must be fairly complex and can only have one power each. More advanced technology allows for stronger or more specialized powers to manifest. Powers that manifest within a machine cannot be extracted for use elsewhere and are lost if the machine is damaged significantly.
400	Particularly Powerful Progeny	Charmed	Artifice	Now you can be assured that your children are guaranteed to be at least a bit more powerful than you in terms of this setting's magic. You can expand this awesome potential your progeny possesses to ecompass any magic you possess at the time of conception that can feasibly be inherited, and they will be born with greater power or somewhat greater potential in that form of magic than what you have. No matter how powerful your child, you will always be able to bind their powers until maturity, should you choose to do so.
600	Holy Sword	Charmed	Artifice	There was a time when whitelighters were warriors and this sword is a relic of that time. Extraordinary in every aspect a sword can be, it is blessed and sanctified to the highest degree a weapon can be and as such is death to any evil cut by its edge. More powerful beings may resist its instant death effects upon being wounded, but the sword can also increase the amount of harm each wound causes in propotion to how evil the target is. The blade cannot and will not harm an innocent, but has unfortunately high standards as to what would count as sufficiently innocent.
600	Imitation Waffediyok	Charmed	Artifice	Inspired by the Waffediyok, a potent magical amplifier devised by gypsy witches centuries ago, this amulet can greatly increase your magical power, allowing for your powers to hit with twice as much force and your spellcasting to reach dizzying heights. The talisman also gifts its bearer with a single power, the sub power of optic blast. You may freely choose what type of beam it is, be it Optic Firebolts, Optic Frostbolts, or Optic Lightningbolts, and so on.
600	Masselin Collection	Charmed	Artifice	There was once a demon, allegedly a fallen angel, called Masselin who absorbed souls and tormented them for power and years ago this dread creature made a pact with a warlock. In mutual cooperation before they tried to kill one another, they killed and stole and reap horrors upon many witches and mortals alike. From that alliance, two artifacts were born, of which you may only choose one. The Masselin Jar - a statue in his cloaked likeness, this artifact can absorb the souls of those slain within several arm lengths. The souls thus contained suffer endlessly and unrelentingly, without even the scarce kindness of what little empathy Masselin might have had. But this torment is not without purpose, as for every soul added to this Hell you are rewarded with a slight increase in both up-front power and your rate of growth. The Ring of Imprisonment - the second artifact inspired by Masselin, this ring can draw into itself helpless supernatural beings and imprison them within it. While such is not comfortable for those entrapped, it is not the torture of the jar. The bearer of the ring selects one of the powers of that which it has entrapped and may use that power as though it was their own, but weaker than the original source. The bearer can subsequently entrap others akin to the first and possessing their own version of that power, and increase the strength of the stolen power. with this, you could claim for yourself the power of inspiration possessed exclusively by muses or the power of guardianship exclusively possessed by Guardian Angels.

600	Transplanted Power	Charmed	Artifice	This unique treasure is a single-use Power Container, which has the special property of adjusting the powers it has contained to be compatible with normal mortal physiology. You make take the powers from the container, ruining the vessel irreparably, giving them directly to yourself or to another. You may also study the container to attempt to reproduce the amazing property. It contains 600 PP worth of powers, capable of being used safely by mortals.
200	Mansion	Charmed	Conjuration	All jumpers should have a home and a stately home at that, so here you go, Jumper, a lovely manor for you to enjoy. While comparatively tall and narrow from the front, this three story manor was built in the 1890s in the Eastlake Victorian Style and has features such as a conservatory, foyer, and expansive garden. It has three bedrooms, a dining room, living room, sitting room, kitchen, basement, and an attic, and also two small rooms that can be put to whatever purpose you please. But this is not just a pretty house, this is a place that has steeped in magic over a long period of time, thanks to a confluence of local leylines and has gained some unusual traits thanks to it. No matter how damaged the building, any effort to maintain it or repair it goes supernaturally easily, quickly, and consumes far less resources in terms of material or money than it should. No on including those doing the work will notice anything unusual about this. The power of the house also shields, protects, and enables your magic slightly, giving you a homefield advantage against attackers.
600	Slice of Heaven	Charmed	Conjuration	Here you go, a lovely piece of Heaven that only you, and those you allow to teleport to. Great for relaxing and time here is flexible. If you want time to be dilated, you can set it so that you can spend a month here and only a week passes on earth, or vice versa. This does not count as an afterlife, merely a nice slice of real estate to spend time in. It is about as large as a small island and is quite beautiful, light and airy with tall marble pillars and gleaming white floors. Clouds make up the cieling and all in all, it makes for a lovely place to rest and gather yourself.
600	Underworld	Charmed	Conjuration	Here you go, a lovely piece of the Underworld that only you, or those you allow can teleport to. Great for relaxing and time here is flexible. If you want for time to be dilated, you can set it so that you can spend a month here and only a week passes on Earth, or vice versa. This does not count as a dreary afterlife, merely a nice slice of underground real estate to spend time in. The network of underground caves and crypts can be labyrinthine but finite containing as much as a fairly large mansion or four large warehouses. Generally the same in terms of usuable and traversible space as the piece of heaven item. The surroundings go from dreary to gothic, to as malign as environments can be without being harmful. This is not a place for peace, but to brood and simmer and let old wounds fester. Here you can plan revenge, or unprovoked malice, the very environment motivating you to perform aggression on others.
100	To See the Light at the Heart of Man	Charmed	Divination	You can percieve on sight the difference betwen those who can be said to innocent and those who are corrupt or evil. This ability can be fooled with false positives towards percieving evil, as it cannot tell the difference readily between minor mortal evils or misdemeanors and murderous demonic evil. As such it is generally more reliable in determining who is innocent than who is evil.
100	To See the Shadow in the Heart of Man	Charmed	Divination	Much like Good beings, you can see the Good in others, but unlike them you see not just the Good but the cracks in the facade of kindness and generosity. You know how fragile and weak and fake those do-gooders are, and in seeing those flaws, you can freely prey upon them.
200	Divine Your Targets	Charmed	Divination	You can see, literally by seeing them with your own eyes, whether a person will make the world a better or worse place if allowed to live and be left to their own devices as a form of vague and specialized precognition. You can also see if their deeds are likely to attract sympathetic supernatural attention and possible patronage, such as what happens with Whitelighters. This also comes with the knowledge of some means as to scupper or radically change those chances, with the most obvious being death.
200	Generation Hex	Charmed	Divination	Supernatural parents have many worries nonmagical parents don't have to be concerned with. While normal parents worry about their children doing drugs or running off with another youngster from the wrong side of the tracks, supernatural parents have to worry about their children becoming capital "e" Evil or "g" Good. Now you can be reasonably certain that outside of magical intervention that your children will grow up to have similar morals and ethics as what you have during the time they are developing.
200	Hide and Seek	Charmed	Divination	Knowing how to track down your enemies or victims and how to cloak yourself or your innocents from those who are on the hunt are vital skills for both good and evil. Both tracking and cloaking can be considered powers, with all that implies, and you only gain one or the othger unless your purchase this perk twice. Tracking allows for a supernatural sense for where your given target is located, at least in reference to your location. The more information and physical evidence you have, the easier it is to find them no matter where they hide. Cloaking allows you to frustrate attempts to locate whatever you are hiding, be it yourself or others. Cloaking can be considered to be perfect, but can only protect at most four people for a period of time no more than a month. Also when in use for other people or another person, it cannot be used to cloak you.
200	Hunting	Charmed	Divination	It is the privilege of evil to do as they please, including hunting down those who you wish, and in service to that, you now have the power to designate up to four people at any one time as Victims. You can designate a person as a Victim on sight, should you have a free slot, if you do not, then you may drop one of your currently filled slots, however you can only drop a person, either to replace them or to empty a slot, as a victim if they are no practical way for you to pursue them or if your underlying motivation for hunting them has changed, been superseded with a more important matter, or has been in some way made invalid. For example, a future whitelighter having successfully lost their qualifications to become a whitelighter. You can only maintain your intense predatory focus on so many at one time, sadly. . . You may only designate someone as a victim if they are not an enemy, are not threatening you, and are not actively seeking to harm you. They are victims, not enemies. And they must be hunted, stalked, and pursued for you to gain any benefits. Also your victims cannot be companions and are reset as you leave a jump to enter another. Any vicitms you hunt, you find any and all efforts at tracking them down and bypassing or otherwise countering their effort to get away from you bolstered, and you also find any Power or Magic you use for this purpose to be slightly more power than normal. When you actually find your prey, you also find yourself marginally more capable, the degree of which is determined proportionate to the amount of time and effort it took you to hunt them down and how terrified they have become of you over the period you hunted them.
400	Find Weakness	Charmed	Divination	Even a seemingly invincible foe has a weakness. It is simply a matter of finding and then exploiting it. Unfortunately that takes time. It is in your interest to find and exploit weaknesses quickly, and now you can. At a glance, you can tell the most likely weakness of a supernatural being. You also have a fair bit of luck in any act directly pursuant toward exploiting that weakness, such as a researching an appropriate banishing potion recipe, gaining the necessary reagants for a potion or spellcasting and avoiding the enemy while making preparations.
100	Memory Powder	Charmed	Enchantment	There are times when to keep secrets, you just have to use a little magic. Keeping magic secret from the normal mortals of the world is an important task, and whitelighters are often given missions or take the responsibility upon themselves to obscure evidence and hints of magic's existence. Memory Powder is one of their best and most useful tools for doing so. If blown in the face of someone without magical resistance, such as a mortal, they enter a suggestible state where you can verbally instruct them to erase or rewrite their own memories in way so comprehensive that they will never question the altered / removed memory unless given hard evidence questioning its authenticiy. You only have a small pouch, enough for several uses.
200	Cupid's Bow	Charmed	Enchantment	Much like whitelighters, there was a time when cupids had to fight for love's place in the world, and unlike their fellow lesser angels, they preferred to do so at range. This beautifully crafted bow requires no arrows, merely being treated as though it had an arrow prepared and conjured in place. However, its arrows are a peculiar form of weapon. Upon being struck by an arrow from its bow, the target is not harmed physically but is instead inundated with emotion. Intense, fierce, and pure distilled emotion. While a mortal could be made maniac or depressed or otherwise have their emotional state thrown into chaos, certain supernatural beings like demons simply cannot handle emotions and are vanquished by this sort of weapon. Supernatural beings tied to or born from negative emotions are harmed badly by these arrows, and those with an already acknowledged weakness towards positive emotions are affected even more severely.
600	Hollow Mist	Charmed	Enchantment	In its natural state, the ever-hungry magical creature called the Hollow resembles nothing less than a swarm of black flies or small black orbs, and here in this crystal ball is a small swarm of docile black specks that clearly come from the dread creature.
600	Swarm of Cherubs	Charmed	Enchantment	Cupids are stillborn children given a chance at life by the Elders in a manner not uinlike what they do for whitelighters. The inability to make informed consent aside, these children are generally content in their existence, beginning as fat flying babies until they mature into proper adult human form. This group of six young cupids have chosen to follow you. They are effective messengers and couriers of small items and while they will not mature into adults until post-jump, when they do, they will become devoted servants with the full power of a mature cupid each. Each cupid as a tiny version of a cupid's bow and cupid wings. While their wings are smaller and weaker, their smaller bodies compensate enough they are just as fast as their mature winged seniors, and while their bows are less potent and intense in the emotions they can inflict, there is something to be said for numbers.
100	Badge of Jumper	Charmed	Illusion	With this badge, capable of subtle shapeshifting, you may assume the identity of an authority figure that conventionally uses such identification, such as police or FBI agents. While this would not hold up to scrutiny from the relevant authorities, it can gain you considerable leeway with common people not in a position to question the legitimacy of your authority and influenced by the badge to not do so to begin with. While that is no different from a normal fake badge, this has the power to back up your pretence with compelling force. 1
200	Identity Houdini	Charmed	Illusion	Identity is such a fluid thing in your hands, Jumper. Whether you are stealing the identities of Mortals in order to go undercover or creating convincing decoys of yourself, those you intend to trick will not notice your deception until several months pass or the discrepancy is brought to their attention by your own behavior or actions, such as revealing your true nature or identity to them or after using a decoy to convince them that you are dead, appearing hale and hearty right befor ethem. Keep consistent and the illusion can last for quite some time, even in the cases where like in the beforementioned examples, you look nothign like the Mortal whose identity you stole, or your enemies know full well that you have the perfect Power to create decoys.

600	From the Heart	Charmed	Metamagic	Raw power is not a fixed metric while demons and their sort focus on acquiring powers, and trust to time and their adherence to evil to define their raw power you understand the virtuous method to increasing your magical strength so as to better protect others from evil. You, through dutifully and successfully protecting your charges, who may be either charges designated by the Elders, or Charges as per Protection, gain a slow but steady growth in raw magical power. This growth is greater if you have more charges and increases sharply when you are actively protecting them from a real and present danger, even if it just through providing support. Long-term Charges will benefit you more over time, but must be in constant need of your protection and/or guidance in order to count and you are given slightly greater benefits as a reward in proportion to the difficulty you experience in protecting your Charges. The gains you make a permanent, only the rate of growth is affected by your charges except should one die of a caue you should have been able to protect them from. A heart attack or of old age would not, but their murder at the hands of a demon you were protecting them from would. If you lose a charge like this, then half of all gains you make in protecting that specific charge shall be ripped painfully from you, leaving your temporarily incapacitated for a time.
100	Faustian Contract	Charmed	Necromancy	So they have their desperate victims sign the dotted line with a pen that leeches off their own blood, and from then on both parties are obliged to perform as certain services. Aid in mortal affairs in return for their soul. And so long as you deliver on your contractural promises, then you get their souls when they die, even if you hurry things along.
100	Ouijia Board	Charmed	Necromancy	Through this Oujia board, you may commune with the unusually powerful undead of this world. It can also help calm the often-times violent spirits sufficiently to talk them down from their fury. You can also communicate with them normally, including asking them how to help them move on or how to resolve their affairs from when they were alive.
600	Heartless	Charmed	Necromancy	Through the sacred act of murder, you can derive such sweet power the fools that follow the enlightened Elders cannot dream. Through the act of kiling a being in possession of supernatural power, you may siphon from ending their existence a measure of power you may take as your own. Specifically approximately one tenth of their power in one field or type of magic, which then taken is added to a similar power you already possess and is made fully your own after a short period of digestion. Heartless is especially effective when used on designated victims, and gives slightly greater benefits as a reward in proporton to the difficulty you experience in hunting down and ending your victim.
100	Ring of Power	Charmed	Origin	Cupids are all about love, and younger cupids have barely any emotional capacity for feeling anything but love. This can be problematic given the relationship between powers and emotions. Not ever power can use love as a trigger and those that can, would be active all the time for those who feel love constantly and intently as a cupid does. While older cupids can manage, younger ones need to have their powers removed and tied to a ring to act as a buffer between them and their emotions. This allows them to activate their powers as a matter of will and intent, rather than emotion, and in so doing gives the cupid significantly greater control over thei power until they elarn enough emotional range to no longer need it. For you this ring works in the same manner as similar rings help young cupids, allowing emotionally triggered or fuelled magic to instead draw upon your willpower, intent or determination instead. It allows for greater control over your magic in general.
200	Dabbler	Charmed	Origin	You can perform the three basic forms of magic: spellcasting, potion-making, and scrying. Being able to do these is one thing, but all three are skills that neeed practice and effort to develop, and in scrying's case, a certain intuition or innate capability.
200	Seven Deadly Sins	Charmed	Origin	You gain only one sin, but may purchase additional sins at a discount. You have an orb that can encourage in a person an extreme emotional behavior along the lines of that sin. These sins tend to lead to a person's self-destruction, or make them very vulnerable to attacks distracted as they are. By throwing the ball at an unsuspecting target, the ball melts seamlessly into them and starts to work its magic. First it drives a person towards an extreme form of behavior determined by which ball was used and then causes them to self-destruct in an appropriate manner. A selfless act is sufficient to shake a person out of their altered state, with the exception of Pride as detailed below, and a strong enough will can resist and even push the ball out of their body before it can meaningfully effect them.
200	Ye Olde Wisdom	Charmed	Origin	You have insight and knowledge of subtler magic than what is seen in most powers. Rather than throwing fireballs, this approach tends toward midwifery, herbology, invocations of magic from nature and the creation of talismans and similar, to draw power from nature. Inherently protective and complementary with conventional magic, especially spellcasting and rituals, this magical lore is also uniquely usable by ordinary mortals, albeit much weaker in their hands than that of a Witch or other supernatural.
400	Avatar Link	Charmed	Origin	You have learned from the example of the Avatars, powerful neutral magical beings who cna recruit those other magical races to join their magical collective. This perk allows you to tie yourself and others into a system like the Power of Three. You can passively benefit from this link and draw power from other participants to perform spellcasting. Similarly, it is draining to do this, especially if done repeatedly or for extradorinary spells. This setup allows you to share magic between yourself and your fellows (max of 8). The Avatar Link can allow free sharing or any "fluid" magic that you and another participant both have. Mana, magicka, od, prana. So long as it is a form of magical energy that can be contained with a person, and the recipient has the ability to generate any amount of their own and manage the energy, then it can be transferred. This flow can be initiated by the reciever or the giver. A reciever cannot recieve more power than they can handle, and the "giver" cannot deny the reiciever the power they request. Sharing energy is inefficient, with some power lost in transit; this inefficiency is worse with distance between the relevant parties.
400	Book of Shadows	Charmed	Origin	Witches and some other supernatural beings find it valuable to record their knowledge for posterity and pass it on to the next generation. While some beings prefer oral teachings, witches and warlocks as well as some demons see the value in putting pen to paper, recording their experiences, potion recipes, spell incantations, and a list of various supernatural beings they have encountered and ways of dealing with the same. The book fo sahdows is either yours or an orphaned book from a now dead line of either witches or warlocks at your discretion. It may even be a lesser Grimoire, a repository of demonic knowledge, but otherwise identical. This book has some protective enchantments and only you or those sympathetic to your values may touch it, use it, or even read its contents. It is not easily fooled but is possible to fool it through magical means of identity theft.
400	Power of Three	Charmed	Origin	Similar to Avatar Link, you may establish a bond with another two Magical Beings in order to strength both them and yourself. You do not share specific powers, however you create a sort of virtual fourth person, derived from the synergy between you, where power can accumulate from the three of you into a pool of power that may be drawn through spellcasting and can passively stimulate your own potential growth in magic. This power is sufficient to allow you to punch far above your normal weight, magically speaking, but is best used with all three members present for effects of short duration, such as banishing.
600	Shadow Wisp	Charmed	Origin	As a wisp of the enigmatic creature known only as the shadow, this fragment of mysterious existence grants several benefits to its master. Upon being absorbed into the body much like a power, the shadowy wisp grants free Shadow Manipulation, with freebies and teleportation-shadow. This wisp makes you charismatic and likable to beings of a nature akin to the Shadow, an amorphous cloud of three dimensional shadow. Additionally, the Shadow Wisp grants you a special power where once per day you can gain complete immunity from a single target's magic, no matter what, but only for three discrete strikes/spells.
200	Conversion	Charmed	Transmutation	You can, with a small ritual including an offering of your own flesh and blood, gift another with the power to develop a similar or identical magical power or Power or property that you personally possess. This ritual converts mortals into something supernatural and appropriate to both you and what you are giving them. This ritualized conversion does not give you any means to control the person whom you are empowering and can only be used to give the equivalent of three to four powers up front, although the latent potential to develop more can be given without limit, leaving it up to them to train and grow, unlocking and nurturing that poer over a very long period of time. A person can only undergo this transformation once.
400	Blue Moon	Charmed	Transmutation	There will be times, especially in this world, where forces beyond your control will change you into something other than yourself or your own species. You have the good fortune or limited resistance to such things to guarantee two things. Firstly, any form you are changed into will present you with an opportunity for personal growth, to overcome a challenge or emotional issue, or to help resolve a long-term trauma. You will also find adapting to such changes fairly easy, even for changes that are fairly radical. Secondly, you can be sure that there is at least some chance of the transformation being undone. Even otherwise impossible to reverse transformations will have some sort of loophole that will be known either to you, your friends and allies, or even an enemy, whomever is most likely to be both willing and able ot use it on your transformed self. Be warned that this does not protect you from side effects after reversing the transformation, but any means of reversing the transformation shall be relatively benign, not requiring morally questionable substances or methods, or at least by the measurement of your own morality.
400	Cupid's Wings	Charmed	Transmutation	Much like the holy wings of whitelighters, cupid wings allow for flight. but their usefulness in combat is limited. The soft light shed by these wings influences people into becoming softer versions of themselves, more emotional and sensual. The presence of a cupid with these wings can send an entire group of angry people into a drugged out stupor of contentedness in a few seconds of exposure. Cupids are lovers not fighters, after all. another remarkable quality the wings ahve is that they have in a way a mind of their own. If given leave to direct the cupid's flight, the wings will send the cupid to wherever there is someone in need of love in their lives, or are otherwise in emotional distress or despondency
400	White Wings	Charmed	Transmutation	What sort of guardian angel doesn't have wings? Not you, not anymore. These maginificent dove-like wings grant you flight as the power and can also act as remarkably strong limbs for both propulsion and battering opponents in melee. The wings can also be used as shields and are hardy enough to take some serious punishment without you even flinching. Each feather sheds a soft white light that stings and irritates evil beings. In the face of two entire wings of such feathers, and evil opponents will be too busy suffering to be a real threat. Of course, those of sufficient power or endurance can bully through this effect, but even they may be a hair less capable than normal.
100	Blessing of the Wood	Cultist Simulator	Abjuration	Being an intermediary to spirits is no easy task, jumper, and there's always the possibility that your enemies may strike when you are the most vulnerable. Whenever you find yourself asleep, in a trance, or otherwise incapacitated, you'll be guaranteed that your physical body will come to no harm until you wake up. This doesn't mean that trouble will not find you, in fact, it's entirely possible you'll be locked away and be prepared for butchering, but at the very least your aggressors will have the decency to wait until you wake up.
200	Cinnabar Amulet	Cultist Simulator	Abjuration	A scarlet amulet that glows dimly with phosphorescent light. When worn, the body is never hot or cold, and always retains its temperature perfectly.

200	Starborn	Cultist Simulator	Abjuration	There are dark and malevolent forces out here, jumper, and fighting the occult arts is bound to spoil one or two forbidden secrets that would destroy lesser minds. Lucky for you, your ability to pursue the truth is now unimpaired by the shackles of human nature. Through this perk you can learn any type of mystery, truth, or knowledge, without risking your wellbeing. This even expands to the realm of memetic, cognito and infohazards. No experience can unnerve you, no knowledge can break you, and no truth can unravel your soul.
400	Watchman's Glass	Cultist Simulator	Abjuration	An ancient glass of polished silver anthracite. This unbreakable shield can be used to reflect the most radiant light, and even supernatural attacks will bounce off its surface.
200	A collection of paintings	Cultist Simulator	Artifice	This collection consists of 9 different paintings created using rarefied pigments that can only be found in the strange side of the world. Each masterpiece depicts an Hour that best associates with each of the Principles of the Mansus. These paintings can be used in rituals as tools to perform magic, or to summon spirits. In future jumps, the subject of these paintings will change to depict a god-like entity that best embodies each of the Principles, and with the appropriate rites, it may be entirely possible to communicate with them and gain their favour.
200	Biedde's Blade	Cultist Simulator	Artifice	A blade with a pristine polish. A cut from this blade will not cease bleeding until the wound is forcibly closed.
200	Loresmith	Cultist Simulator	Artifice	It pays to give back to the community, and for someone that has been everywhere, you could have a wealth of knowledge for sale. With this ability you can now easily contribute to the collective knowledge of the world by instantly creating essays, books, manuals, papers, recipes and other written documentation of any subject you are familiar with. This information is compiled with as much care as if you had done it over a few years, and can be formatted, rewritten, and edited on the fly, allowing you to tailor the final results to your liking. Teaching perks will increase the rate at which your documents are studied and assimilated.
200	Stained Gloves	Cultist Simulator	Artifice	A pair of black gloves. When worn, the hands behave with surgical precision, as if a lifetime of practice had descended upon them.
200	The Geminiad	Cultist Simulator	Artifice	An extensive treatise in the Principle of Knock. This text provides knowledge on every lock, every door, and every barrier, and the many ways to open them.
400	A crate of ingredients	Cultist Simulator	Artifice	This 3m x 1m x 1m wooden shipping crate can contain any assortment of ingredients that could be useful for your occult rituals or other activities. They don't need to be magical in nature. This includes, but is not limited to: powders, poisons, tinctures, extracts, plants, body parts, ores, or even gemstones. You could even find an entire corpse inside it, provided it fits. To claim them, simply think of the materials you need and open the crate. The crate will be neatly organized and filled to the brim with everything you asked for inside it. This crate will restock exactly 1 week after being emptied.
400	Alakapurine Shears	Cultist Simulator	Artifice	The scissors that an Hour used to butcher another. These scissors sever all strings, cut all attachments, and end all contracts without repercussions, allowing one to get rid of needless things.
400	Atlas of Dreams	Cultist Simulator	Artifice	An occult journal that maps the dark side of the world. This atlas can guide anyone to anywhere, even places outside of reality, provided the user has a destination in mind. Do remember that some places are harder to reach than others.
400	Furious Sliver	Cultist Simulator	Artifice	The remnants of a blade that had to be shattered for a general to become an Hour. Even broken, these 3 fragments yearn to strike again, and should they be reforged, they will surround and follow their master like loyal dogs of war.
100	A Candle-lit Monastery	Cultist Simulator	Conjuration	A quiet monastery lit by thousands of candles. The wax of the candles flows endlessly, and the light inside never dims. This monastery includes a church, a library and a cloister where your followers and practitioners may take residence. The candles, the larder, and the cellar, refill themselves every night when no one is watching. When the doors of the parish are closed to visitors, influences of Lantern and Moth descend on these halls.
100	A Corner Street Newsstand	Cultist Simulator	Conjuration	A small newspaper stand with a small selection of literature. The papers here holler with confidence, knowing that only the initiated will listen. This stand only seems to sell newspapers of the tabloid variety, that just so happen to be written with rather truthful stories. These daily news sometimes include useful information regarding the many demi-real Secret Histories.
100	A Dusty Workshop	Cultist Simulator	Conjuration	A cozy but unkempt mechanics workshop. The clattering of tools livens the machines inside it, and they open at the seams from the laughter. This workshop contains all the tools needed to service any vehicle, from a small motorcycle, to a large truck. The big parts need to be called in, but the little plugs and bolts always seem to be on stock. There's a hidden room in the back of the building that leads to a private shrine, where influences of the Forge and Knock congregate.
100	A Quiet Hotel	Cultist Simulator	Conjuration	A lovely hotel with the words "Overlook" emblazoned at the entrance. During the day, bustling caretakers tend to the precincts, at night cold winds sweep the orchards. This countryside hotel is managed by the spirits of the dead, who keep things stocked and tidy for their ignorant guests. In the gardens there's a particularly large hedge maze where the influence of Winter wanders, while the ballroom soaks with the influences of the Heart from the floors above.
100	A Velvet Cabaret	Cultist Simulator	Conjuration	A gaudy cabaret in a corner of an alley. In here, talent comes through the front, while the real patrons go through the back. This establishment is always run by a local gang, loyal dogs who will provide the much needed 'protection' free of charge. The music is smooth, the drinks are free, and the company is never lacking. In the private rooms, influences of Edge and Grail bleed with pain and ecstasy.
300	Knock	Cultist Simulator	Conjuration	Your affinity to Knock can now be used to temporarily create a magical tunnel that can bypass any lock, door, or barrier. This tunnel operates like an open window through which you can peek into the other side.
400	Frangiclave	Cultist Simulator	Conjuration	The master key of the world, and the most powerful tool of the Principle of Knock. The Frangiclave is a key that doesn't so much open locks, but rather utterly destroys them.
100	Mind's Eye	Cultist Simulator	Divination	Your affinity to Secret Histories manifests through your sight, allowing you to see in low light conditions and through supernatural illusions.
200	Hidden Intuition	Cultist Simulator	Divination	It's easy to get the title, but it's quite hard to keep the job. To grow old as a detective of the Suppression Bureau one requires more than just everyday skills. Through this ability you may identify hidden knowledge about a clue, an object, a situation, or a person in ways that are easy for you to understand. From your perspective, cursed items shrill ominously, poisons fume with a toxic green color, important items glow visibly, and bad situations make your skin crawl. What's better is that these experiences are always trustworthy as they cannot be imitated, suppressed or countered, and they always adapt to cover new situations that you experience or new senses that you unlock.
200	Noonstone	Cultist Simulator	Divination	This minor tool can be used to call upon the Principle of the Lantern. It radiates like an overhead sun, and its light can shine even in supernatural darkness.
200	Paradoxical Curio	Cultist Simulator	Divination	A reality bending trinket that represents the many Secret Histories. This curio only bends in bizarre ways when in the presence of supernatural danger.
300	Postcognition	Cultist Simulator	Divination	Your affinity to Secret Histories has given you an uncanny attention to details that bleeds into postcognition, allowing you to see things as they once were. Can be used by focusing on a single item or an entire location.
100	Bewitching Eyes	Cultist Simulator	Enchantment	Your eyes can now carry an enticing allure to them, allowing you to charm your viewers into submission until they can no longer be only themselves.
200	Marruvine Idol	Cultist Simulator	Enchantment	An infant doll made of wood. These dolls can placate the rage of the supernatural beasts temporarily, who will cradle the doll like their own baby.
400	Scapegoat	Cultist Simulator	Enchantment	What's the point of having followers if you alone have to bear a burden? Anytime you are forced to inflict harm on yourself or others in the name of a cause, a ritual, or a power, you may opt to inflict this harm unto someone or something else instead, effectively allowing you to substitute the target of your sacrifice with something of an equivalent value. This can be used to spare your assistant in favor of destroying a tool, maybe you wish to spare the tool in favor of a temporary influence, regardless, this perk will ensure that the proceedings complete without a hitch.
100	True Strike	Cultist Simulator	Evocation	Your attacks now possess an unique quality, allowing them to pierce past the corporeal world and strike directly at your targets. This doesn't guarantee that your enemies will die, only that you can hurt them.
400	Carcass Spark	Cultist Simulator	Evocation	An ember of a most radiant light. This spark never fades or burns without reason, and can consume materials and souls alike to grow like a bonfire. Its fire remembers the exact moment where all stones become water.
400	Division Bell	Cultist Simulator	Evocation	A handheld bell that rings with dissonant tones. Pointing this bell at something and ringing it can divide that which has been put together. Through this, and with enough haste, even the Worms can be separated from the still unwilling host.
100	Mind Fog	Cultist Simulator	Illusion	You gain the ability to dull the mind and confuse the senses, making it very hard for individuals around you to focus, let alone find you.
100	Open Soul	Cultist Simulator	Illusion	Many would believe that a medium is a bridge for the spirits, but in the present day and age a medium starts off as but a simple entertainer. This perk provides all the tricks and experience needed to become an unrivaled mentalist, giving you a wide array of mundane abilities that seemingly border on psychic powers, such as hypnosis, telekinesis, clairvoyance, and mediumship. These abilities are not actually supernatural but rather a calculated application of suggestion, misdirection, and subterfuge. In addition to this, your mentalist skills can be used against other mundane skills, like cold reading, to prevent people from reading your thoughts or emotions, or learning your trade secrets without your consent.
200	All roads lead to the Mansus	Cultist Simulator	Illusion	The Mansus is the beginning and the end of this journey, so it's only befitting that you'd try to spend every waking moment researching it. This perk gives you access to alternate methods of traveling to a dreamscape, including rituals, drug induced visions, and meditation, and will make traveling to them as easy as simply being aware of their existence. Each method may have their own advantages and disadvantages but all of them will benefit from a heightened perception of time, allowing you to explore dreamscapes for longer periods without necessarily increasing the time spent dreaming.
200	Bone Flute	Cultist Simulator	Illusion	A flute carved out of human bone. When 3 descending notes are played, silence falls and expands to fill any room around it. When 3 ascending notes are played, sound returns.
200	Dappled Mask	Cultist Simulator	Illusion	A mask that conceals one's true identity. While wearing this mask, it becomes impossible to identify someone, instead the mask is the one to bear the sins.

200	Lucidity	Cultist Simulator	Illusion	There's plenty of dangers in the Mansus. It wouldn't do you any good trying to tackle them at anything less than your full capabilities. With this perk, you now possess the uncanny ability to lucid dream, allowing you to remain in control of your actions whether you are asleep or forced in a dreamlike state. More importantly, in this lucid state it becomes easier for you to manifest your own perks and powers inside dreams or illusions, granting you the same tools you'd have available as if you were physically there.
300	A Favour from Higher Authority	Cultist Simulator	Illusion	It seems you have been graced by the Hour of the Velvet, jumper. Around you forms a fog that shields your presence from the powers that shape the world. Through this Favour, the Colonel will not force you into the service of an Hour, the Lionsmith will not use you like a tool against his eternal rival, the Mare-in-the-Tree will not try to steal you, and The Wolf Divided promises to kill you last. Even the laws of the Mansus as a whole will look past any children born of your unholy unions, preventing the Crime of the Sky. For the duration of the jump, and despite not being invisible to them, the Names and Hours will remain indifferent to your presence, allowing you to inhabit their world without being dragged into their cutthroat politics. This pardon only persists for as long as you remain neutral in their conflict. Should you rise against them, know that the hammer will come crashing down from all interested sides. For an undiscounted 300 CP, you'll be equally blessed with indifference in future jumps, allowing you to enter the domains of gods and other otherworldly authorities without incurring their ire. At least this way, it won't be your presence that condemns you, only your actions.
400	Chalice Murmurous	Cultist Simulator	Illusion	A pthumerian chalice filled with blood. Partaking in the blood causes vivid dreams of beasts and hunters, and with great pains can things be pulled out of them.
100	A Rarefied Mind	Cultist Simulator	Metamagic	It would be a shame that in your quest for enlightenment you suffered a lapse of memory. It's not like some of these secret teachings can be found in the local library. This simple perk makes your memory perfect, limitless, and retroactive, while also allowing for instant recall and perfect indexing. You'll never forget any moment of your life, no matter how small, and you'll be able to recall those moments as if you were currently standing there again. As a retroactive effect, your past memories will also be affected, even if you've somehow managed to forget them.
100	Erudition	Cultist Simulator	Metamagic	The acquisition of knowledge is more than just the senseless hoarding of information. With this purchase you now excel at predicting, interpolating, and connecting information, and can easily cross reference your knowledge with external information, making studying a relatively painless endeavor. Combined, these benefits will allow you to triple (3x) the rate at which you study and convert conscious knowledge into instinctive understanding.
200	Bibliovore	Cultist Simulator	Metamagic	There's so much knowledge out there, and so little time. With this perk you have the innate ability to instantly memorize the contents from text and other visual media with just a touch. This ability can be used on any kind of visual medium, from engravings on ancient pottery, to diagrams in crumbling parchments, to blurry text in waterlogged codices, or even books written in a language you don't speak. The actual understanding of these contents is an entirely different matter, but you'll figure it out with time. This ability can be toggled on and off at will, so that you are not burdened with unwanted knowledge.
300	Healing Touch	Cultist Simulator	Necromancy	Your affinity with the Heart has granted you a healing touch that will slowly heal the sick, mend the wounded, and even regrow limbs. This power requires conscious action, forcing you to at least acknowledge the problem before it can be treated.
300	Rise	Cultist Simulator	Necromancy	Through the aspect of winter, you've learned how to postpone the final rest of all things living, and while not pretty, it will allow you to raise and resurrect the dead.
400	Ghoul	Cultist Simulator	Necromancy	It seems you've imbibed in the Elixir Zeboim, and while no hour has explicitly blessed your actions, you've nevertheless succeeded in awakening the memories of the decaying flesh. With this ability, whenever you partake in a kill or consume a corpse, the memories of the dead will flow into you, giving you an insight on their lives as if you had been there by their side. This process takes only a couple of seconds, at most a minute, during which you will remain in a dreamlike state, and can be toggled on and off at will, so that you are not burdened with unwanted knowledge.
400	Kingskin Bodhran	Cultist Simulator	Necromancy	An irish style drum fashioned out of the leftover skin of an Hour. The sounds of this drum force the hearts around them to beat to the rhythm, even if death wishes otherwise.
200	Rites of initiation	Cultist Simulator	Origin	What is a pastor without its sheep? A hunter without the hunt? An occultist without its tools? This purchase grants you basic knowledge surrounding the rituals needed for this jump, including the ritual to induct new followers. This includes a general understanding of their inner workings, allowing you to tailor them as you see fit. You may use this power to induct an individual into the dark side of the world, allowing them to unlock an affinity based on one of the Principles of the Mansus. This affinity will closely match the nature of the new disciple. Those that already possessed an affinity before the rite receive no benefit from this perk. For an additional 200 CP, you may take these rituals to other worlds, allowing you to create a new framework for magic based on the Principles and rituals found in this jump. This framework can interact with existing magical systems, allowing you to use the rituals you are familiar with to tap into the system, or you could have your powers work in an entirely separate manner.
400	Mystic Hunter	Cultist Simulator	Origin	For a human fighting in a world filled with eldritch nightmares you are truly tenacious, and judging by the looks of it you seem to be able to hold just fine against threats larger than your own. With this perk, you'll receive a natural advantage against the supernatural. Against you, supernatural attacks feel more sluggish, accelerated movements look predictable, impregnable defenses are riddled with holes, and overwhelming strength is only slightly overbearing. You'll still be forced to play on the defensive, especially against larger threats, but at least you'll have a solid chance of succeeding regardless of whether you choose to fight or flight. This ability only works for the supernatural, so don't let yourself get mauled by a fierce beast, or squashed by a large rock.
300	Transmutation	Cultist Simulator	Transmutation	Your affinity with the Forge has given you the exceptional ability to transmute objects and even living things, provided the correct price is paid. Magic begets magic, souls begets souls, and divinity begets divinity.
400	Ritual Maker	Cultist Simulator	Transmutation	Hard work pays off, and you, jumper, have spent quite some time studying the occult. With this power you can now create rituals through which others may temporarily access your perks or powers. These rituals can involve anything from chants, to performances, to tools, or even reagents, and if you've purchased the Rites of Initiation, you may even require one or more Principles from this world to be invoked using influences or affinity. All rituals must require at least 10 minutes to prepare and cast, but you can otherwise set the terms and conditions freely. Know that after imbuing any power into a ritual, that specific power will be much weaker for a few days, and unless the ritual has stringent conditions, anyone with the appropriate knowledge may use it.
100	Adventuring Clothing	Danmachi	Abjuration	A set of multipurpose clothing that was created by imbuing it with a salamander and undine's magic power. It protects the wearer against fire and the cold along with being resistant to water and heat based attacks. It also enables the user to swim better in water and reduces water resistance and water pressure. It is also resistant to wear and tear along with it automatically cleans any dirt and filth from it.
100	Magical Stones	Danmachi	Artifice	Every monster has one of these in the centre of them and core of monsters and is always located in the chest area of the monster. Adventurers and Supporters gather magic stones to trade them in for valis at the Guild. You've got a bag full of 500 stones from quite potent monsters. You can sell them for quite a bit of valis but they might be more useful as materials if you' re a crafter of magical items.
200	Magical Canteen	Danmachi	Artifice	While people can go on for a few days without food but water is a must to allow your body to operate. This canteen possesses an ability to produce water on its own and the water it produces is some of the tastiest and freshest water out there. The water also has the ability to restore the drinker's stamina and refreshes their tired mind though it won't restore the mind energy that you used for the magic spell but the water can be used to replace food for three days with a diminishing return until you stop substituting real food for it this water.
600	Crafting Shop	Danmachi	Conjuration	A fully fitted and supplied alchemist laboratory and forge along with it having the highest quality supplies and equipment required to make magical potions to weapons and armors up to magical equipment. The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Anything that you made can be magically created by the shop up to your level using the ingredients that you stored inside of the shop giving you an ever restocking item to sell as long as you have the ingredients for it and gain a steady income every month. After this jump it will merge with your warehouse or will appear in the new world in the nearest town to your starting point.
200	Monster Taming	Danmachi	Enchantment	Any monsters that you battle, if you defeat them and leave them alive, will acknowledge your strength and allow you to capture them easily. This also makes you skilled at controlling your damage that you can inflict towards others to the point where you can throw a city-destroying attack or spell only for the target to gain a slight burn or bruise. As long as you show affection and don't abuse them, any monster that you captured would develop undying loyalty towards you to the point that they would sacrifice themselves to receive a mortal blow meant for you.
100	Linguistic Talent	Danmachi	Origin	There are many types of language existed in this world. This grants supernatural insight and comprehension at learning new languages as this allows you to learn dead or magical languages with just hearing someone talking in that language over a prolonged time or staring at an inscribed word for a long time. Potentially you can even create your own language to prevent others from reading your notes.
600	Internalized Power	Danmachi	Origin	Having a power that you gained through hard-work and dedication, only for it to be gone the moment your god is killed or returned to Tenkai is a bummer. In this world your own Falna doesn't need the support from your god. Even if they are killed or returned to Tenkai your Falna would still keep working. While you would lose the ability to update your Falna until you leave the jump, it would be better than losing everything and needing you to join another Familia to access your powers granted by your Falna again. Beyond this jump, you learned how to make the powers that are given to you or acquired through a ritual become your own and internalize it, becoming something innate and permanent to you.
100	Twisted Sister	DC Occult	Abjuration	Your mind is ever so slightly warped, allowing you to resist effects that would normally disorient you. Compulsions to not notice something themselves go unnoticed and a weak attempt at hypnotism would fail utterly. This will do little against more powerful effects, but it'll stop smaller stuff from being a nuisance.

200	Blood Ward	DC Occult	Abjuration	Your supernatural parent probably isn't the kind you want rocking up to parent teacher interviews, but they may still want to take an interest in your life - no matter how much you wish they wouldn't. This charm, perhaps a necklace, ring, watch, or similar thing provides a measure of protection from your own progenitors. While limited in scope, should any ancestors or other relations seek to use their familial bond against you using supernatural means they will find it much harder to do so, needing to exert far greater effort to overcome your defences, and almost certainly giving you enough warning time to do something about it.
400	Ragman Suit	DC Occult	Abjuration	A dark green cloak set over a skin-tight suit patchwork cloth in a plethora of colors and shapes. Well, it appears to be cloth; in truth, it is made of corrupted souls captured by the wearer. The suit was made long ago as a source of mercy and an alternative to burning in Hell for the souls captured by the wearer. The souls can aid the wearer, granting them strength and taking damage in their place. In doing so, they eventually pay their penance and are allowed entry into Paradise for their services. The more a soul helps, the faster they earn their freedom and they all know this, so most are willing to do what it takes – or they eventually come around to be willing, in any case. The Suit already contains a few dozen souls that are willing to work for their redemption, which is enough to amplify your abilities well into the superhuman range when drawing on them, but you will need to capture more and continue to do so to retain and increase the suit's power. Needless to say, this only works on the souls of the wicked. You also have absolute telekinetic control over the cloak, which is supernaturally strong and can stretch and contort, while wearing the suit.
600	Thirteen	DC Occult	Abjuration	Your nature has given you an incredible resistance to magic. Normal magicians would be completely unable to affect you, and the magic of more powerful beings would be greatly weakened when used against you. You have complete control over this ability, allowing you to be affected by any magic you choose. You can not be compelled to lower your resistance unwillingly, even if under mind control or enchanted by someone else. Only a conscious choice made with free will on your part can lower it, unless it would explicitly be to your benefit, such as an allied spellcaster attempting to dispel a mind control spell or curse affecting you. Just, you know, this won't do much of anything if someone uses magic to levitate a huge boulder above your head and drop it on you or uses magically enhanced strength to snap your neck.
800	Vestments of Fate	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.
800	Vestments of Freedom	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.
1000	Synchronicity Wave Travelling	DC Occult	Abjuration	You have a rare and dangerous talent. An ability possessed only by a select few of the Constantine bloodline. Synchronicity, in magic, is the belief that the universe is guiding you. For one such as you, the reverse is true. The Synchronicity Wave is your plaything and you may use it to instead guide the universe. To your whims, fate and chance bend. Coincidences pile up to make even your shallowest of plans succeed even as the complex and masterful plans of your enemies fall to pieces around them. You have preternaturally good luck, bullets fly around you, people trip and fall on their own swords, and the cosmic dice are weighted in your favor. Fate cannot touch you as you make your own way, but the very same Fate will bend to make your plans come to fruition, even as it guides your hand into the heart of your enemies. When you actively ride the Wave -- which requires only that you focus and will yourself to do so -- these effects are amplified drastically. You can stand against beings of immense power and watch as it almost seems as though a writer changes the story to allow you much greater odds of coming out on top. Facing down the ultimate embodiment of evil would spell doom for most any man, but your chances of pulling the wool over the devil's eyes and walking away with the last laugh are much higher than they would be for just any common schmuck, even if you were just an otherwise common schmuck – but we both know you're already much more than that, don't we?Although, you should be aware that while this greatly shifts the odds in your favor, it does not guarantee victory, nor does it allow you to win in a truly impossible situation. Don't get too cocky. Even above this, once your chain is over you will gain mystical significance as "The Laughing Magician", who thumbs his nose at the gods of man's own creation and upsets the balance of all, the greatest trickster, who spits in the face of God and the Devil alike. By using that title, you will be able to gain near godlike power, controlling fate, magic, and even bending the fabric of reality.
1600	Vestments of Balance	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.
200	Bottle of Demon's Blood	DC Occult	Artifice	A small bottle of demon's blood that replenishes once a week. Demon's blood is a useful ingredient for many potions and rituals, and if someone is giving a transfusion of it, assuming they survive, they will be healed of any existing ailments, their aging process will be retarded, and their strength and stamina will be somewhat augmented.
200	Cloak of Levitation	DC Occult	Artifice	An indestructible magical cape that moves according to the wearer's will. This cape is a masterfully enchanted object that allows the wearer to fly at the speed they can move without the need to expend any of their magical energy, and considerably faster if they pour on the magic.
200	Sword of Night	DC Occult	Artifice	An ancient artifact forged for a great hero in another dimension. The Sword of Night possesses several powers. First, it is, of course, a very sharp blade and it will always remain so, never rusting or dulling. Among its other abilities are the ability to sense danger and warn its wielder of such, the ability to force people to speak the truth, and the ability to restore its wielder to their prime and keep them there for so long as they wield it regularly.
600	Ruby of Life	DC Occult	Artifice	The Ruby of Life is an ancient artifact created over seven thousand years ago. The ruby is a small crimson gem with the shape and size of a small egg. Wielding the gem gives several mystical abilities. Namely, the creation of illusions, blasts of magical energy, and the control of inanimate objects. The Ruby can also be used simply as a magical battery of sorts, amplifying the power of a magician or allowing those with no magic of their own to cast spells, though this requires practice or training as opposed to the innate abilities the gem grants. With training in its use, someone with no potential of their own could be a powerful spellcaster on par with the likes of Zatanna.

600	Starheart Shard	DC Occult	Artifice	A shard of the Star-Heart, forged into the shape of a ring, freed from the malevolent taint of the true Starheart. It can conjure green, flame-like energy that can be shaped into constructs by the wielder's will, in much the same way as a Green Lantern Ring. It also allows the wielder to fly, encase their body in a magical force field that will allow them to ignore large amounts of damage and sustain themselves in environments such as the vacuum of space, and fire enormously powerful energy blasts. It does not, however, possess the more esoteric abilities of the true Starheart. Though it is powerful, a simple shard will not have the power of the entire Starheart. On the upside, you'll never have to recharge it, and it is not weak against wood like the complete Starheart is.
400	Highway To Hell	DC Occult	Conjuration	There exists magical pathways between most mystical dimensions. Heaven, Hell, Faerie, Gemworld, and pretty much every afterlife or magical nook and cranny you care to name. With proper knowledge of these pathways, one can easily slip into them, allowing easy access to both them and what amounts to teleportation around earth, as well. And you are one of the few people with knowledge of pretty much all of them. After this jump, you will retain the ability to travel between nearby magical dimensions and enough knowledge to not easily get lost while doing so. This won't let you travel to Earth Aleph while in Worm, but slipping into the Nevernever while in the Dresden Files is simple and easy. You also can't access magical dimensions outside of your current jump until your chain is finished. In jumps that don't have alternate magical dimensions this simply acts as a form of magical fast travel system instead.
400	Oblivion Bar	DC Occult	Conjuration	A magical bar that resides within its own pocket dimension. The main room is a somewhat large bar that you get to decide the actual appearance of. Want an Old West saloon? Knock yourself out. A nightclub complete with annoying techno music? I really don't think the magical crowd will be into that, but sure. It also has several other rooms connected to the main one as well that you are welcome to decide the purpose of. How the bar is accessed is largely up to you. Could be a password that, when spoken, connects any door to the dimension or it could simply require customers to provide their own method of interdimensional transport. It also magically restocks itself each night, and repairs itself if damaged at the same time. Infinite booze should be reason enough to buy this, right?
600	Library of Eternity	DC Occult	Conjuration	An incredible enchanted library is added onto your warehouse. This library is an artifact of immense value that was long thought to only exist within myth and legend, for within it is all the knowledge of mankind. This infinite library will absorb all written knowledge in every jump that you visit. The only exception to this are singularly unique and important books such as the Book of Eternity or the Necromicon. Of course, you'll have to find the books you want to read, first. Luckily if you enter the library with a specific topic in mind you'll tend to find yourself in the right area with only a few minutes wandering around.
600	Tower of Fate	DC Occult	Conjuration	A replica of the Tower of Fate reserved for use by the eponymous Doctor Fate. This tower is as big as it needs to be and rests outside of the bounds of the multiverse. If all of creation were to be cast into oblivion or warped into a sea of chaos, this tower would remain untouched. Only you and those you welcome inside may enter and any inside may be ejected at your leisure. While you are inside the Tower, your power is amplified many times over. Even as a normal mage this would be enough to allow workings of magic comparable to Doctor Fate himself. You may choose to have this tower manifest inside any dimensions or pocket realms you own, which also allows you to take advantage of the tower's benefits in a radius around the tower.
1000	Dimension Lord	DC Occult	Conjuration	You are the proud owner of a magical dimension. Whether you inherited it from your parent, usurped it from their control, or gained it in some other way entirely, this is a world all your own. It can be something associated with your parent, such as a section of Hell or a slice of Faerie, or it can be a dimension all its own. Whatever the case, within this dimension, your power is increased significantly as you gain dominion over all of the magical power that exists within the dimension. The world can be reshaped to your will, allowing you to change the environment as you wish or control the weather on a whim. By default, this dimension is roughly 20,000 square miles in size and you may choose to have it be inhabited by residents that are fitting to it. This could be anything from humans to elementals, fae to golems, or a variety mix. Whatever the case, these residents are absolutely loyal to you and can number anywhere from none to several million. Even outside of this dimension, you may draw on its power, though not nearly so much as while within and it is possible to block your attempts to do so. Drawing on its power outside of it does not increase your power, it simply allows you to recover your pool of magical energy much faster. You may also summon the residents outside of your dimension to serve you. You may also import another dimension you have to gain these effects. Each new jump you may choose if the dimension remains the same, is a copy of one of your previous dimensions, or if it is in a separate locale based on your desired settings, such as jungle, ocean, mountain top castle, hellscape etc. Should your dimension be a copy of an older one it will be populated by facsimiles of its previous inhabitants, should it be an old one it will have the original beings. Do note that these beings are not companions, and attempting to use the Dimension as a pod will leave whoever it is you tried to bring along in a safe spot in the dimension they entered yours from. You make your choice on if your Dimension is a copy, one of your old dimensions, or a new dimension the first time you access it each jump. Time in inactive dimensions is frozen. Post chain you may merge these dimensions together in whatever way you choose.
100	Family Tree	DC Occult	Divination	It can be hard, sometimes, to track down ancestors when one side of the family can live for centuries, but now it's just a little bit easier. With a drop of blood on this large scroll the names of your ancestors will be filled in - provided their identity isn't being supernaturally concealed. This only provides the name they would be most commonly known by, which may unfortunately be a title for some beings, but hey - it's a start.
100	Mystical Sensitivity	DC Occult	Divination	Your experience with magic has left you acutely aware of traces of magical energy. You can tell what kind of spells were cast days after the fact by the residual energy they left behind, discern the potency and nature of enchantments, and track down anything that leaves behind a magical trail.
200	Tarot Cards	DC Occult	Divination	You have an enchanted set of Tarot cards. In addition to functioning much the way they're supposed to, they also change to have personalized illustrations based on the person drawing the cards. Of course, the damn things don't actually come with any instructions, so you'll have to figure out fortune telling on your own.
200	Hypnotism	DC Occult	Enchantment	Whether by some skill you've picked up or by an innate ability, you are able to hypnotize someone, making them extremely susceptible to manipulation for a short time. This only really works on normal people and can be resisted with enough willpower, but only requires eye contact or a small visible gesture to activate.
400	Talking Is a Free Action	DC Occult	Enchantment	You know how sometimes people seem to be able to hold conversations or go on monologues during a short leap or cast spells to stop bullets after they leave the barrel of a gun? Well, now you can, too!If you so choose, whenever you begin to speak, time will be compressed. This effect will not last indefinitely; maybe a paragraph or two can be exchanged in a single instant. Where this really shines is that you can cast any short, verbal spells effectively instantly, thereby eliminating a large weakness of many types of magic. This same effect will also be applied to anyone you are speaking to -- though they cannot use it to cast their spells, only to talk -- and attempting to somehow game this for uses other than talking or casting spells will end it. Oh and no one will find this strange or even notice it unless they happen to be. . . aware of the true nature of reality
600	Carefully Chosen Words	DC Occult	Enchantment	You know real magic isn't in fireballs or flashy explosions. No, real magic is in words. Words can drive a man mad, words can create or shatter nations, can make your bitterest enemy your dearest friend, and can drive a man to kill his brother. And your silver tongue knows more words than most. Whether it's convincing a serial killer that the real thrill would be to feel his own death or a group of mobsters to tear themselves apart, all you need is a few words.
600	Trident of Lucifer	DC Occult	Evocation	Something of a misnomer, this fiendish golden weapon is actually closer to the bastard offspring of a bident and a spear. An artifact of immense power forged long ago in the deepest fires of Hell, this Trident is greatly feared and lusted after by demons and mages alike. Able to summon forth enormous torrents of the flames of Hell in which it was born, this Hellfire not only burns the physical but also the magical and spiritual. These flames are powerful enough to burn most beings to ash within an instant and banish or destroy all but the absolute most powerful of demons and spirits.
100	Sleight of Hand	DC Occult	Illusion	You've had a good deal of practice at stage magic, street magic, or something in between. In addition to great skill at card tricks and various other illusions, you're none too shabby at picking locks and pockets. With some practice, you may even be good enough to do things like steal a watch right off of someone's wrist.
100	Stage Set	DC Occult	Illusion	A comprehensive set of everything you need to put on a magic show. Any supplies used or destroyed will be replaced within 24 hours. This covers everything from a stage, curtains, some tables and chairs, and even a cutting box and glass tank, along with an assortment of tools such as chains, cards, and more. Order now and it'll come with smoke machines, bunnies, and doves for no extra cost!
100	Worn Trench Coat	DC Occult	Illusion	A worn trench coat with pockets that seem to be able to store an impossible amount of things. An iconic item for some of the more modern magical types, whether working as a magical detective or an arcane conman, this coat will help you do it in style. May or may not come with an invitation to join the Trenchcoat Brigade.
400	You Know My Reputation	DC Occult	Illusion	You have an astounding capacity to bluff your way out of anything - mostly due to your supernaturally good poker face. You have absolutely no tells and even attempts to peer into your mind can't discern whether or not you're lying. You could lie to God and he'd be none the wiser.
400	Baby Magic	DC Occult	Metamagic	Oh no, not you. You don't need those training wheels on your power. Your mastery allows you to eschew requirements for magic outside of the magical energy needed to power the spell and the focus needed to shape it. You don't need wands or reagents or even incantations for your magic, simply the will and knowledge of how to accomplish something. This isn't without downsides, of course. It's always somewhat both harder and less effective the more powerful the spell and the more components you eschew. Throwing a simple fireball without a chant won't make much of a difference, but attempting to cast world rending spells that normally require elaborate rituals and hours of incantations are another matter entirely.

600	Down The Rabbit Hole	DC Occult	Metamagic	You have the peculiar ability to borrow power from others. By touching someone – or something – else, you may temporarily steal any and all magical abilities they have. There is theoretically no true limit on the number of powers you can hold, but the more you steal, the less time you will be able to hold it. For instance, power stolen from the Spectre would flee your grasp in mere moments, where power stolen from a normal magician could be used for hours on end. You also gain all of their knowledge relating to the use of the stolen powers. Be aware that this may also result in other odd reactions; stealing the power from a rhyming demon would compel you to speak in rhymes, for instance. Stealing power that is sufficiently alien to you may result also in catatonia or damage to your sanity. And one final thing: your clothes transform into a hybrid of yours and those of the beings you steal power from while you retain the power. Not that big of a deal, but stealing from a ton of different people may result in some horribly unfashionable outfits. You cannot use the power you steal to permanently increase your own power in any way.
200	Fountain of Youth - Boosted	DC Occult	Necromancy	For another 200 CP (before discounts), it will also act similarly to a Lazarus pit, allowing it to even go so far as to revive the dead. **(CG Note: Requires base Fountain of Youth - DC Occult first.)**
400	Fountain of Youth - Boosted	DC Occult	Necromancy	A fountain appears in your warehouse, filled with sparkling crystal water that is always pleasantly cool. Anyone submerged in the pool will cease to age, be regressed to their physical prime (if past it), and be granted the ability to understand and speak to any creature in its native language, be it man, beast, or magical entity. Any non-sapient living being will cease to age, be regressed to their prime (if past it), and also be granted human-level intelligence as well as the ability to speak. For another 200 CP (before discounts), it will also act similarly to a Lazarus pit, allowing it to even go so far as to revive the dead.
400	Soultaker	DC Occult	Necromancy	A well crafted sword, enchanted with potent dark magic. As implied by the name, it devours the souls of those killed by it or any spiritual beings slain and allows the wielder access to their knowledge and skills, though not any supernatural ability you would not have already been able to access. Very useful for the lazy and the lacking in scruples. If any soul is freed from the blade outside of the jump it was trapped in, it will immediately return to the jump in which it was trapped.
100	Shrine of [Insert Patron Name Here]	DC Occult	Origin	Your power comes from an outside source, and some such sources demand attention, whether through prayer or rituals performed in their names. This is a special shrine, a few feet tall, and made of wood. The drawers at the bottom contain a range of eclectic and occult tools and accoutrements, from sticks of incense to bowels and blood letting knives. All of these are marked with the symbol of your patron of choice, which can be changed with a quick chant. . . Maybe don't tell them about that bit, they may not appreciate how quickly your devotion can change targets. It comes pre-devoted to the being of your choice, which can freely change once per jump. Devoting it to other beings will be far easier than it would normally be.
200	Back To The Basics	DC Occult	Origin	Your abilities make it easy for you to cast basic magic: things like lighting fires, cleaning things, making aesthetic changes to small things or similar small cosmetic changes to people, changing clothes, etc. It isn't likely to be much help in a fight, but damn if it doesn't make life more convenient. Your mastery of such prestidigitation allows you to cast it at-will, and essentially do so unceasingly, as it costs you almost nothing.
200	Escape Artist	DC Occult	Origin	Either you learned it for putting on shows or out of necessity after being hog-tied for the upteenth time, you're become adept at escaping. Handcuffs, cages, or being blindfolded and chained up in the trunk of a car, you can escape from just about anything. You're not Houdini, but you're not too far behind, either.
400	Blessing Without End	DC Occult	Origin	The Endless are a group of powerful beings, each embodying a fundamental concept of some kind. The Endless are far older and more powerful than mere gods and rule absolutely over their domains. You have somehow caught the attention of one of these beings and have been granted a boon related to their sphere of power. ● Blessing of Delirium: Once Delirium was known as Delight, but some event forever altered the youngest of the Endless into a twisted form. With the favor of Delirium, you never need fear this same fate. Your mind is a rock upon which madness breaks. Nothing, be it the passage of eternity or staring into the eyes of the Old Ones, may so much as scratch your sanity. ● Blessing of Despair: Despair finds you to be one of only a handful of beings in all of creation that she actually likes. For finding a soft spot in her heart, she rewarded you with an immense willpower that will forever shield you from the depression which she Embodies. ● Blessing of Destruction: Destruction is a strange being. Having long since grown tired of his duty as the embodiment of destruction and abandoned it to instead pursue (very flawed, due to his nature as the opposite) attempts at creation instead. With his favor, you gain insight into the structure of all things, and more to the point, the weakest points in the structures. Whenever you wish to destroy something, be it a simple physical object, a vast conspiracy, or something more abstract, you will always know where it is most vulnerable. ● Blessing of Desire: Desire is the personification of lust and desire. With this blessing you are among the most beautiful people to ever live. Even beyond your base attractiveness, everyone who looks upon you, or even a likeness of your image, will see something slightly different as your features warp in their mind to be ever so slightly closer to what they consider ideal beauty. ● Blessing of Dream: Dream of the Endless rules over the Dreaming. And he's honestly kind of a dick. But his involvement in the lives of mortals is really not that uncommon, and you are one of his favorites in millennia. With his blessing, you are now always capable of lucid dreaming and may project yourself into the Dreaming at will, allowing you to access both the whole of the plane itself and all the dreams of every living being. Additionally, as dreams and illusions are very closely related, any illusions you cast are enhanced and you are capable of completely ignoring any other illusions that attempt to affect you. ● Blessing of Death: Don't fear the reaper, baby. Death is not exactly what you'd expect. Oh, she once was, but then she took a tradition of becoming mortal and facing a mortal's death one day a century and her entire perspective changed. Now, instead of appearing as something unnerving, she appears as a rather attractive and upbeat goth girl. After all, everyone deserves one last hot date. As Death favors you, she will turn a blind eye to your death once per jump, reviving you and healing your wounds in the process. After all, why rush things? All will eventually find themselves before her one final time, no matter how many come before. ● Blessing of Destiny: Destiny is the eldest of the Endless and the one most subsumed by his duties. For him to favor a mortal is a very strange thing indeed. . . but then, you're not exactly a stranger to strangeness, are you? With the favor of Destiny, you are granted much greater freedom from fate than others. Any attempts to alter your destiny are doomed to failure, as are any attempts to look into a future which directly involves you.
400	Faustian Flip	DC Occult	Origin	You know how making a deal with the devil never seems to play out in your favor? Well, now it's time for that to finally change. You may freely break any sort of binding deal or contract made with a magical being while retaining any and all benefits you received from said deal. Just, you know, be prepared for a pissed off benefactor if you decide to do so. Of course, this does have one limitation. Namely that it only works on one deal at a time. Using it to retain the benefits of a new deal will result in the forfeiture of all those gained from the last such deal. Still, this is quite the talent you have here. Use it carefully.
400	Real Magic	DC Occult	Origin	This is where it starts to get interesting. You have training in how to use real magic, whether you have training in a specialized version such as the backwards magic that the Zatara family uses or a more generalized type, you're capable of some fun stuff. Teleporting, transmuting, energy blasts, etc. On a small scale, you're capable of just about anything if you have the energy and know the right spells. You have roughly the same level of training and potential as Zatanna does.
600	Outside Help	DC Occult	Origin	Sometimes, you alone aren't enough. Sometimes your magic needs some extra oomph. You know how to tap into external sources of power, whether it be leylines, artifacts, or a group of sorcerers channeling their power to you. You can weave this power into vast spells capable of amazing things greater than the sum of its parts, and you can handle far more of this power than would otherwise be possible. But even then, it puts a great strain on your body and mind, and even you have limits - limits that it will push you past if you're not careful. Your skill with this can grow in time, allowing you to reach over truly vast distances to draw power. Should the need be great enough and you have some method of reaching out to them, you could spread your net over the whole of the world, asking thousands of magical beings and sorcerers to lend you their power. Of course, you'll need to actually convince them to do so, but if the entire magical world was putting up a united front, you could be a valuable player in such a game. This also allows you to power magic with other forms of supernatural energy. After all, when you really get down to it, there's not that much of a difference in the power inherent in a soul or the chi that rests within the body from the energy you use to cast your spells, is there?
600	The Moving Finger Writes	DC Occult	Origin	Magic always has a price and you are certainly no exception to this rule. However, you are very skilled at. . . negotiation. You may, in exchange for the normal consequences of a spell, expend enough magical energy to pay your dues. This scales with the value of what would have been taken in the place of the raw energy. Shrugging off addictive magic would be a small fee, but who can put a true value on something so priceless as a human soul? . . . What's that? You can quantify the value of a human soul? Well that doesn't seem entirely moral, but if you're willing to pay the exorbitant fee it would surely entail, who am I to stop you?

1000	Avatar	DC Occult	Origin	You are an Avatar and Guardian of either the Red, the Blue, the Green, the Black, or the Grey and tasked with the protection of a form of life. The Red is a cosmic force which pervades nearly all organic animal life in the universe. As the guardian and avatar of it, you are able to communicate with, command, and transform into non-sapient animals. You can also draw on the aspects of animals near you, gaining speed from a cheetah, strength from a bull, the sense of smell of a bloodhound, and so on. Eventually, your mastery can extend to creating animal life from nothing, potentially calling forth even things long extinct. The Blue is much the same as the Red, but concerns water and aquatic life instead. The power over and ability to transform into or create animals is the same, only now applying to things that dwell within the water. And, for that matter, you also possess power over and ability to transform into water itself. The Green is similar yet distinct from the others. Where they are bound to animals, it is the source of all plant life. As the Avatar of the Green, you are able to control and create plant life, as well as fuse with the ecosystem of a planet, potentially appearing from or being aware of any and every plant in the world, or fusing with a tree in America and stepping out of a bush in Africa. With mastery of your powers, you may be able to create elementals to serve you or grow a forest in minutes. The Black is the embodiment of death and decay. As the Avatar of the Black, you are an agent of death. Not the cute goth kind, either. Plagues, famine, rot, necromancy, you're walking proof that all things come to an end. All those manifested at your will, allowing you to potentially devour the life of untold numbers of beings and then raise their remains or command their spirits to do your bidding. With time, killing half a nation and flooding the rest with the living dead is well within your capabilities. The Grey is very similar to the Green, but instead serves as the source of fungus. Your abilities as the Avatar of the Grey are somewhere between those possessed by an Avatar of the Green and an Avatar of the Black, allowing you to consume life to rapidly spread your infectious fungus at terrifying rates. Nearly anything the Green can accomplish, so too can you, but with fungus instead. You also have the ability to infect other elementals and add them to a hive mind that you command.
1000	Greatest Magician of the Age	DC Occult	Origin	A normal mortal mage is constrained by the limits of their mortal body and soul. The only way to increase their power past a certain point is to become something more or to wield powerful artifacts. For you, however, this is not the case. Not only do you start with much greater power than most, but there is no true ceiling to your growth. You will, for a time, grow in power at a meteoric rate, and then slow. But you will never reach a point where your magic cannot grow further. Just remember. . . the greater the power, the greater the price.
200	Mark of the Beast	DC Occult	Transmutation	Your inhuman source of power has left its mark on you. Inhuman eye, skin, and hair color are all possible manifestations of it, and you may very well appear inhumanly beautiful, terrifying, or imposing if you desire. Whatever the case may be, you're definitely going to be turning heads when you walk down the street.
400	Brute Force	DC Occult	Transmutation	The inhuman source of your abilities grants you not only magical power, but also physical power as well. Your durability is enough to completely ignore conventional firearms and laugh in the face of a grenade exploding in your face. Your strength, likewise, allows you to casually throw large vehicles and tear through steel as if it was paper.
400	Philosopher's Stone	DC Occult	Transmutation	A perfect replica of the Philosopher's Stone, one of the Four Wonders of Alchemy. Legendary even outside of occult circles and widely sought after, the Philosopher's Stone is the ultimate goal of every alchemist to ever live. The small stone possesses the ability to alter the molecular structure of inorganic matter into other elements.
100	Demon	Divinity: Original Sin	Abjuration	Somewhere along the line one of your ancestors got a little freaky with a Fire elemental. You take slightly less damage from fire magic of all stripes.
100	Ice King	Divinity: Original Sin	Abjuration	You may have played a little too long with the Ice Faeries as a child. You take slightly less damage from ice and cold magic.
100	Iron Hide	Divinity: Original Sin	Abjuration	You sure can take a punch. . . and a sword. You have a slight, natural resistance to physical attacks of all stripes.
100	Lightning Rod	Divinity: Original Sin	Abjuration	An Air Elemental saved one of your ancestors from falling off a cliff. The rest is lost to the legends. You have a slight resistance to electricity magic of all stripes.
100	Thick Skin	Divinity: Original Sin	Abjuration	Just don't ask. Nobody likes telling that story anyways. You gain a slight resistance to earth spells of all stripes.
200	Living Armor	Divinity: Original Sin	Abjuration	35% of all healing you receive also regrows any damaged defenses you possess.
200	Sword and Board (Adept)	Divinity: Original Sin	Abjuration	The shield can do more than simply block or slide blows aside. An inventive mind with a smidgen of talent is capable of doing so much more than simple tricks. Elemental Tortoise infuses the caster with thick weavings of protective magic that dampens any elemental spells that try to harm them. However, the weight of so many shields hampers the caster's ability to move freely. Barbed Wire is a more offensively minded spell that lashes out with the reflected force of any blocked blow, damaging those who fail to damage the caster.
200	Vital Essence (Adept)	Divinity: Original Sin	Abjuration	Deving deeper into the magic drawn from the rocks and mountains allows the discovery of the spells that enhance the strength of the caster and those around them. Bless has a simple name, but is a rather complicated enchantment. It allows the caster to enhance one of their own physical traits. Strength, Endurance, Dexterity, Agility, any one of them can receive a sharp boost for a few moments. Similarly, Blessed Earth allows the caster to apply the same effect to all their allies within a short distance.
300	Sword and Board (Master)	Divinity: Original Sin	Abjuration	There is, unfortunately, a limit to what a shield and sword can do even in the hands of a master. Enemies will find away past the most powerful defensive magic and the most solid of stances given time, experience, and a little luck. But those who dedicate themselves to defense already know this. Indeed, some eagerly await the moment a blow slips past their guard to sink into their flesh. For that is the moment they can make their foes truly pay. Shackles of Pain directly links an opponent and the caster, forcing them to endure all the damage that the caster would have received without gaining the same benefit in turn. Some warriors take advantage of this in cruel ways.
100	A Helping Hand (Novice)	Divinity: Original Sin	Artifice	Herbalism and alchemy are often seen as fraudulent arts by those who practice true magic. But those who live far from traditional doctors of this world have learned that a little bit of magic and the right herbs can do just as much as those who spray mana everywhere. First Aid uses that combination to heal minor wounds as well as a huge range of status ailments on a single person. Treat Poison, while treating only the single status ailment, also confers a short term immunity to poison as well.
100	Baited Trap (Novice)	Divinity: Original Sin	Artifice	For some, the mind becomes the most important tool in surviving the moonlit hours. The devious tricksters with toys and traps who tinker with gunpowder and even more terrible creations. Venomous Strike coats the caster's weapon with a poison in the same motion as striking, ensuring that opponents pay for letting even a simple scratch slip by their guard. Wind-Up Toy is a simple creation, a clockwork automaton with a large explosive strapped to the back. A touch of magic ensures control of both its movements and the resulting explosion.
100	Nurrid Ovrur's Never-Empty Beer Mug	Divinity: Original Sin	Artifice	What? You've never heard of Nurrid Ovrur? He was the best brewmaster in all of Rivellon! Even the elves would put down their fancy wines to taste his elixirs. They were so good that it is said he stopped a civil war by uncorking some of his best for the leaders of each side and drinking both of them under the table. In appreciation for Nurrid's absolute mastery of the art, an elven sorcerer named Celahir blessed one of his mugs to never empty again. And now you have that mug. Of the best beer Nurrid ever crafted. Enjoy responsibly and remember to never ride drunk, even if the horse does know the way.
100	Wand (Novice)	Divinity: Original Sin	Artifice	Wands are fairly simple constructions. An elemental focus, a carved bit of wood, a little pixie dust, and an infusion of magic. Once crafted, it simply takes an effort of will to shove magic through it and get a ball of elemental magic to come shooting out the other end. Not something that can be done rapid-fire, mind you, but useful as a basic form of offense. Still, the theory behind it is worth knowing, because with it you can tweak the effort of will and cause your wand to glow like a torch. Handy for delving into dank tombs while still keeping a hand free to cast magic.
200	Baited Trap (Adept)	Divinity: Original Sin	Artifice	Hidden in the nooks and crannies of the mind, one can find truly devious thoughts if one goes looking. Cruel, yes, but undoubtedly effective ideas that can be turned into reality. Spike Trap lays a magical trap a short distance away, invisible to all but the caster, that springs to life if a foe walks overtop of it. The group erupts in a flurry of spikes that shoot upwards and hunt for feet to injure. Pin Pull involves turning a grenade or bomb in the caster's possession into one that can be remotely triggered with a snap of the fingers. Just imagine the possibilities.
200	Essence	Divinity: Original Sin	Artifice	Jars upon jars of strange and wonderful ephemeral lights that twitch and dance fitfully in their glass prisons, raw energies bound to shape and colour. Can be used in various recipes to create scrolls, potions, and tools of war. They come in varying potencies and what you will receive is mostly random (read: as amuses me). Replenishes at the end of every month in your warehouse.
200	Grenade Bandoleer	Divinity: Original Sin	Artifice	This simple leather strap is meant to be worn around the chest to allow for easy access of high explosives during intense situations. It has hooks and loops to hold a dozen grenades at once and is always extremely comfortable to wear. The Bandoleer always starts each morning filled with twelve simple, but effective, fragmentation grenades made out of a canister, a lot of nails, and as much gunpowder as possible. However, it is possible to "tune" each grenade to an element by exposing the explosive to a bit of magic. Shock the device with a small amount of electricity magic and when you pull the pin it will explode with the force of a lightning storm instead of nails. You can even get creative, exposing it to the power of love will give the grenade a charming effect instead of a violent one. Experiment at your own peril, as you might not always get the effect you are expecting when you dip into more exotic elements.
200	Herbs	Divinity: Original Sin	Artifice	A collection of functional plants for use in potions and poultices, whether pulled from a neat garden or found rugged in the wild, they are potent tools for your use. Comes with large supplies of the Augmentor herb, highly useful for adding oomph to any concoction you can piece together. Replenishes at the end of every month in your warehouse.
200	Potions	Divinity: Original Sin	Artifice	A motley collection of potions and poisons both enhance and enervate yourself and those around you. While none are of particularly high quality they can easily be upgraded by concentrating larger supplies or mixing with select herbs found across Rivellon. Replenishes at the end of every month in your warehouse.
200	Runes	Divinity: Original Sin	Artifice	A pouch containing little more than some stones decorated with magically glowing characters that are, in truth, powerful augments to one's arms and armor. Most will come in small sizes, to be fused together with Pixie Dust, though you will occasionally receive larger runes as well as Frames to place them in to encourage their growth.

200	Sacks of Essences	Divinity: Original Sin	Artifice	These five head sized burlap sacks are extremely light despite the fact they look to be filled to bursting and each emits a faint light from the seams, a different color coming from each. A fiery red, a gentle blue, a brilliant white, a somber brown, and. . . is that fifth one emitting shadows? Small balls of solidified elemental essences are not a rare commodity in Rivellon and have a huge variety of uses in everything from specialized grenades to magical arrow heads to even aiding in enchanting arms and armor. Each sack contains five balls of each element and the sacks refill themselves every week. What use you put these concentrated bits of elemental magic is limited only by your imagination and experimentation. Just don't get opposing elements too close to each other. The result is fairly explosive, doubly so if you are enchanting at the time.
200	Scroll Case	Divinity: Original Sin	Artifice	This rather ordinary looking scroll case is a useful device for any magician on the go. It can store an infinite number of magical scrolls and if you tell it which one you are looking for the enchantment will find you exactly which scroll you are looking for at a moment's notice. Even more amazing is that it will slowly generate a random assortment of scrolls over time at a rate of two scrolls per three days. These scrolls will contain a random spell found in the Aerotheurge, Geomancer, Hydrosophist, Pyrokinetic, or Witchcraft schools of magic, though it will tend to generate far fewer Witchcraft scrolls. These scrolls are all a single-use but they require no magical talent on the part of the wielder to activate them.
200	Scrolls	Divinity: Original Sin	Artifice	A collection of written scrolls that are covered in the glyphs and charged with enough of the necessary energies to cast a spell regardless of one's capabilities in the required school. They can also be combined with a book charged with the requisite magic to create a skill-book that allows others to learn the spell placed within. Replenishes at the end of every month in your warehouse.
200	Tenebrium Basics	Divinity: Original Sin	Artifice	Tenebrium is a odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistance to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself.
400	Blood Rose Garden	Divinity: Original Sin	Artifice	The blood rose is a slow growing and impossibly demanding plant that can only blossom in the remains of an absolute slaughter. While normally this would require you to massacre hundreds of people to see a single seedling flourish this garden is uniquely capable of growing blood roses without the requirements. The Attar of the Black Rose is a delicate oil that, when used, empowers its user to become stronger, faster, smarter in all ways. The rose still takes a while to bloom but this makes things much easier for all involved.
400	Potion Sack	Divinity: Original Sin	Artifice	Any adventurer worth their salt knows to hope for the best but expect the worst. This small backpack filled with potion vials is surprisingly light considering just how many potions are crammed inside. Even better, the potion you're looking for all but leaps into your hand when you reach inside. The small backpack contains a variety of healing potions in minor, medium, and major strengths, as well as a selection of anti-venoms and poison antidotes. In addition there are elemental resistance potions that allow the imbiber to withstand impressive amounts of magic for a short time. There are ten of each potion inside the bag, as it was made with an adventurer's lifestyle in mind, and will refill itself in a week. It is also impossible to lose and will turn up in very improbable places if accidently lost or left behind.
400	Potted Stardust	Divinity: Original Sin	Artifice	The Stardust plant is a hardy, quick growing flower with peachy-red colored petals standing up on spindly stalks with large, wide fern-like leaves growing from the base. It is highly sought after by women who use the golden dust that clings to its flower petals to enhance their beauty, but that is only the least of its uses. The golden dust is highly magical and can be easily used for crafting a variety of magical items. Everything from magical swords to voodoo dolls can be created with a pouch full of this stuff. The flower in this pot will generate one small pouch of dust every few days and will never need tending to. Should it be killed, a fresh pot will appear in your proximity within a week.
600	Arhu Sparkmaster 5000	Divinity: Original Sin	Artifice	Don't listen to those people who call this marvelous machine a "failed experiment". It didn't fail. It just became a little self-aware. But don't worry! We've included the remote, an instruction manual, and made sure it knows that you're the one in charge. Just. . . don't let any of your pets get too close. It's a little territorial. The Arhu SparkMaster 5000 is an arcane creation of wood and steel and bone. It stands eighteen feet high on two thick, chicken-like legs connected to an arcane engine of Arhu's own creation. Each of its two massive arms end in three powerful claws capable of crushing a man's ribcage. Their reach is long enough to drag on the ground as it walks as well. A skeleton clad in green clothing and red-glass goggles sits atop the creation, held in place by magic and the stubborn determination normally found in the undead. The undead is the control unit for the creation with a lovely mad cackle. The automaton was created as a weapon of war, originally designed to defend Cyseal from the various threats that now surround it. Beyond its magically enhanced strength and durability, the SparkMaster 5000 comes equipped with a powerful flamethrower fitted to its front. And yes, it can melt steel beams! Well, eventually. It can also be charged with electricity to activate its signature ability. Given a little kickstart, the Sparkmaster 5000 can then generate and launch bolts of lightning equal to anything to come crashing out of the heavens.
600	Blood Stones	Divinity: Original Sin	Artifice	In addition to the Death Knights, The Conduit has also discovered a method for twisting the Star Stone artifacts that have been found in and around Cyseal. But while she believes they are nothing more than massive reservoirs of magical energy, they are so much more. Shattered bits of the souls of two mighty guardians once appointed to a post by the Seven Gods. But few in this world know of such things. Still, the idea has inspired you. You have discovered how to seal slivers of your own powers and talents into gemstones. Specifically rubies and garnets. By adding a copious supply of your own blood to a short, but complex, arcane ritual, you can transfer a single Perk you possess into the stone. While it is encased there you may not use it yourself unless you have the gem in hand. Whoever holds the gem is capable of using the Perk contained inside, though be warned that if it relies on some unusual or normally innate physiology to function properly it could have unintended side-effects. Giving someone the ability to breathe fire doesn't necessarily make their mouth fireproof. Should you wish to undo this ritual, it is as simple as laying your hand on the gem and willing the Perk back into yourself. These Perks are still bound to you on an intrinsic level and cannot be permanently separated from you. You can give the stone away or have it stolen, but when you leave a world behind you will find the stones have found their way into your Warehouse, or personal effects should you lack one. Oh, and you needn't worry about the stones getting destroyed. While they hold a sliver of your power, they are indestructible. Should these gems be copied in any way, only one can draw upon the Perk at a time. The connection to the power is not duplicated with the gems.
600	Tenebrium Mine	Divinity: Original Sin	Artifice	Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.
100	Summoning Acolyte	Divinity: Original Sin	Conjuration	The secrets of the elements are yours! You are greatly knowledgeable in the casting of summoning magic and can cast a great many spells with it. You reach through the elemental realms and lash them to your will with a Dimensional Bolt and from its latent energies rises your Elemental Totem. Bound to your will, you Conjure your Incarnate and bless it with fragments of your power in the form of a Farsight Infusion.
100	Teleporter Pyramids	Divinity: Original Sin	Conjuration	A set of four pyramids that are magically linked together. After a lengthy incantation it can transfer anyone holding one of the pyramids to the location of any other in the set with no apparent restrictions other than said incantation. Useful for keeping up with buddies!
200	Summoning Journeyman	Divinity: Original Sin	Conjuration	You are learned in the ways of summoning. Your level of control has reached a level where you can comfortably hybridize your craft to produce an array of elemental infusions, Electric, Fire, Poison, or Water Infusion, with a small effort no element is beyond your control. Other infusions also lie within your grasp, physical might in the form of a Power Infusion or a more subtle usage for a Shadow Infusion. But you are more than your summons! Those around you ought fear your ability to Dominate Mind and bolster body by forging another to be your Soul Mate and giving a Rallying Cry. But for you your summons will give their very lives as you give them a taste of awesome, if brief, power with your Supercharger.
300	Flowing River (Master)	Divinity: Original Sin	Conjuration	There is only so long that a mage can be satisfied drawing upon bits and pieces of true power before they attempt to summon it all at once. Summon Water Elemental gives life to a raging river and directs it to assault your foes with all its might. In addition to its fists that strike with surprising force, the Water Elemental can call forth power blasts of water of its own.
300	The Eagle's Eye (Master)	Divinity: Original Sin	Conjuration	Precision, however, does one little good if one becomes overwhelmed. After all, each arrow, even placed just so, can only strike down one foe at a time. Arrow Spray is an unsophisticated solution to the desire for precision and stopping power, but few who obtain it argue against its effectiveness. One arrow transforms into sixteen, spraying out in a narrow arc to form a killing line. Firing this spell at close range can be particularly devestating.
300	The Turning Gear (Master)	Divinity: Original Sin	Conjuration	Those who desire power from a ranged weapon soon realize there is only so much to gain. One can only pull the bowstring so hard before even the toughest wood snaps. So, instead, they desire more. Rain of Arrows turns one arrow into a flight of them worthy of the most highly trained battalion. Hundreds of arrows rain down on a wide area, showering foes in a hailstorm of destruction.
300	Vital Essence (Master)	Divinity: Original Sin	Conjuration	As in life, there comes a time when a shield must be turned into a weapon if the wielder is to survive. Those who have researched deeply into the mysteries of Geomancy will find that they can animate the very earth itself in times of need. Summon Earth Elemental will conjure up a being made entirely out of stones and soil, slow to act but unstoppable in strength. It will defend the Geomancer with every ounce of its might until the magic sustaining it ebbs away after a few moments.

300	Wandering Breeze (Master)	Divinity: Original Sin	Conjuration	While other schools can claim to have more destructive, flashier, or more deadly spells to divulge to those who reach the pinnacle of their magical art, few can claim to be as useful to the creative mind. Netherswap allows you to exchange the places of two people within a moderate distance of each other. The caster can even target themselves if they wish. Powerful? Not so much. The spell does no damage to either party involved. But to an inventive Aerotheurge, a wealth of opportunities present themselves.
300	Winter Winds (Master)	Divinity: Original Sin	Conjuration	Eventually, many Aerotheurge ask themselves the same question. Why are they mucking around with winds and winter instead of summoning up one of the Great Winds themselves? While that would require a little more than a simple magical spell, that thought is the basis of one of the greatest spells a mage of any stripe can learn. Summon Air Elemental conjures forth a being made of swirling winds solid enough to strike foes and cold bitter enough to freeze foes solid. While such a being can hold its form for only a few moments at a time, death holds no terror to a creature such as this.
400	Summoning Master	Divinity: Original Sin	Conjuration	You have worked hard and at long last mastered Summoning. Your infusions have increased in power becoming Cursed Electric, Necrofire, Acid, and Ice Infusion. Your final infusion, Warp Infusion, alongside your Planar Gateway makes you exceedingly mobile and while your Door to Eternity makes your summons durable, you must Cannibalize your own minions to achieve the same.
400	Teleporter Pyramids	Divinity: Original Sin	Conjuration	Where did you even find these? One was lost to time itself and the other has spent untold ages as a paper weight. One pyramid is made from a palm-sized sapphire, while the other a similarly sized ruby. Both are etched with designs and runes as old as time itself and twice as mystical. The Teleporter Pyramids are a pair of magical devices enchanted with a powerful teleportation spell. All one has to do is tap one of the devices to instantly be whisked away to the location of the other. The enchantment on these pyramids is not a simple one and has been crafted to ensure that the bearer always comes through the teleport safely. One will never have to worry about splicing into objects, other people, or even bathtubs. It will always drop you as close to its partner pyramid as it safely can. Of course, should the partner be stuck somewhere entirely hazardous with no safe spot in sight, like the end of time, the enchantment will simply fail to activate rather than send you. As an added bonus, this pair has no range limitations. So long as one exists on the same dimension as the other they can always find their way.
600	At the End of Time	Divinity: Original Sin	Conjuration	The Sanctuary was once home to the pair of god-blessed humans who were appointed guardians over the box that kept darkness from this world. With no interference, they will soon rediscover it and slowly begin gaining access to the variety of rooms it houses. But due to a wrinkle in time, space, or perhaps simply in response to your own special nature, a copy of that magical space seems to have sprung into existence. Not a perfect copy with bound elementals and a Tapestry of Time, mind, but similar enough to service as a fine base in the space between worlds. The Second Sanctuary can be accessed through a small magical emerald in the shape of a pyramid. Tapping it will teleport you directly to the dining hall. Tapping it once inside will teleport you back to exactly where you were when you came in. The Second Sanctuary will be surrounded on all sides by empty space, with stars sprinkling the blackness off in the far distance. This is merely an illusion as the rooms occupy a pocket dimension and are not actually situated in outer space. If you desire, you can set the view to that of appearing to float amidst a certain solar system you have already encountered.
600	Enchanted Pockets	Divinity: Original Sin	Conjuration	Pockets are magical marvels. No, really, it's true! With just a little extra cloth and a few additional stitches it is possible to create a convenient pouch to hold whatever you want! No longer are your hands your only option for transporting goods! The benefit to this perk are twofold. First, you will find that your pockets can comfortably hold a lot more than they really should. In fact, you can cram as much stuff in there as you can comfortably carry the weight of without it ruining the lines of your dashing adventuring vest. Even better, you'll always be able to reach in there and grab exactly what you're looking for instantly. This effect extends to any backpacks, satchels, belt pouches, purses, or other such accoutrements you happen to be carrying around. Your maximum weight is always the same, no matter how many bags you split it across. And don't worry about your stuff spraying everywhere just because you took off your pants. Your "inventory" will be waiting there for you when you put them back on again. Even if you put on another pair of pants. Or someone else's. It's Magic! The second benefit to this perk is the ability to purloin the pockets of your allies. Yes, that's right! So long as your ally is within 15 meters of you you can reach into your pocket and pull out anything they happen to have in theirs. Short on cash? Pilfer a little from their wallet in a snap. Now, to be clear, this only works on your trusted allies as well as your Companions. You can't merely call someone an ally and expect to be able to rummage around in their purse.
600	Summoning Legendary	Divinity: Original Sin	Conjuration	Above others of your kind you are beacon of your craft, a truly Legendary Summoner. The Ultimate power of the Summoner, Ethereal Storm, is yours to call upon. Beyond this your utter mastery of your craft makes your Summoning spells strike half again your skill in summoning magic. It also allows you to combine minion enhancements and apply them regardless of typing. For example, an ability to cover your demon in hellfire would work on treants, covering your undead in bone armour would work on fairies and combined to cover your beasties in flaming hell-bone.
600	The Lady Vengeance	Divinity: Original Sin	Conjuration	The mighty vessel of the Godwoken! Made of elvish livewood, the Lady is a sentient vessel capable of shaping its body in limited ways and is fiercely defensive to those who treat it with respect. It is capable of bestowing those it finds worthy with a great boon, making them swifter and more durable. Can pull some pretty neat tricks if you've got a good helmsman. . . Reappears in the Warehouse at the start of each new Jump, regardless of damage taken.
100	Pet Pal	Divinity: Original Sin	Divination	A minor magical talent that crops up here and there. You can talk to and understand animals as easily as you can other people. Which is more useful than it sounds. In Rivellon, the animals are quite a bit smarter than you would expect. Even the little mice might have some surprisingly useful tidbits if you stop for a chat and share a crumb of cheese. This might be less useful in other worlds with less intelligent animals.
100	The Eagle's Eye (Novice)	Divinity: Original Sin	Divination	On the opposite end from power sits precision. The ability to hit exactly the target you want in exactly the place that you want. A single arrow in just the right spot can cripple an entire cavalry charge or cause an enemy to lose their courage entirely. Precision Stance offers exactly that. By planting one's feet firmly and refusing to give much ground, one can give their ranged attacks a massive boost to accuracy. Ricochet builds upon that by infusing a bit of magic directly into the arrow itself, allowing it to twist and turn in flight to strike up to four targets near each other.
200	Nose for Magic	Divinity: Original Sin	Divination	Source Hunters are sent out into the world with varying talents. Some are archers, some are warriors, others use Sourcery itself against the evils that lurk in shadows. But all of that is useless if you can't even find a Sourcerer. So the Source Hunter organization ensures that all of its members can do so on a fairly reliable basis. A mixture of instinct and deductive reasoning allows you to determine if crimes were committed with magic or with more mundane means. You can also apply this to more intense situations, determining if that person flinging fireballs is really a mage or simply an alchemist with delusions of grandeur. Simply put, you have a talent for deductive reasoning specifically geared towards detecting magic and a very reliable instinct to assist.
200	The Eagle's Eye (Adept)	Divinity: Original Sin	Divination	Just as the hawk can spot their target from atop the tallest of trees, an archer needs to be keen of eyes in order to see the smallest points of weakness. Farseer provides a burst of visual acuity as the caster focuses their magic onto their own eyes. For a space of a single strike, the caster becomes capable of seeing even tiny chinks in an opponent's armor. But being able to see those weaknesses means nothing without being able to exploit them. Barrage causes an arrow to multiply in flight, each of the three dealing slightly less damage than normal, but all of them striking the exact same point. Perfect for pressing the advantage against heavily armored foes.
300	Precise Strikes (Master)	Divinity: Original Sin	Divination	But the ultimate lesson for those who flash steel in the darkness is that the fight ends. The fight always ends, one way or another. It sometimes comes as the culmination of a dozen small cuts or one decisive strike, but there's no avoiding the final blow. Coup De Grace is that art distilled by careful use of deadly magic and bloody skill. It is a strike to decide struggles and deals more damage to a foe the lower their health is. If they are already near death, this strike is sure to finish off even hardened adventurers.
100	Commanding Presence (Novice)	Divinity: Original Sin	Enchantment	When a leader steps onto the field, they make themselves known with a strong voice and inspiring words. They lead through example, through reassurance, and even through threats. Their voice is a finely tuned machine and, for some, can even be a focus for their magical talents. Encourage allows the caster to empower one of their allies with a few words, increasing not just their fighting spirit, but their very ability to fight itself. Shrug Pain is similar, but instead focuses on allowing an ally to ignore the pain that plagues them for a few moments.
100	Vocal Manipulator (Novice)	Divinity: Original Sin	Enchantment	For some, the voice becomes the ultimate delivery system for their foul magic. After all, anything the fingers can do, the voice is capable of several times over. For while a finger can entwine a single man around it, a voice can capture and destroy hundreds of hearts. Oath of Desecration is the first word of power these dark mages learn. A simple and effective curse that causes the target to take half again as much damage as they normally would over the next few moments. Lower Resistances is a word and more a vocal blast that rips away the elemental defenses of all the enemies in a short radius around the caster.
200	Commanding Presence (Adept)	Divinity: Original Sin	Enchantment	Those who continue to hone the voice as their tool of war find that with practice, they can affect those on both sides of a conflict. After all, their enemies have ears capable of hearing insults and jeers. Taunt is a simple, but effective, shout that modifies itself inside the ear of each enemy who hears it, becoming the most vile and personal insult each of them has ever heard. Most will be unable to keep themselves from turning to charge a person who issues such offense. Rage takes this a step further, issuing forth a string of insults that dive straight to the heart of an enemy. It drives them into the furthest extremes of anger, increasing their strength but heavily reducing their ability to accurately find a target with their weapon.
200	Deadly Fingers (Adept)	Divinity: Original Sin	Enchantment	Of course, those who concentrate on the magic contained within their fingers soon discover that they can do much more than harm. Drain Willpower is a subtle enchantment that lowers a person's mental resistances quite dramatically without their notice. Which leaves a target vulnerable to a little mental suggestion. Rapture slips into the target's mind and nudges them into desiring to help the caster out. While this works best out of combat where the effects can slowly be built up until the target is a very willing ally, it can temporarily turn a foe in the midst of battle.

200	Vocal Manipulator (Adept)	Divinity: Original Sin	Enchantment	As one grows to master the black voice, one learns all kinds of interesting tricks the combination of vocal cords and magic can come up with. Mute steals the voice of a target for several moments, preventing them from casting spells, using scrolls, or simply crying out for help. Rapture slips into the target's mind and nudges them into desiring to help the caster out. While this works best out of combat where the effects can slowly be built up until the target is a very willing ally, it can temporarily turn a foe in the midst of battle.
300	Commanding Presence (Master)	Divinity: Original Sin	Enchantment	The pinacle of vocal perfection is the ability to turn the voice itself in a weapon, a war-machine capable of bowling over soldiers by the dozens. Shout is a simple name and a simple spell but no less destructive for it. A cone of wind equal to any hurricane whips out from the caster's mouth, bowling over anyone without firmly planted feet and sending them rolling away. A front line commander equipped with such a voice could make short work of enemy lines.
300	Vocal Manipulator (Master)	Divinity: Original Sin	Enchantment	But in the end all come to realize the true power behind the voice. It's not the tone, nor the magic, but knowing how to say just the right thing to utterly destroy a person down to their core. Soulsap does exactly that and crystallizes it into the blackest kind of magic. The target's defenses will crumble, their fortitude flee, and their mental faculties will shut down in the soul's attempt to blot out the horrible truth crashed down onto it. While it doesn't take long for the spell to wear off, it can create that perfect opportunity to strike.
100	Aerothurge Acolyte	Divinity: Original Sin	Evocation	The secrets of the winds are yours! You are greatly knowledgeable in the casting of air magic and can cast a great many spells with it. You can summon a Favourable Wind at the back of yourself and fellows to speed you on your way, emit a Blinding Radiance in a flash of light, or shock your foes with a Shocking Grasp or Electric Discharge.
100	Bound of Blood (Novice)	Divinity: Original Sin	Evocation	The waters of life flow through the veins of all living creatures and is the inspiration for those who delve into the healing arts of water magic. Speeding up the natural healing process is the best starting point for apprentices. Regeneration does exactly this, speeding up the normal healing process living bodies already have in place. It is a simple spell, but can grow in power as the mage does. Water Shield draws the moisture of the caster's body out into a tangible protective barrier. The thin sheet of water flows around the caster and draws in ice and water spells to neutralize them. However, abusing this protection or subjecting it to a blast of fire magic will disable it temporarily.
100	Burning Man (Novice)	Divinity: Original Sin	Evocation	For some, the draw of the flames proves entirely irresistible. Like a moth they plunge themselves into pain for the sake of their desires. Those who walk this path of self-destruction without reservation end up dying young and taking a number of people with them. Burn My Eyes begins simply enough by kindling a light behind the eyes, enabling sight even in the darkest environs. But once one lets the spark inside, it is so hard not to take the next step and use that spark. Self-Immolation is a spell learned when young pyrokinetics still have a slight fear of fire. It grants the caster a small amount of resistance to fire while at the same time lighting themselves, everyone nearby, and even the ground itself in a small area, on fire.
100	Casting Flame (Novice)	Divinity: Original Sin	Evocation	Between the path of total abandon and that of tight control is the one of summoning and launching the flame without letting it enter the body. It is the most direct route for the elemental magic to take and one most mages end up choosing. Flare is a simple flaming bolt hurled at foes, while Burning Touch is a short range blast of fire meant to scorch those who get too close to the mage.
100	Creeping Frost (Novice)	Divinity: Original Sin	Evocation	Drawing inspiration from the slow march of winter as it encases the world in ice, Hydrosophists practice their early arts in small ways. By first learning to control the water in themselves and others first they ensure mastery before they move onto more difficult arts. Avatar of Frost chills the body of the caster, rendering them resistant to ice and water spells and ensuring those who strike the caster are touched with frost as well. Freezing Touch takes this chilling one step further, allowing the caster to suddenly and dramatically change the moisture in the air around an individual they can touch into ice. While the shell will not last for long, and make the one encased inside harder to damage to boot, it is strong enough to hold even a brute for a moment.
100	Crushing Force (Novice)	Divinity: Original Sin	Evocation	Of course, protection and enhancement are nice enough, but it is a violent world out there. One must be ready to strike back and Geomancers are among the least subtle magic users on offense. Boulder Bash conjures forth a large rock and slams it down on top of your enemies. It also leaves a pool of highly flammable oil upon impact, coating those hit by the rock and even those nearby. Midnight Oil, while less immediately damaging, spreads a large pool of the same oil along the ground. Just watch out for rogue sparks.
100	Fever Fire (Novice)	Divinity: Original Sin	Evocation	Just as there are those who see fire and give in to it's desires, there are those who see a tool to be harnessed. A dangerous tool, yes, but one that can offer unusual benefits if bent and carefully controlled. So naturally the first spells such mages come to learn is Fire Shield. It takes the form of several small balls of fire that float around the mage, absorbing all fire magic that attempts to farm them. However, the shield had no resistance to water magic and will be doused if stuck by such. Wildfire implants a controlled burn into another, speeding them up without harming them in the process.
100	Flowing River (Novice)	Divinity: Original Sin	Evocation	The natural cycle of water from sky to land and back again is an easy phenomenon to understand with a little time and patience. Drawing inspiration from this, even the most minorly talented Hydrosophist can call rain from the sky at a moment's notice. Rain does exactly what one might think such a spell does. It causes a brief, but intense, downpour of rain in a wide area around the caster. It is enough to coat the ground in a slick of moisture, douse fires, and soak everyone caught inside the shower. Slow Current takes its cue from the flowing river, summoning the irresistible force of water on the move to dampen a foe's ability to act for a few moments.
100	Geomancer Acolyte	Divinity: Original Sin	Evocation	The secrets of the earth are yours! You are greatly knowledgeable in the casting of earth magic and can cast a great many spells with it. You can Fortify yourself with the strength of earth, or slows your foes with a launched Fossil Strike. For those who attract your ire will waste away under the effects of your Contamination or Poison Dart spell.
100	Hydorosophy Acolyte	Divinity: Original Sin	Evocation	The secrets of the water are yours! You are greatly knowledgeable in the casting of water magic and know a great many spells with it. Manipulation of the environment in the form of a localized Rain sets the field in your favour to begin the fight. You can then call down a Hail Strike upon your foes heads, but foremost your art is healing one, providing an Armour of Frost and Restoration for those in need.
100	Pyrokinetic Acolyte	Divinity: Original Sin	Evocation	The secrets of the flame are yours! You are greatly knowledgeable in the casting of fire magic and can cast a great many spells with it. Your art begins with an inward focus. You draw out, in others and in yourself a kind of clarity, a Peace of Mind that allows for great alacrity and Haste upon the field of battle. To battle you bring your Searing Daggers and unleash a wave of heat as a means of Ignition.
100	Strength of Arms (Novice)	Divinity: Original Sin	Evocation	Many warriors who lack the charisma to be a true leader or the patience of the defensive strategy end up focusing on the third path. The path of raw destruction and of delivering pain upon all those who stand before them. Power Stance focuses each movement of the warrior's weapon along that path, trading accuracy of blows for raw strength and increased speed. Similarly, Crushing Fist is a simple and brutal spell that damages a foe within reach and slams them to the ground.
100	Thunder and Lightning (Novice)	Divinity: Original Sin	Evocation	And now we come to the purely destructive side of air magic. The slashing lightning that blasts apart trees and blows of thunder that rock the ears. From such an elemental natural force an Aerotheurge derives the spells that drive their foes before them. Shocking Touch electrifies those within easy reach, while Blitz Bolt does the same to those who think distance will save their hides. As with all such spells, there is a decent chance your foes will find their nerves failing to respond to their calls after being hit.
100	Touch of Poison (Novice)	Divinity: Original Sin	Evocation	Noxious fumes and poisons draw their inspiration from the patient, waiting nature of earth twisted into something dark and dangerous. But such power requires first the protection to handle is safely. Avatar of Poison seeps the caster in poisons of all stripes, making it dangerous to strike or even touch them without being infected while also granting immunity to venoms of all stripes. Summon Spider conjures forth a massive spider, drawing out the nearest arachnid in the area and enlarging it to a massive side. The magic also gives it venomous bite that weakens those it sinks its fangs into.
100	Vital Essence (Novice)	Divinity: Original Sin	Evocation	Protection and endurance are central to a Geomancer, both aspects drawn from the stability of the very earth that make up the world. Earth Shield surrounds the caster in a few dozen pebbles that hover around in a small orbit. While ineffective against physical blows, the rocks do an excellent job of absorbing most of the impact of any Earth magic that may slam into the caster. Sadly, even the weakest electrical spell will blast this protection asunder. Fortify has a similar effect, but without the built in weakness and offering protection against physical attacks of all sorts.
100	Wandering Breeze (Novice)	Divinity: Original Sin	Evocation	Just like the wind, pinning down an Aerotheurge is all but impossible, even when they are in the earliest stages of their training. Teleporting others is the first trick they learn, able to throw those they target up to 15 meters away and slamming them painfully to the ground in the process. On the same vein, Thunder Jumping involves teleporting oneself violently into not one, but two nearby targets before appearing behind the second. Those struck are occasionally stunned from the impact.
100	Winter Winds (Novice)	Divinity: Original Sin	Evocation	Most Aerotheurge are not content to draw scraps of power from the gentlest of inspirations. So they reach for a harsher, colder muse. By tapping into the powers of winter itself, the first powers learned are mirrors of each other. Bitter Cold allows they to sheathe an opponent in ice so quickly and completely that they will be locked in place for a short while. The Winds of Change, on the other hand, snaps allies out of hostile magic that would keep them locked in place. By using a short blast of ice magic, it cures Petrification, electrical Stunning, and even jolts those Slowed back into the proper flow of time.
200	Aerothurge Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the winds. Your spellcasting for air has reached a level of control where you can comfortably hybridize it to produce works such as a Breathing Bubble or Smoke Cover. With a touch you can now Vaporize most liquids or choke your foes with a Vacuum Touch, only to vanish away from retaliation, an Erratic Wisp. Other more straightforward uses of your power include Teleportation of others around you, including the Nether Swap, to change positions with another. You may elsewise smite your foes with a Dazing Bolt or with a sudden Pressure Spike, dodging blows with an Uncanny Evasion and picking up the loot with a simple Apportation.
200	Burning Man (Adept)	Divinity: Original Sin	Evocation	But just a touch of the flames is never enough. Flesh can heal but the scars remain as reminders that more is possible. All one has to do is just let themselves go a little bit. Smokescreen draws of the adage that where there's smoke, there's fire, and causes a large cloud of smoke to billow outwards, obscuring vision in a wide area. Explode is the moment of ignition, when flames form into reality, using the caster's own body as a catalyst for a massive blast.

200	Casting Flame (Adept)	Divinity: Original Sin	Evocation	By not succumbing to the temptation of the flame, some mages eventually learn a greater mastery over their chosen element. They learn to summon up steadily larger gouts and blasts until they could stand next to the long-dead Dragon Emperors of empires long since dead. Fireball sends a streaking missile of flames that impacts and explodes in a blast of destructive force. Summon Fire Elemental draws the element itself into being with a spark of intelligence to create a walking force of destruction. While not physically powerful, the heat of it simply existing is enough to light the ground beneath it on fire.
200	Creeping Frost (Adept)	Divinity: Original Sin	Evocation	As winter progresses and the cold bites into the very bones, so to is a Hydrosophists' power sure to grow with time. Ice Shard solidifies air into a solid spear of ice before hurling it at wild speeds towards an opponent. Ice Wall takes the same principle and applies it to a much grander scale. The caster calls forth a massive wall of ice thick enough to trap those who are caught in its path and strong enough to block even mighty blows for a few moments. However, the wall melts fairly quickly, but the massive puddle it leaves behind can be useful in its own right.
200	Crushing Force (Adept)	Divinity: Original Sin	Evocation	Few things unnerve an opponent like suddenly finding themselves encased in stone, unable to move so much as a single muscle. Petrifying Touch does just this to a single foe within a short distance for a moment. In addition, because the transformation from skin to stone and back again is a violent and hurried one, it causes moderate damage along the way. Tectonic Spray has a similar effect, but draws inspiration from the terrifying basilisk's breath weapon, unleashing a blast of sand that can petrify all those it touches. The few that escape being turned to stone will find themselves coated with oil instead, though none by the agile will escape the harsh blast of sand.
200	Elemental Ranger	Divinity: Original Sin	Evocation	Your ranged attacks now inflict elemental damage dependent on the surface your opponent is standing on.
200	Fever Fire (Adept)	Divinity: Original Sin	Evocation	Tightly reigned, fire can be a useful ally. It can burn only those it is meant to, destroy only what is intended, without causing undue harm to the innocent. Those who continue to tread down this path discover new ways to wield the careful flame. Purifying Fire is a healing spell that destroys a number of harmful enchantments, but can also be used to knock down Shields. Firefly summons a line of fire, thin but long and capable of being directed by the mage to torch only those who should be harmed.
200	Flowing River (Adept)	Divinity: Original Sin	Evocation	Just as the river can gently flow, so can it rage and catch all those nearby in its wrath. Mass Slow does exactly this, extending the effect of Slow Current out in all directions from the caster. Any that are snared in its wide grasp will find any movement at all difficult, if not impossible. Waterblast unleashes this force directly, battering any who are caught inside the cone of its torrential flow and possibly knocking them from their feet in the process.
200	Geomancer Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the earth. Your spellcasting for air has reached a level of control where you can comfortably hybridize it to produce works such as the ability to Turn to Oil blood and water to better armour yourself in your Oily Carapace. Thus strengthened, you can close in with your weapon and it's Venom Coating, to better land you Corrosive Touch. If you find yourself in trouble lash out with Throw Dust to make space for your Reactive Armor and Poison Wave to bring your foe low. If this is not enough, then regroup and Mend Metal, let the Worms Tremor and bring them to their knees with a mighty Earthquake.
200	Hydrosophy Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the tides. Your level of control has reached a level where you can comfortably hybridize your craft to Cleanse Wounds and unleash your Healing Tears, or else allow your allies to heal themselves by awakening their Vampiric Hunger. A bit of Soothing Cold or Cryotherapy will lessen their ills while your Healing Ritual and Cryogenic Stasis works to keep them alive. In times of true desperation you can unleash your inner cool in a wave of Global Cooling or a frosty Winter Blast before finishing them off with your Ice Fan. To your foes it will seems as if it's Raining Blood.
200	Pyrokinetic Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of fire. Your level of control has reached a level where you can comfortably hybridize your craft to Sabotage your foes. Get warmed up with your Sparking Swings and wreathe yourself in Flaming Tongues the better to detonate your Thrown Explosive Trap or just make a Corpse Explosion. Your opponents will Bleed Fire at the merest graze of your Fire Whip and Laser Ray. Clear the rabble with your classic Fireball or let them close and leave them smoking with your Supernova. Around you, people have a way of disappearing in mysterious cases of Spontaneous Combustion, but that's surely just a coincidence.
200	The Turning Gear (Adept)	Divinity: Original Sin	Evocation	The greatest danger to those who use ranged weapons is not the swordsman, but the mage. Hurled elements will put down a squad of archers with ease. To temper power with protection some learn to redirect the very armor they wear to other purposes. Absorb the Elements draws the strength from any armor the caster is wearing, weakening it severely against physical blows, but allowing it to block a moderate portion of elemental damage instead. Of course, that is of little help if one is already injured, so learning to draw strength for your opponent a similar, and useful, spell. Vampiric Arrow deals causes a projectile normally would, but draws vitality out of the target and majorly heals the caster in the process.
200	Thunder and Lightning (Adept)	Divinity: Original Sin	Evocation	Just a touch of power is never enough. Storms build into raging tempests until the heavens can no longer contain their fury and the land below much feel its rage. Chain Lightning brings such raw destructive power to many foes at once, instead of just one at a time. It bounces and splits from the first target, seeking another nearby victim and then up to four more before its thirst for violence will be sated. Thankfully it ignores allies if you wish it. Thunder Jump allows you to expand on that principle, riding on the back of a bolt of electricity to zap your foes and teleport you around the battlefield.
200	Touch of Poison (Adept)	Divinity: Original Sin	Evocation	With a protection against their own spells firmly in place, a Geomancer can delve deeper into the art of the slow death. Magical Poison Dart, while uninspired in name, is effective and can quickly turn deadly for foes. With a quick motion the caster launches off a small dart filled with a violent, quick-acting poison. Foes will find their strength leeching away within moments of being struck. Summon Poison Slug calls forth, well, a giant poisonous slug. It's slow and rather poor at attacking, but is nearly indestructable and leaves a trail of poisonous sludge in its wake.
200	Wandering Breeze (Adept)	Divinity: Original Sin	Evocation	If pinning down a novice Aerotheurge was difficult, doing so to one more fully trained in the art becomes next to impossible. Invisibility is the basis of the next two talents they pluck from the wind. Invisibility is straightforward as a concept and makes the caster disappear from view, if but for a moment. Make Invisible works similarly, but on others, which can confuse foes unaccustomed to the practice or allow allies a precious moment to line up a killing blow. Sadly, both spells are rather fragile and do not hold up to those affected casting other spells or the violent actions of attacking a foe.
200	Winter Winds (Adept)	Divinity: Original Sin	Evocation	The biting nature of the winter wind can harm the caster as much as their foes, so as one dips further into that power they must learn how to protect oneself while they lash out. Air Shield cloaks the caster in a bubble of energy that provides protection against the worst of the cold and lightning spells, but has a peculiar weakness to Earth magic. Should it be forced to absorb too much energy at once, or be struck by Earth magic, it will take time for the caster to be able to raise another. Headvice applies the same principle of hardening air, but does so directly around an opponent's head. This naturally causes severe pain but can only be maintained in small bursts.
300	Burning Man (Master)	Divinity: Original Sin	Evocation	But in the end, the pain becomes worth it. The flame prostrates itself before the master and becomes eager and willing to do their bidding. Immolation causes a person to instantly be set ablaze from all directions at once. The flames will resist all attempts to put them out for several moments.
300	Casting Flame (Master)	Divinity: Original Sin	Evocation	It is whispered that among the greatest of Pyrokinetics there are a select few able to call forth such destruction from the heavens themselves that the Source Hunters hunt down all those who learn the secret. The last bit is nonsense, of course, but those who do eventually learn the spell that calls utter destruction call upon its power rarely. It is the power to lay waste to armies, towns, or entire forests with a simple casting. One has to be careful how one uses such power, for everyone's sake. Meteor Shower is this spell, calling a whole host of burning shards from the sky to rain down upon anyone and anything unlucky enough to be in its path.
300	Creeping Frost (Master)	Divinity: Original Sin	Evocation	The final step in the path to winter's heart lies in reaching to the sky, to the moisture waiting nebulous in the clouds. Hailstorm sends the caster's magic up towards those dizzying heights and returns with teeth the harshest deep winter cold cannot match. Shards of ice ranging from razor-thin dagger to thick, destructive clubs rain down on all those that dare to share the Hydrosophists' battlefield. Friends and allies would do well to run for the ruin storm does not discriminate targets in the slightest.
300	Crushing Force (Master)	Divinity: Original Sin	Evocation	Geomancers who unlock the greatest spells have done so by tapping into the true potential the earth itself holds. They can sense the motions of the world. That mountains move and continents shift in patterns it would take billions of years to see unfold fully. Earthquake focuses those tiny shifts into sudden, wild action that rocks the ground in a large radius. Even the most sure footed goats would find their feet swept out from under them. The magic also causes significant damage to any who feel its touch. Finally, in the aftermath, the ground becomes slicked with oil in random patches, making rising difficult. While this mighty spell can only be rarely unleashed it will turn the tide in most any battle the Geomancer uses it.
300	Fever Fire (Master)	Divinity: Original Sin	Evocation	Emboldened with their success at controlling the most difficult of elements, those who walk the careful path eventually learn to let their tool off its leash a little bit. Eager to obey the flames leap and play among the mage's foes without even thinking of attempting to burn their allies. Infectious Flame begins as a simple firebolt that impacts a foe. But from there it bounces wildly, seeking a second foe, then a third, fourth, and fifth in quick succession. Against even a widely spaced group of foes this spell can rapidly turn the tide of battle.
300	Strength of Arms (Master)	Divinity: Original Sin	Evocation	In the end, striking the decisive, killing blow is all that truly matters. Ensuring that the life of your foe has ended and now drains out to soak into the soil. After all, only the strong survive. Flurry is the culmination of everything a warrior following the path of strength has learned up until this point. With a surge of magic feeding the muscles, the warrior strikes out with their weapon seven times in the time it normally takes for one. Needless to say, few survive being stuck with such a deadly assault.
300	Thunder and Lightning (Master)	Divinity: Original Sin	Evocation	When the sky turns black and thick and blots out the sun from horizon to horizon, a gale fit to ruin towns approaches. Storm allows you to summon such ferocity for a few seconds and direct its wrath towards your foes. It unleashes bolt after bolt of deadly white lightning upon any in its path, randomly striking between eight and ten of them. It unleashes such a barrage three times in a less than a moment and is capable of crippling even larger forces. As such, an Aerotheurge must choose their timing wisely, for such a spell takes a great deal of time to gather the strength to be unleashed again.

300	Touch of Poison (Master)	Divinity: Original Sin	Evocation	Like any poison, a Geomancer's power builds with time until it is ready to pounce and overrun its victim in one fell swoop. Deadly Spores is the culmination of research and experimentation into ruinous spells. With one burst of magic, the Geomancer launches off five balls of poisonous magic that arc high into the air before raining down on the battlefield where they choose. Those caught in the burst of noxious gas and slimy ooze will take substantial damage from the poison instantly, as well as further if they do not vacate the blast radius quickly. This spell is capable of ruining entire battlefields if used with a little planning.
400	Aerothurge Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Air. Those who dare approach you are subject to your Vacuum Aura and Jellyfish Skin, to find that the air around you is your Superconductor to form the Closed Circuit of their demise. Safe inside your Mass Breathing Bubble and Blessed Smoke Cloud, you unleash the power of your Chain Lightning or clearing the field with a mighty Tornado.
400	Geomancer Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Earth. Those who face you will find you a canny foe with your ability to Summon Artillery Plant or buff yourself and allies with a Venomous Aura, Poisonous Skin, and Mass Oily Carapace. Charge your weapon with Siphon Poison and rot them from without with you Corrosive Spray, wheeling away for a Dust Blast. For those who remain construct your Living Wall and obliterate them with your Acid Spores.
400	Hydrosophy Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Oceans Might. Unleash upon your foes in a mighty Blood Storm or else leave them to die in a Deep Freeze. Accomplished as you are, you are a capable Ice Breaker and despite your Icy Skin you'll lend aid with a Mass Cleanse Wounds or Arcane Stitch. Your Mass Cryotherapy and Vampiric Hunger Aura work to keep your allies alive for your mighty Steam Lance to save the living and lay the dead to rest.
400	Pyrokinetic Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Flame. As a Master of Sparks, Mass Sabotage and Mass Corpse Explosions are as easy as breathing, though to face you means to clear your means to Deploy Mass Traps and brave your Flaming Skin. Display your Firebrand with pride and unleash hell with your Summoned Fire Slug and allow the battle to reach Flaming Crescendo as you spread your Epidemic of Fire.
600	Aerothurge Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Aerotheurge. The Ultimate power of the Aerothurge, Thunderstorm, is yours to call upon. Beyond this your utter mastery of your craft makes your Aerotheurge spells strike all the harder, equal to roughly half again what your skill in wind magic would suggest. It also allows you to charge the very air with electrical power leaving you opponents Shocked, making it child's play to leave them Stunned with your talents.
600	Geomaster Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Geomancer. The Ultimate power of the Geomancer, Pyroclastic Eruption, is yours to call upon. Beyond this your utter mastery of your craft makes your Geomancy spells strike half again what your skill in earth magic would suggest. It also allows you to passively call up pools of oil and vile toxins from the earth to Slow and Poison, to better strengthen your powerful spells.
600	Hydrosophy Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Hydrosophist. The Ultimate power of the Hydrosophist, Hail Storm, is yours to call upon. Beyond this your utter mastery of your craft makes your Hydrosophy spells strike half again your skill in water magic. It also allows you to emit the aura of an arctic ocean, leaving your opponents Wet and Chilled, easy prey to be Frozen solid.
600	Pyrokinetic Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Pyromancer. The Ultimate power of the Pyrokinetic, Meteor Shower, is yours to call upon. Beyond this your utter mastery of your craft makes your Pyromancy spells strike half again your skill in fire magic. It also allows you to cause the air to heat up, Warming up your foes for what's to come, drying them up and leaving them as offal, left Burning in the sun.
100	The Silent Step (Novice)	Divinity: Original Sin	Illusion	There are those who walk the night without malice in their hearts. Those who keep their blades sheathed and their minds on the task at hand. They are the thieves, the bandits who steal what they must but refuse to draw blood when it can be helped. The escape artists and the true shadows. Shade Walk allows one to become truly invisible for a short time, undetectable by any normal senses. Fast Track takes advantage of the body's natural response to danger, causing one to move and act faster than should be possible.
200	The Silent Step (Adept)	Divinity: Original Sin	Illusion	The dark hours bring a hush over the world and few know how to take better advantage of this than those who come awake at dusk. Drawing strength from silence seems like such a simple art, yet it is one rarely sought in the face of the violent world that exists in this age. Winged Feet causes one to step as lightly as any feather. One could hardly be considered to be touching the ground. Slippery ice and clinging tar scattered underfoot will fail to inconvenience and traps will consider the rogue's foot nothing more than a passing breeze. Cloak of Shadow offers a quick escape for those caught out in the open, teleporting them a short distance away after tossing up a rushing cloud of shadows to hide the movement. Foes will grope in the darkness for precious minutes only to find no one inside.
300	The Silent Step (Master)	Divinity: Original Sin	Illusion	Rumors abound surrounding those who sink themselves into the shadows too deeply. Some say they change and come back looking at the world entirely differently. Others talk about rogues who simply fade into the shadows and remain there, standing between the world of light and dark. Of course, these are merely rumors and nothing more, but like any such talk there is a grain of truth to them. Shade Fade blurs the edges of reality for the caster, allowing blades and spells to slip past without harming them, sometimes at least. As powerful as the spell is, it is far from a perfect defense.
100	Deadly Fingers (Novice)	Divinity: Original Sin	Necromancy	It is the fingers that can hold the knife or slip a poison into drinks. It is to the fingers that those unconcerned with raw power find themselves drawn. Decaying Touch is a simple, but insidious, spell that causes the target to no longer be healed by curative magic or potions, but instead by harmed by them. Though a short lived curse, it should be noted that Rivellon's healing spells are generally potent ones. Vampiric Touch is similar, but more direct in action. Dark magic drains the lifeforce out of the one touched and refreshes the caster in the same moment. Both spells require touching the intended victim.
100	Necromancer Acolyte	Divinity: Original Sin	Necromancy	The secrets of death are yours! You are greatly knowledgeable in the art of necromancy and know a great many tricks to raise corpses or make fresh ones. To invite you in is a grand mistake as you are kin to the beasts of yore, a Blood Sucker who's Decaying Touch and ability to summon a vicious and magical Mosquito Swarm will knock your foes dead. Leaving you free to Raise their Bloated Corpse.
100	True Necromancy (Novice)	Divinity: Original Sin	Necromancy	When the people think of Sourcery in Rivellon, they think of the dead rising from their graves and of curses sapping both body and soul. And while that is only part of the true power Sourcery has it is the one that draws so many followers. Malediction is a vile curse that weakens the eyes and body of its target, causing both to wither and fail for just a moment. Summon Undead Warrior calls forth a single skeleton to defend the caster and hunt down their foes. While not particularly durable, this undead' s claws leave wide rents in those it attacks that refuse to stop bleeding properly.
200	A Helping Hand (Adept)	Divinity: Original Sin	Necromancy	Dealing with sickness grants one a certain familiarity with it. A knowledge of which herbs and berries can be used to cause discomfort, pain, sickness. Exploiting that on and off the battlefield is quite easy and the reason that most lords and ladies have a taster for their food. Infect slaps a target's immune system with a violent, but short-lived, disease that greatly weakens their constitution. But take care, because a disease as hungry at this will not stop spreading just because you have allies nearby. Survivor's Karma takes the experience of those who have lived a hard life and hardens it into a boon for their allies. It grants a hefty boost to the luck of the caster and all their allies in a short radius.
200	An Undead Foot?	Divinity: Original Sin	Necromancy	Okay, admittedly this is a little gross. It's a severed foot that has been hacked off at the ankle. It's pretty badly decayed and smells horrible to boot. But it carries a useful and powerful enchantment capable of summoning the mighty Headless Nick three times per day for five minutes at a time. Headless Nick is not only a charming entertainer with a personality capable of winning over the most determined grouch, he's quite the combatant as well. Being dead allows him to ignore all but the most serious of blows to his person and the magic that keeps him animated gives him a surprising amount of strength. Just don't expect him to win any beauty contests.
200	Bound of Blood (Adept)	Divinity: Original Sin	Necromancy	Speeding up the natural healing process is effortless enough that most Hydrosophists quickly leap to the next stage. Infusing magic directly into the blood of themselves and others to force the body to heal instantly. Water of Life does exactly this by closing the caster's wounds to a significant degree. The caster can also spread this healing to any allies within arms reach if they choose. Cleansing Water focuses not on wounds, but the various ailments that come to plague the mortal form. It works best on magical afflictions, though it can be coaxed to work on naturally occurring ones as well.
200	Leech	Divinity: Original Sin	Necromancy	You absorb blood into your body by proximity, doing so heals you.
200	Necromancer Journeyman	Divinity: Original Sin	Necromancy	You are learned in the ways of necromancy. Your level of control has reached a level where you can comfortably hybridize your craft to manipulate gases within a corpse or without a soon to be corpse into a Corpse Explosion or Vacuum Touch. You'll be Living on the Edge and using your Corrosive Touch to keep it Raining Blood the better to feed and Raise your Bone Widow. Safe in your Bone Cage, you'll instill a Death Wish in any you Infect and leave screaming with your Shackles of Pain.
200	True Necromancy (Adept)	Divinity: Original Sin	Necromancy	Those who toy with devilish powers such as these soon learn to craft capable defenses for themselves or pay the ultimate price. Destroy Summon is straightforward, brutal, and highly effective. It targets the magic holding a summoned creature to this world and blasts it apart, painfully disintegrating it in the process. Invulnerability is the ultimate defensive spell that renders the caster immune to all damage. But such a powerful shield draws on entirely too much mana to be maintained for long.
300	A Helping Hand (Master)	Divinity: Original Sin	Necromancy	Death is a constant ally, even for the best of healers and alchemists. The constant reminder that lingers over every sick bed that this could go badly. And it often does. However, the true masters of the art have learned how to pull the recently deceased back from the brink. Resurrect is capable of reviving a person who has been dead for less than three hours, restoring most of their vitality and even reattaching or regrowing missing limbs. Those who die of natural causes are not viable targets for Resurrect and any who return will need additional healing to completely shake off their wounds.
300	Bound of Blood (Master)	Divinity: Original Sin	Necromancy	While those who tie their water magic to the study of blood and its movements will find themselves lacking a little when it comes to versatility, there is no arguing against their ability to save lives in a heartbeat. Mass Healing is the pinnacle of restorative magics, able to fully heal anyone still living within a large radius that the Hydrosohpist desires. It is a draining spell, but one that will never fail to bring those touched back from the brink.

300	Deadly Fingers (Master)	Divinity: Original Sin	Necromancy	But in the end the power contained within the fingers is a final, destructive one. It can even crush hearts with a gesture or a few penned words. Death Touch is neither subtle nor insidious, but no less destructive. It focuses dark magic on the target touched by the caster into a tight and violent blow. It is whispered that this spell is capable of killing even a Source Hunter outright.
300	True Necromancy (Master)	Divinity: Original Sin	Necromancy	Those who walk this path come to realize that dark magic can be used for so much more than what the world thinks. There are rituals to be found in the ancient places of this world. Horrible names to be learned that can bind powers all good sense warns one not to tamper with. But even if one only works with what is on hand, one can twist the vile magic into creating truly terrifying creations. Summon Armored Undead Decapitator calls forth a powerful skeletal knight filled to the brim with brutish might and coated in armor equal to any plate set. One dares not ignore a creation like this loosed onto a battlefield.
400	Death Knight	Divinity: Original Sin	Necromancy	Any fool with the faintest touch of Sourcery can summon up an undead to serve them for a few moments, but it takes true skill to craft one that can remain active until destroyed. The ritual involved is not elaborate for skeletons or the walking corpses, a little time, some fresh blood, and a few onyx gemstones. Given a quiet place to study a skilled dark magician could carpet the countryside in undead inside a few years. But you have learned to take it one step further, stealing or learning from the notes of The Conduit herself. While it will take time and experimentation to unlock their secrets fully you will be well rewarded for the effort. You will be able to create true Death Knights, undead armored in Tenebrium plates and armed with a massive Tenebrium sword. These abominations are virtually indestructible unless one speaks a certain command word to break the enchantments holding it together. Be forewarned, the enchantment that makes Death Knights an unstoppable force is bound directly to the life force of their creator and creating more than a single one weakens the enchantment overall. Create two and they will merely be nigh unstoppable. A dozen weakens them to merely powerful golems. Several score turns these creations into nothing more than well-armored skeletons.
400	Necromancer Master	Divinity: Original Sin	Necromancy	You have worked hard and at long last mastered Death. Garbed in your Black Shroud you'll unleash a Blood Storm and the Grasp of the Starved in lieu of your enemies Last Rites. Your Vacuum Aura and Silencing Stare will leave them hapless victims to your Corrosive Spray. You'll clean up what's left with a Mass Corpse Explosion.
600	Necromancer Legendary	Divinity: Original Sin	Necromancy	Above others of your kind you are beacon of your craft, a truly Legendary Necromancer. The Ultimate power of your art the, Totems of the Necromancer, is yours to call upon. Beyond this your utter mastery of your craft makes your Necromancy spells strike half again your skill in death magic. It also allows you to create an aura of slaughter, a veritable shroud that will leave your enemies Diseased and Decaying.
100	Precise Strikes (Novice)	Divinity: Original Sin	Origin	Those who greet the night with daggers in hand have learned how and where to strike to derive the most destruction. Thugs and assassins walk this road, dealing death any way they can, so long as it is their knife that tastes the blood. Their innate magic only seeks to amplify this taste for the water of life. Lacerate strikes at the arteries of an enemy, dealing a painful blow that slowly saps them of their life. Incision is a stabbing blow that instead targets the muscles and joints, weakening their ability to strike back significantly.
300	Wand (Adept)	Divinity: Original Sin	Origin	The great thing about magic is that it doesn't have to obey the laws of physics as concretely as most things in the universe. So while it is unlikely you will be able to make a crossbow bolt curve in flight by flicking your wrist, you'll find the same doesn't hold true for launching of a ball of raw elemental magic. You have discovered how, with the right twist and flick of your wrist, to cast your projectiles with a spiraling flight, or a wobble left and right, or even a gentle curve around cover. Which is great for shooting around allies and objects that might normally be in your way. With practice, perhaps you could apply this to spells you cast.
100	Polymorph Acolyte	Divinity: Original Sin	Transmutation	The secrets of the flesh are yours! You are greatly knowledgeable in the art of shaping the body and know a great many tricks to change yourself to the advantage. Skulk past your foes, faded from sight and ready to strike behind your Chameleon Cloak, transforming your foe and leaving them vulnerable with your mighty Chicken Claw! Break your foes beneath your strength, growing majestic Bull Horns to charge and bridge the gap with your Tentacle Lash.
200	Magic Mirror	Divinity: Original Sin	Transmutation	Sadly doesn't let you know who the fairest of them all is, it instead has another task altogether. Reshaping, remolding, changing your talents and abilities around into a whole new you. Using this mirror could turn a knight of the order into a great mage or vice versa with ease. Just stare into the mirror and will the changes to mind and body into being.
200	Polymorph Journeyman	Divinity: Original Sin	Transmutation	You are learned in the ways of the flesh. Your level of control has reached a level where you can comfortably hybridize your craft to Turn to Oil or even Vaporize the myriad puddles on the field. Shift your foes to your edge, leaving them to Bleed Fire while you Spread Your Wings and take to the skies, free to shift the field with Terrain Transmutation. Shed your wings for a set of Spider Legs and a Heart of Steel and charge into the fray with your Summon Oily Blob. Mock your foes with your Healing Tears as they behold your weeping visage, your Medusa Head will be the last thing they see.
300	Baited Trap (Master)	Divinity: Original Sin	Transmutation	Given time and training, the mind can be bent to command even the body, pushing the limits of muscles to their utmost. With the right triggers one can turn the flight or fight response into a switch to be flipped on or off at will. Adrenaline throws the body into overdrive, allowing the caster to act at speeds the body was never meant to maintain for long. Striking multiple blows in a single instant or dashing across entire battlefields in moments are just a few ways those with this ability can prove useful.
400	Polymorph Master	Divinity: Original Sin	Transmutation	You have worked hard and at long last mastered the flesh. Perhaps in need of a Skin Graft? Grow a shell to match the tides of battle with your own Flaming, Icy, Jellyfish, or Poisonous Skin. If you lose the advantage Equalise with Flay Skin and bind your foes into a Forced Exchange that will be their final transaction.
600	Polymorph Legendary	Divinity: Original Sin	Transmutation	Above others of your kind you are beacon of your craft, a truly Legendary Polymorph. The Ultimate power of the Polymorph, Apotheosis, is yours to call upon. Beyond this your utter mastery of your craft makes your Polymorph skills strike half again your skill in shape-changing magic. It also allows you to share your gifts with others around you, at first a single person with a touch and growing in range with practice and time.
200	Bright Gear	Dog Days	Artifice	Your Crest power made manifest as a weapon. This weapon will have some special effect in line with your speciality in magic. Alternatively you can choose to have one of the casts' Bright Gear. Do note that it is the user, not the Bright Gear that matters in terms of power.
200	Interdimensional Phone	Dog Days	Artifice	This phone is enhanced by magic so as to allow it to call to anywhere from anywhere. Want to call your childhood friend to tell them you're ok from a parallel world? No problem, this phone will get it done, and with great clarity too.
200	Sacred Relic	Dog Days	Artifice	A hero's weapon for sure. This magic weapon is stored within a ring and can manifest in an instant. This weapon is especially good for channelling Crest magic, making the use of such much easier. It can be any type of weapon you want, even a gun if you really want but will use mana instead of bullets. You may optionally choose to import a weapon into this slot
600	Magitech wizard	Dog Days	Artifice	You are able to easily combine magic and technology, letting you make things like radio antennae and signal boosters that rely on magic. Maybe you could replace ammunition with bolts of magic. With this you can replicate the effects of technology with magic, and it will likely be less complex too. This isn't a one way process however, you may also replicate the effects of magic with technology. This will be much more complex than the alternative however.
600	Crystal of the Floating Isles	Dog Days	Conjuration	A large blue gem which can be used to make a portion of land float up high in the sky when implanted in the ground. Over the course of a year, a second one will grow out from the first implanted one, letting you slowly increase the number of floating isles. Each crystal can float an island of diameters around 500 meters. Each additional one planted will increase this size by the same volume.
600	Ritual of Star Reading	Dog Days	Divination	This encased crystal can be used to see a vision of a probably future. Best used at midnight, when plenty of star are about. It will show a clearer picture if it is a vision of personal interest to you. As the moon waxes and wanes, so too does the accuracy of the vision. On the night of the full moon, performed under the stars, you would be able to view a near 100% accurate vision of something significant to come.
600	Sealing Knife	Dog Days	Enchantment	This knife amplifies and strengthens any magic used to seal a creature. It will act as the container for anything it seals, making sure anything that it seals cannot escape unless the blade is broken from the outside. It can be used to seal anything you have defeated and will act to purify them while sealed. You may choose to instead imbue this effect onto a weapon of your choice.
600	Summon Champion	Dog Days	Enchantment	Once per day you may summon a champion to help you do battle. The summoned champion will be your equal in one field. A mage will match you spell for spell, a warrior could match you in an arm wrestle or a scholar could think up plans and strategies just as fast as you. The more general the class and skills of the champion summoned, the weaker they will be in those skills. They can be as good as you are in one thing, or a third as good in three. When the battle has concluded the champion will disappear, fading into the wind in a swirl of blue particles.
300	Magical Artillery	Dog Days	Evocation	The magical equivalent to a cannon. Shots fired by this waist high device creates a large shockwave on impact, and is recharged with magic. Good for crowd control. You may import a gun in here to let it run on magic.
50	Animal Ears	Dog Days	Illusion	A small headband with animal ears attached that looks rather cute. The type of animal ear can be changed if the user channels magic through the headband while thinking of the animal in question. The ears are purely cosmetic.
100	Transformation Pendant	Dog Days	Illusion	A cool pendant one can attach to their clothes or wear around their neck. By pressing a button or flipping a switch you can change clothes in an instant, into a different pre-prepared set.
400	Crest Specialist	Dog Days	Metamagic	You are an expert at wielding the power of the crest, many could say you are one of the best in the kingdom. This boosts your crest ability all the way to level three, letting you launch large scale attacks that can devastate entire acres at once. You still have much to potentially learn, one day being able to slice a watchtower in half with wind alone, but that is a ways off.
400	Fast Learner	Dog Days	Metamagic	You learn skills incredibly quickly through practical work. It may take you a week to learn the theory behind a spell, but once you start practicing it you'll have it down within hours. This can apply even to things you might not expect. Some field work in archeology may really drill in your head the best way to locate ancient sites and treasures.

400	I Curse You	Dog Days	Necromancy	Even in this colour and happy world, there is a smudge of darkness. This smudge is the power of curses. Vile magics made by evil beings. You can now use this foul magic, at a level equivalent to a novice level three crest user. This magics can be used to corrupt the innocent or inflict great pain. The greatest of these curses would even allow you to kill beings in areas where deaths are not normally possible. This is the equivalent to black magic.
0	Flonyard Magic	Dog Days	Origin	The people of Flonyard gather and combine energy from the earth and the sky to form crests, this world's version to magic. You start off with the ability to cast level one crest magic, letting you do things like boost your physical stats by a small degree. The highest level is three. With time and training you may increase the level at which you cast. Post jump, you no longer need to rely on external energy to cast your crest magic, you may use your own personal mana supply.
600	Hero Crystal	Dog Days	Transmutation	This small crystal has accepted you as its owner. This acts as proof that you are a hero. When used, this crystal will age or de-age you to your prime, as well as enhancing your magic, making spells slightly more power, and powerful spells slightly easier to cast. Additionally, it creates a weak magical shield around you, used to protect you from weaker magic. While using the crystal you are also able to use more advanced versions of your crest spells, with them dealing more damage or affecting a larger area. A fiery whip might become a giant flaming sword, or a fireball spell may shoot out three. You can use this form for up to one hour each day.
600	Not-Very-Fatal Death	Dog Days	Transmutation	Flonyard contains a great magic that means no one can be killed. You can now set up a similar field in places that you are located at, equal in size to an entire battlefield. With willing permission from the participants, you may apply this field to all in its radius. Anybody that would be severely wounded or killed instead become Pet Balls for an hour, before they regain their original form. Additionally, once per jump, this magic will activate to save you from death. Be warned however, spreading out this magic across an area weakens it such that a strong enough being can overpower it were they to come across it. Post Jump, you may change into Pet Ball form when you want, however will not gain the invulnerability unless the magic is activated, at which point the usual conditions apply.
400	Fade-Touched	Dragon Age	Abjuration	A spirit came to you in a dream, they touched your mind and soul, and you were forever changed. A part of this spirit now forever lives inside your mind and soul, without the usual negative effects that would have on you or the spirit. Instead, this has granted you several useful boons. You are completely immune to any kind of force that tries to control you, physically, mentally, or otherwise. The spirit will also protect you from possession, you no longer need to fear a demon will possess you. Furthermore, should you perish, this spirit will bring you back to life, though it only has enough strength to do so once per Jump/once every ten years (whichever comes soonest).
100	Vials of Dragon Blood	Dragon Age	Artifice	It is said the blood of dragons is the blood of the world. That may or may not be true, but what is known is that blood is power. And the blood of dragons even more so. You've gained several restocking vials of dragon blood. Most vials contain the blood of dragonlings and young drakes, but every once in a while you may get a vial containing the blood of a high dragon instead. If you're really lucky, you may even find the blood of a Great Dragon.
200	Arcane Grimoire	Dragon Age	Artifice	An old, but lovingly cared for book, bound in leather of questionable origins. The pages smell of herbs and wood smoke. Intricate stitching on the cover marks out a leafless tree, strangely ominous in its stark appearance. The grimoire contains details on many spells that were lost to time, as well as instructions for a ritual that allows you to transfer yourself into another person's body, possessing them. If successfully executed, this ritual would allow one to potentially live forever, by simply taking a new body when one's current one grows too old.
200	Dalish Grove	Dragon Age	Artifice	This Warehouse Attachment is a grove full of trees such as ironbark, sylvanwood, dragonthorn, vhenadahl, and heartwood. All of them would yield excellent materials for a dalish woodshaper. 24 hours after cutting one of these trees down, it'll be restored to its former glory.
200	Herbalist	Dragon Age	Artifice	Many plants in this world have supernatural effects or healing properties, and so there exist many herbalists who use them to create useful items. You've studied under a master herbalist and as a result have gained a near-encyclopedic knowledge of the flora of this world and its effects, and thus have gained the skills required to create various potions, poultices, salves, and incense. By itself that is already an extremely useful skill to have, but for someone like you, Jumper, that wasn't enough. And so it was that you sought out the Dalish, and had them teach you what they knew about many natural remedies humans have long since forgotten or ignored, such as knowing which type of tree bark cures headaches when chewed upon.
200	Lyrium	Dragon Age	Artifice	A wooden, ironbound chest filled with twenty vials of lyrium. Vials will replenish within a week of use.
200	Red Lyrium	Dragon Age	Artifice	A wooden crate packed with twenty fist-sized chunks of redlyrium. Rocks will replenish within one week of use.
200	Runes	Dragon Age	Artifice	A set of ten runes that can be used to enhance damage or defense.
300	Andruil's Gift	Dragon Age	Artifice	This exquisitely crafted elven bow seems to crackle with electricity, and any arrows fired from it seem to turn into a lightning strike mid-flight.
300	Oversized Mirror	Dragon Age	Artifice	A massive ornate mirror standing over 12 feet tall. The mirroris broken, but is obviously magical. It appears as though all of the shards of the mirror are atthe foot of the mirror and all that is required to fix it is time and knowledge.
300	Spellweaver	Dragon Age	Artifice	This ancient elven-forged blade vibrates slightly to the touch in most people's hands, but it stills in the grip of a mage. Crafted with lost techniques for alloying lyrium and metals, Spellweaver acts as a mage's focus the same way a staff does, and also seems to massively increase the mage's powers in general.
400	Enchantment!	Dragon Age	Artifice	You know how to infuse objects with various powers by inscribingthose objects with lyrium enhanced runes.
400	Enchantment? Enchantment!	Dragon Age	Artifice	Enchantment is the process of inscribing lyrium runes on items, usually (but not always!) a weapon or a piece of armour, to add new properties or enhance existing ones. It is possible to create enchantments without the use of lyrium, but those enchantments tend to fade over time. The more magically sensitive a person is the more dangerous their exposure to lyrium, as raw lyrium can cause nausea, memory loss, deafness, internal hemorrhaging, and even madness. With their innate resistance to both magic and the negative effects of lyrium, dwarves are highly suited to handle lyrium and work enchantments. Like the dwarves, the tranquil are capable of the same. This is due to the fact that their connection to the Fade has been severed, thus taking away their magical abilities. For some reason even though you're not a tranquil, you're able to safely handle lyrium. You're not one to let such a boon go to waste, and so you've trained with both runecrafters and enchanters and have mastered their respective crafts. It seems like you're a natural at it, too. You start out at the same level of mastery of Sandal, widely renowned as an enchanting savant, and in time may even reach Paragon Fairel's level, arguably the greatest dwarven enchanter in history.
100	Stable Summons	Dragon Age	Conjuration	You gain the ability to whistle! By putting your thumb andforefinger into your mouth, pursing your lips and forcefully expelling a great deal of air youcan make a shrill noise. . . . What, not many people can do that properly. Fiiiine. Whistlingalso summons a mount of one of the types below. Each purchase of this talent gives you adifferent grouping of mounts. Mounts are swift, intelligent and neigh tireless. Mounts willcome with appropriate tack, can be dismissed at will, and while they are real animals andbehave as such do not require food and water. Slain mounts will remain slain for 24 hours. Horses – Horses of all types and breeds from smaller riding horses up to massive drafts andchargers. Dracolisks – These animals appear to be the crossbreed of a horse and a dragon. Tallquadrupeds with no wings or tails, these lizards are surprisingly hearty. Harts – These massive, muscular animals are incredibly intelligent and willful. Giant racksof antlers spread out from their heads and are capable of dealing no small amount ofdamage during a charge. The high-pitched whistle they use to communicate is distinct. Menagerie – You do know what a menagerie is, don't you? Okay then. If it can serve as amount but it otherwise problematic to categorize, it's in this group. Every time you whistlefor a mount from this group, you've got a chance of getting something different. Gianthorned nugs? That's an option. Patchwork ponies? Could happen. Vaguely undead horsesthat have swords stuck through their skulls in a creepy parody of unicorns? Got those too. These mounts will no doubt catch peoples attention, though not necessarily in a good way.
200	Dwarven Mine	Dragon Age	Conjuration	This is a Warehouse Attachment that contains a mine with several large veins of high-quality lyrium and several deposits of precious metals such as veridium, silverite, volcanic aurum, etc. Strangely enough, these veins and deposits never seem to run out, no matter how much is mined. There's also a small compound where several dwarves seem to live, who are more than happy to mine the stuff for you.
400	Mark of the Rift	Dragon Age	Conjuration	You've been touched by powerful magic, and it has left its markon you. Somewhere on your body is a highly visible mark that will allow you influenceextraplanar portals and deal more damage to entities not from the physical plane. At first themark will only allow you to close portals, though in order to do so you must engage in a test ofwills with either the portal itself or the entity opening the portal. With time, this mark willallow you to open rifts into other planes of existence in this universe.
50	Ocularum	Dragon Age	Divination	An ocularum is a skull with a crystal placed in the right eye socket, through the back of the skull. When looking through the skull's crystal, it will reveal any and all nearby hidden magic, including magical objects.
300	Dreamweaver	Dragon Age	Divination	Not all knowledge is recorded and not all recorded knowledgeendures the ravages of time. This discipline will allow you to mine the very nature of realitythrough dreams and meditation for the answers you seek. In addition, this perk will give you access to the Fade, or the in-universe equivalent thereof, whenever you dream. Entrance to theFade will be in mind and spirit only, not bodily.
300	The Hunter	Dragon Age	Divination	Magic is powerful and otherworldly and its effects on the world areundeniable. You know how to track those effects and the individuals behind those effects. Youalso know how to combat otherworldly entities with greater effectiveness and lethality.
300	Prismatic Greataxe	Dragon Age	Evocation	The blade of this magical greataxe shimmers with energy. Each swing randomly gives off blistering heat, biting cold, sizzling static, or ghostly light. The wielder is protected from these blasts of elemental magic by whatever complex enchantments make the weapon work at all.
200	Mirror of Transformation	Dragon Age	Illusion	A magical mirror that allows the person looking into it to change their own appearance. The Mirror of Transformation is an insidious and twisted artefact. When you alter your appearance with the artefact it doesn't just change who you are, but it changes who you were and will be in the future. It selects from one of the infinite possible universes where you were brought up with a different lineage and twists that thread of history into the currently experienced reality. The ripples of this action affect your family and other people's memory of your appearance as well.

100	"Friendly Fire"	Dragon Age	Metamagic	Usually isn't so friendly. After many hours of studying (read: setting things—and yourself—on fire by accident), you've found a way to alter your spells in such a manner that your allies aren't harmed by it, directly at least. You and your allies could walk through your firestorm spell and won't even be singed by it, but indirect effects like smoke might still be a problem, for example. I'm sure that a mage of your caliber will in time be able to find a way to fix that.
300	Faust Schmaust	Dragon Age	Metamagic	Power and knowledge are costly, and you know how to get thebest price. When dealing with otherworldly entities and spiritual beings of power, particularlythose of malevolent intent, you always get what you came for. There will be a price, and afoolish deal will still be foolish, but the cost will be much less for you than it would be forsomeone else.
600	Full Circle	Dragon Age	Metamagic	While magic is often times a solitary affair, you know it needn't be. You are a master of synchronizing the work of multiple magic users, combining andcoordinating their casting to create an effect that is dramatically more powerful than the sumtotal of the individual spells cast. In addition to this, magic users of all worlds and of all stripeswill recognize you as a master of the art and will treat you as such.
0	Spirit Healer	Dragon Age	Necromancy	Whilst demons are the most notorious denizens of the Fade, other spirits reside there as well. These spirits are more benevolent and do not have the driving desires that make demons so evil. Spirit healers are those rare mages who learn to communicate with and summon such spirits. There is danger in this path, as there always is when the Fade is involved. Sometimes demons pretend to be kindly spirits and the spirit healer pays a dreadful price. When the summoning is successful, however, a spirit healer is capable of healing feats beyond the bounds of normal magic. This is why spirit healers believe the risk is worth it. Spirit Healers are the mages most likely to be accepted—or at least tolerated—by common people, and yet templars fear them as much or more than mages specializing in other schools of magic. You were touched by a spirit of Hope, which has granted you all of the abilities of a Spirit Healer, without the need to summon spirits. A part of the spirit of Hope lives inside of your mind and soul after all, which you can draw upon to fuel the same magics as any Spirit Healer. **(CG Note: Requires Fade-Touched (Dragon Age).)**
300	The Clasping Maw	Dragon Age	Necromancy	A greatsword seemingly made from living flesh. Whenever an enemy is struck with this weapon, it randomly seems to bind them with shadowy tendrils which drain their lifeforce and use it to heal its wielder.
0	Circle Magic	Dragon Age	Origin	The four basic Schools of Magic, as taught by the Circle of Magi. You may select one school of magic to gain training in, and knowledge of, per purchase. Mages gain the first purchase free, and gain a discount on subsequent purchases. 1. Entropy School - The first of the two Schools of Matter, Entropy is the opposing force of Creation; for this reason it is often called the School of Negation. Nothing lives without death. Time inevitably brings an end to all things in the material world, and yet in this ending is the seed of a beginning. A river may flood its banks, causing havoc, but bring new life to its floodplain. The fire that burns a forest ushers in new growth. And so it is with entropic magic that we manipulate the forces of erosion, decay, and destruction to create anew. Entropy mages delve into the chaotic nature of the Fade, some of the things that allows them to do include twisting the fabric of probability, hexing and cursing their enemies, and ensnaring them with horrifying visions. 2. Creation School - The School of Creation, sometimes called the School of Nature, is the second of the Schools of Matter, the balancing force and complement of Entropy. Creation magic manipulates natural forces, transforming what exists and bringing new things into being. Creation requires considerable finesse, more than any other school, and is therefore rarely mastered. Those mages who have made a serious study of creation are the highest in demand, useful in times of peace as well as war. Mages schooled in creation are invaluable allies who can imbue themselves and others with restorative energy, thus knitting flesh and mending bone, and the truly talented are even capable of sheathing themselves and others in an aura that enhances their aptitude in battle. 3. Spirit School - The first of the two Schools of Energy, Spirit is opposed by the Primal School. It is the school of mystery, the ephemeral school. This is the study of the invisible energies which surround us at all times, yet are outside of nature. It is from the Fade itself that this magic draws its power. Students of this school cover everything from direct manipulation of mana and spell energies to the study and summoning of spirits themselves. By its nature an esoteric school, as most others know virtually nothing about the Fade, studies of spirit magic are often misunderstood by the general populace, or even confused for blood magic--an unfortunate fate for a most useful branch of study. 4. Primal School - Sometimes called the School of Power, the Primal School is the second of the Schools of Energy, balanced by Spirit, and concerns the most visible and tangible forces of nature itself. This is the magic of war: Fire, ice, lightning, and earth. Devastation. This is what the vast majority imagines when they hear the word "magic. "
200	Initiate Invocation	Dragon Age	Origin	Mage base skillsets. Two skillsets are available for the priceof the perk with additional skillsets at 100 per. Ø Spirit – Defensive spells used to increase survivability through damage reduction andincreased mana regeneration. Ø Storm – Lightning themed spells and abilities that help with crowd control via stunningand can increase the number of spells you can bring to bear in a fight. Ø Inferno – Fire based spells that deal phenomenal direct damage and can inspire fear inyour enemies. Ø Winter – Frost and ice spells that deal damage and either slow or freeze your enemies.
200	Saarebas	Dragon Age	Origin	Saarebas, or "Dangerous Thing" in Qunlat, are Qunari mages. Since the Qunari believe that mages are ultimately unable to master themselves, each Saarebas is entrusted to an "Arvaarad" ("One who holds back evil") who bears a control rod. The Qunari do not blame them for their "defective" and dangerous nature, so they frequently pity and honor saarebas, for lack of a better word. In practice, they are treated little better than attack dogs: They are leashed, shackled, collared, and their mouths are sewn shut. Should they be found practicing forbidden magic, their tongues are cut out to prevent them from corrupting others. The penalty for leaving their karataam is death, as they are assumed to have been corrupted by demons. The Qunari view this sacrifice, this selflessness - however unwilling - as the greatest virtue of the Qun. Whilst not being able to use any kind of sophisticated magic, the Saarebas makes up for it in sheer, untamed, wild, and most importantly, powerful magic they can bring to bear. You may or may not be an actual Saarebas, but by purchasing this your magic will function identically to that of a Saarebas. Untamed, wild, powerful magic. You don't cast spells so much as you generate extremely violent and unpredictable explosions and maelstroms of magical energy. This perk's effects may be toggled on and off at will.

400	Advanced Magic	Dragon Age	Origin	Advanced Circle magic, forbidden magic, and magic that's not necessarily forbidden but only taught outside the Circle of Magi. Choose one option per purchase. 1. Force Mage - All schools of magic manipulate energy, but force mages revel in it. A school popular in Kirkwall's Circle of Magi, they focus only on the raw application of magic, in all its vicious glory—maelstroms that draw in opponents, ethereal weight that crush and slow, or great waves of energy that throw enemies about like ragdolls. Targets not to be toyed with are simply slammed into the ground, as though pummeled by a great fist. And in their mastery of such damage, force mages can make themselves all but immune to similar attacks, an ability that hints at the true discipline they must maintain. After all, unsubtle doesn't mean unsophisticated—the force mage requires uncommon precision to keep such overwhelming power under control. 2. Mortalitasi - These Nevarran death mages believe that when a soul of the dead crosses the Fade, it displaces a spirit. In exchange, they invite those spirits to house themselves in the empty bodies left behind. They believe that mummified corpses provide a safe host for these displaced Fade spirits. This school of thought is prominent in modern-day Nevarra, but viewed as barbaric by other nations in Thedas. Less commonly known is the fact that more vigorous spirits may become enmeshed in their host's unfinished business. The order studies death extensively, and its members are known to experiment with all forms of necromancy. Some Mortalitasi keep animated skeletons as assistants or use skeletal horses as a means of transportation. Such beings also serve as guardians of the Grand Necropolis. Drawing wisps across the Veil is also a Mortalitasi practice. 3. Augur - Augurs are the shamans of the Avvar tribes. Only one mage per tribe is chosen to be the augur. Their role is to give council to other mages and the Thane. In turn, an augur takes council from the spirits they deem gods and shares it with the rest of the tribe. The augur makes the tribe's will known to the spirits and the spirits' will to the tribe. Other duties of an augur include interpreting omens and preparing the dead to be taken back to the Lady of the Sky. By appeasing their spirit gods with rituals, the spirits in turn protect their hold and drive off spirits gone bad with rage or gloom. The augur also spots those who draw bad spirits and councils the thane how to deal with them. The augurs allow their apprentices to be possessed by a summoned spirit and the spirit teaches the mage how to control their magic with patience and kindness. When the teaching is done, the mage must then release the spirit through a ritual that involves burning an offering and casting a taxing spell that usually requires a vial of lyrium to replenish one's strength. When forced to consider complex spiritual matters, the Avvar turn to their shamans, the lore keepers of the mountains. It is they who watch the migrations of birds seeking wisdom from the Lady, they who keep the old songs and retain the knowledge of the proper rites to honor the gods and spirits of the mountains. The majority of Avvar shamans are powerful mages whose traditions stretch far back beyond the foundations of the Circle of Magi. Neither the Chantry nor the prophetess Andraste mean anything to the Avvar, and templars are not welcome in the Frostbacks. This is wise, as many of the shamans' rituals would horrify the Chantry. Even mild rites invite spirits to speak through the casters for a time, to say nothing of some of their more powerful ceremonies. The Avvar are well aware that some spirits are reluctant to depart human hosts willingly, but they have means of dealing with such recalcitrant entities. After all, they have no more desire to become abominations than other mages, and so their rituals are specifically designed to force the spirits back out as well. You're a fully realized Avvar shaman, and possess all the skills and knowledge required for their rituals and duties. From now on you will never truly be alone, for you walk the surface of this world with the spirits by your side. 4. Keeper - A Keeper is a Dalish mage and the leader of a clan of Dalish elves, in both the spiritual sense as well as the literal. They are not thought of as rulers, however. The families within a clan listen to their Keeper because they consider them to be wise. In the days of the elven Dales, a Keeper served as a priest and magical scholar in the temples of the elven gods. Keepers are also responsible for protecting a clan from Fen'Harel, and for knowing the clan's ancient lore and passing it on to the others in the clan. Without a keeper, the clan's knowledge is lost forever. Every ten years, the Keepers of the Dalish clans convene in a meeting called the Arlathvhen, which lasts usually two days, to compare any recovered knowledge or artifacts. The intense quarreling that occurs in these conferences leads many to suspect the Dalish prefer their tribal isolation due to irreconcilable differences. Furthermore, the Keepers are the only ones who know the secret of writing the Elven language. Though the Keepers are Dalish mages, each clan will seldom or never have more than two fully trained mages. These mages are the Keeper and the Keeper's apprentice. The apprentice is referred to as the First (as in the next in line of succession). Whilst there is only one First in a clan at any time, there can be many candidates for the apprenticeship, such as the Keeper's Second. The Dalish elves specialize in magic that harmonizes with nature itself. It is not unheard of for a Keeper to be capable of manipulating all of the flora around them in case of attack. Only the foolish challenge a Keeper inside of a forest. You may or may not be an actual Keeper of a Dalish clan, or even an elf, but by purchasing this you stand amongst the very best of the Dalish's Keepers, both in magical skill and knowledge of the lost elven lore. That's no mean feat, but remember that even the very best of the Dalish keepers don't hold a candle to the ancient elves. So much lore has been lost, after all. 5. Blood Mage - The ancient Tevinters did not originally consider blood magic a school of its own. Rather, they saw it as a means to achieve greater power in any school of magic. The name, of course, refers to the fact that magic of this type uses life, specifically in the form of blood, instead of mana. It was common practice, at one time, for a magister to keep a number of slaves on hand so that, should he undertake the working of a spell that was physically beyond his abilities, he could use the blood of his slaves to bolster the casting. Over time, however, the Imperium discovered types of spells that could only be worked by blood. Although lyrium will allow a mage to send his conscious mind into the Fade, blood would allow him to find the sleeping minds of others, view their dreams, and even influence or dominate their thoughts. Just as treacherous, blood magic allows the Veil to be opened completely, albeit temporarily, so that demons may physically pass through it into our world. The rise of the Chant of Light and the subsequent fall of the old Imperium has led to blood magic being all but stamped out—as it should be, for it poses nearly as great a danger to those who would practice it as to the world at large. 6. Shapeshifter - Shapeshifting is an ancient, rare art that previously only survived in the forgotten corners of Thedas. More recently however, it has been introduced to the Circle of Magi by forcibly conscripted hedge mages. The path of the Shapeshifter is one that crosses between the boundary between mage and warrior. Some mages see it as a form of self-mastery, whilst others use it as a means of survival; a physical bag of tricks that enable the mage to be unpredictable in battle. Shapeshifters master one form at a time, the most common ones being those that are found in nature. The mighty bear is a fine choice, some others are spiders, cats, wolves, and birds. To a skilled shapeshifter, no door is impassable, no fight is unwinnable, and no terrain inhospitable so long as they know a shape that can meet the task at hand. Legends speak of shapeshifters who mastered even more deadly and fantastical forms than those of mundane animals. It is said that the legendary Witch of the Wilds, Flemeth, is capable of taking the shape of a mighty High Dragon. But those are naught but rumours, of course. Or are they? 7. Dirth'ena Enasalin - In the time when the Evanuris still walked amongst us, there were mages who learned to use their magical arts to augment their martial prowess. These arcane warriors served as champions or bodyguards for the elven nobles. They were the embodiment of will made manifest - mind shaping the body into the perfect weapon. Dirt'ena Enasalin can be translated as "knowledge that led/leads to victory". Elves of that time-period who eschewed combat called these techniques Ghilan'him Banal'vhen, or "the path that leads astray", and whilst they might've sneered at the martially-inclined mages' physicality they never doubted their honour. It should be noted that, even if physically disarmed, those mages trained in Dirth'ena Enasalin are never truly without a weapon. By sheer force of will, they are capable of creating weapons out of solidified magical energy.
400	Masterful Magi	Dragon Age	Origin	Mage advanced classes. The first purchase is discounted formages, additional purchases are at full price. Selecting any of these options will increase yournatural ability to learn mage-related spells, skills, and skillsets. Ø Knight-Enchanter – Mages who have a special dispensation from the Chantry to serve inbattle. These mages can summon powerful magical blades from the Fade and learn how toincrease their combat mobility, greatly increase melee damage and melee defense. Ø Necromancer – This specialty deals with the binding of spirits. Bound spirits can be usedto inflict fear on enemies, raise the undead, and infect enemies with explosive results. Ø Rift Mage – By drawing on the force of the Fade, these mages gain unparalleled control ofthe battlefield. Pulling matter from the Fade will allow for the creation of massiveweapons and restraints to destroy enemies or degrade their mobility.
600	Dreamer	Dragon Age	Origin	A dreamer is a mage capable of mentally entering the Fade at will, without the aid of lyrium or blood magic. This is an innate skill one is born with, and not something that can just be taught. A talented dreamer can shape the Fade and affect the dreams of sleeping people, killing or driving them mad. Some dreamers can dream in forgotten ruins to uncover secrets long forgotten by witnessing spirits re-enact the history of a place. Admittedly though, the account of the dream may be biased depending on whose perspective the spirit chooses to emulate. However, dreamers attract demons and most prove too frail of mind to survive a demonic possession. As a result, dreamers are rare, with human dreamers being even more rare than elven ones. The last known dreamer died over two ages ago. Dreamers may use special dried herbs to help them enter the Fade. Strangely, these herbs smell fresh to the mage once they have entered the Fade. There are also herbs that can preclude sleep and block one from the Fade itself, if necessary.
400	Lyrium-Marked Warrior	Dragon Age	Transmutation	Few are brave enough to mark their bodies with lyrium-infused tattoos, for the application ritual is one of constant agony. However, those who do mark their bodies in this manner gain the ability to phase through solid objects, and even through people. Many a lyrium-marked combatant has killed someone by phasing partway through them and then solidifying. Because of the nature of lyrium, these tattoos also grant the warrior a partial resistance to any and all harmful magical effects, though they're not as resistant as Templars or Dwarves. Normally these tattoos would be painful to the touch and the ritual would cause total memory loss, but since you're paying CP for them, these side effects have been waived.
600	Better Red Than Dead	Dragon Age	Transmutation	There is no substitute for raw power. Technique is but afunnel, a means to channel that power. You now possess the knowledge of how to use redlyrium to drastically increase the power of any individual. Through your arts and with theright materials warriors will become behemoths on the battlefield. Mages will wield terriblemight and near limitless mana. Oh, there may be some danger of drawing too deeply on thelyrium and pushing yourself or the person enhanced too far. And the side effects of overreach may be difficult to mitigate, but the power attained will be undeniable.
500	Red Magic	Drakengard and Nier	Abjuration	Thanks to a blood ritual from the Watcher Cult, your body has been dyed blood red. Besides giving you a paint job, this ritual has enchanted you so that you now resist magic. From magic missiles to dragons breath, any sort of arcane attack does a small fraction of the damage that it would. What's more, when you're hit there's a chance that the magic will be reflected, turning into a dangerous arcane bolt that homes in on the caster. Note that this doesn't make you invincible however, just resistant. If someone drops a magical nuke on your head, you're just as dead as everyone else nearby. It also colors you completely red, although if you choose it will only dye a single body part, like your hair, eyes or a hand.

700	Upgraded Firewall	Drakengard and Nier	Abjuration	Let's be honest. Getting hacked? Sucks. Having logic viruses infect your think-space? Sucks. Being unable to control your own body while some jackass pilots your body to kill your friends? Sucks. So let's put a stop to that right here and now. Your CPU has been granted an upgraded firewall to protect you from all those nasty computer bugs. Anything that attempts to access your mind without your consent will be not only denied, but deleted. More powerful data entities might come out of the deal with just some damage and data corruption, rather than full deletion, but it'll still hurt like a bitch. And they're not getting in no matter what. If you're taking this perk and you're not an android, instead of a firewall you have a literal psychic wall of fire in your mind to protect you. Madness effect, psychic attacks, possession magic, it works on anything that affects your mind, just like if you were a robot and not a disgusting meatsack. Note that this only protects against mental/software hacks. If something manages to physically puppet your body, you need to find your own solution.
200	A Pod	Drakengard and Nier	Artifice	Pods provide an invaluable service for YoRHA. Communications, logistics, combat support, they can even serve as a chair while fishing. Pods are standard issue for all YoRHa field units. This one is a bit unique though. Normally a pod can only utilize a limited number of pod programs (spells). However, this pod not only comes with all the pod programs in the game available from the start, but you can program new pod programs into it based on any magic spells you may know. It also has all spells at the ready, all the time. No need to swap them out.
200	Dragon Bone Blade	Drakengard and Nier	Artifice	A sword carved from dragon bone, obviously. Now, normally bone weapons are a terrible idea when alternatives like metal or stone are available, but in this case that's not true. Thanks to the toughness of dragons, this blade is incredibly durable, as well as sharp, and will never lose its edge. It can easily slice through steel and stone. Not only that, but it's infused with the magic of dragons, meaning that it can hurt Intoners and anything else with a weakness to draconic magic. All in all, a very good sword.
200	Hymir's Finger	Drakengard and Nier	Artifice	Also known as Iron Will or Broken Iron when, er, broken. This stupidly big blade is taller than most grown men and legendarily impossible to wield. Heavy, slow and nearly completely blunt, this weapon is more an iron pillar in the vaughe shape of a sword than an actual weapon designed for humans. But if you do have the strength to wield it, oh boy. Blunt or not, the sheer weight and momentum will fucking split people in half and the the lenght of the sword means that when you swing it, everything generally in front of you is fucked. You can kill an entire mob of enemies in one blow. Plus, it's magic. Did I mention it's magic? Cause it's magic. If you hold it above your head and focus, you can set off a big-ass two stage explosion from your body. Doesn't hurt you but it does hurt everyone near you.
400	Airship	Drakengard and Nier	Artifice	This mid-sized airship isn't too impressive compared to some of the beastly battleships the Empire and the Intoner cult can produce, but it's no dingy either. Designed for a crew of ten people, but capable of being run by as few as five, your new airship comes with a private captain's cabin for you, crew quarters, a decent cargo hold for loot and of course, eight magitek cannons for you to rain hell upon the plebeians below unlucky enough to not own an airship. Or defend yourself from air-pirates. And if those defenses fail and you wind up getting shot from the sky, the Airship will repair itself, becoming good as new after a week.
400	Grimoire Azul	Drakengard and Nier	Artifice	Weiss, Noir and Rubrum weren't the only Grimoires made during Project Gestalt. Many young people were experimented on and turned into talking, magical books. Azul is one of them. Colored blue in case you couldn't tell, this Grimoire has similar abilities to the others, being a deep reservoir of knowledge and capable of powerful spells. Capable, in the sense that when you first obtain her, Azul will only know Dark Blast. More spells will need to be obtained via finding Sealed Verses or recording spells you discover in other jumps. And if you're wondering why Azul costs double what the Pod perk does when all that is basically the same, the answer is, of course, power. While the standard uses of Sealed Verses are similar to pod programs, Weiss was capable of creating super-powered versions of the spells, such as giant-sized Dark Hands the size of buildings. And apparently he was only using a portion of the power of the Sealed Verses. Any spell recorded in Azul will be able to be enhanced far beyond its normal limits, creating truly ridiculous spells. Personality wise, Grimoire Azul starts off very reticent, almost robotic. Due to her trauma at getting turned into a Grimoire and sealed away for a thousand years, her personality has been repressed somewhat. But as you travel with her and grow closer, you'll find her old personality re-emerging. Who knows what sort of person you might discover underneath that trauma. A refined, humble lady? A cheerful genki girl? A over-protective yandere? Just know that she won't be anything like one of the three other Grimoires, so she won't be an prideful gentlewoman, arrogant egomaniac or, uh, just plain crazy.
700	Magitek Engineer	Drakengard and Nier	Artifice	You know, for a supposedly medieval society, the Empire has some pretty advanced toys, huh. And now, so do you. Or at least, you will once you build them. You now know how to build the magitek machines used by the Empire. Provided you have the materials and the time, you can build anything from man-portable weapons to battleships. Or airships even. You can't reach anything past a generally World War One level of technology, but thanks to the magic side of things, they'll generally outperform their real world equivalents. Magic cannon beats normal cannon, that's all I'm saying.
900	YoRHa Design Specs	Drakengard and Nier	Artifice	You know what's better than being a high-spec magitek android badass? Having your own army of high-spec magitex android badasses. Now you can build one. You know, provided you have the time and resources and the… Anyway, the point is that you've got the blueprints for every resource YoRHA has downloaded into your central processor/brain. This means that not only can you build each class of YoRHa android, including outdated models like the Attacker type, but also pods, the various YoRHa weapons, flight units and even the Bunker itself. With enough practice and creativity, you can even design your own android types, like an Infiltration-Type with a built in cloaking device or a Mage-Type capable of using magic without the aid of a pod. Of course, the hardest piece to produce are the Black Boxes required for Androids to run. Machine Cores are only available in Nier Universe after the aliens arrive and the Machine Wars begin, however you can substitute those for other materials. Obviously high-tech electronics would be best, but there are other options. You just need something capable of a human level of intelligence and emotional depth…While we're on that subject, or at least close by, YoRHa androids count as alive when it comes to magic and whether or not they have souls. If it walks like a human, talks like a human, feels despair like a human and goes insane like a human, it's a human, at least as far as magic is concerned. They might be mechanical lifeforms but YoRHA androids are still alive.
100	Grand Wheel	Drakengard and Nier	Conjuration	When you focus for a moment, time slows down and you can see a wheel of sorts in your mind's eye. Using the magic of the wheel, you can store and retrieve up to twenty weapons at a moment's notice, swapping between them freely.
900	A Pact	Drakengard and Nier	Conjuration	In the world of Drakengard, a magical Pact can be made between a human and a magical beast. The benefits are numerous: both parties are magically strengthened, any wounds they have at the time of the pact are healed including ones that would otherwise be lethal, the Pact Partners can hear each other's thoughts and feelings, the creature gets to feed off of the humans negative emotion and the human gets a magical bodyguard by way of 'If I die, you die too. 'Oh yeah, the negatives. Well, first of all, if either of the Pact Partners dies, the other dies too. They're bound together for life. Also, Pacts have a price the human partner has to pay. They lose a physical part of themselves, one of personal importance. If you long to see your homeland again, there go your eyes. If your greatest joy is holding your child in your arms, guess what you lose? No, not the child. Your arms, smart guy. Why doesn't the magical creature have to pay a similar price? Well, because life's unfair, Pumpkin. Go cry in the corner about it. I can already tell what you're thinking: That sounds kinda shit. Why am I spending 900 points on this when I can just find a creature during my ten years in this jump and form a Pact later. And I'm getting to that. First of all, do you know how hard it is to find a magical creature that'll form a Pact with a human. They do have their Pride after all, and humans in Drakengard have a pretty shit reputation, what with all the genocide against sub-humans going on. And even if you do manage to form a Pact there's no guarantee that your Partner will like you, be easy to work with, or in extreme cases, commit suicide just to get rid of you because they hate you that much. Which brings us to the first benefit of buying a Pact now. Your Pact Partner, whatever you chose, will be a good fit for you personality wise. You may butt heads, you may argue from time to time but you'll always make up quick enough. Most of the time though, you'll just enjoy each other's company and work together well while you watch each other's backs. Or you can make a Pact with an Imported Companion. I'm assuming you already have a good working relationship with them, right? The second extra benefit is that the healing energy from when the Pact was formed has stuck around and is providing a benefit. Now, instead of 'if one of you dies, you both die', it's 'neither of you die until both of you die'. It doesn't matter how badly one of you is injured, until the other one is dealt a mortal wound as well, you'll survive. Minor downside, you'll be forced to endure all the torturous pain your Partner is in and vice versa until the injured party can heal, but that's a small price to pay for not dying when killed, right?Thirdly, your power sharing goes beyond the usual bland, nondescript power boost. Now you can actually use each other's strengths and abilities. If your Partner is a dragon, congratulations! You're as strong and tough as they are, you can breath fire and even fly under your own magic power. They'll also gain access to all your abilities. Yes, including your Jumper Perks. Yes, really. And finally, you can bring your Pact Partner along when this Jump ends and you go to a different one. They'll take up a Companion slot, but that's fine right? Not only that, but each time you arrive in a new jump, you can add a new person or creature to your Pact, so long as they're sapient. Let me make you read that right. I didn't say 'form a new Pact. ' I said 'add a new Pact Partner'. So all three of you can share powers and all three of you need to die for you to stay dead. And the next Jump, it's all four of you. And the one after that, all five. Now, you don't have to keep adding Pact Partners in each Jump. You can, but it's not required. Each new Pact Partner does take up another Companion slot, and if you ever enter a Jump without all your Pact Partners present, you and the Pact Partners that do join you lose the benefits of the Pact. But still, good deal, am I right?

500	Disciples Draft	Drakengard and Nier	Enchantment	You know the secret of making Disciples. That's the magically-bound bodyguard/familiar/boytoy variety, not the mundane lower-case-d disciples. By taking a regular animal and empowering them with magic, you can give them a human body and intelligence level, then forge a bond between them and anyone you wish. Besides granting someone a loyal companion and partner, Disciples are naturally gifted warriors, with a level of power above that of a regular human, though still less than an Intoner. More importantly, Disciples boost the magic of those they're bonded with. For Intoners, that means allowing them to summon 'Angels' into this plane of reality with their Songs. For others, it may unlock any hidden abilities or just strengthen their spells beyond what would normally be capable. While the canon disciples get along with their intoners to… various degrees, you can be a lot more prudent when giving them personalities, ensuring that they mesh well with their bondmates. Or ensure that they don't, if you're feeling like a bitch. Disciples are reliant on their bondmate's energy to live. If a Disciple's bondmate dies, or if they're released from their duties somehow, a Disciple will turn back into the animal you crafted them from. Even if you recapture the animal and turn them into a Disciple again, they won't have any memories of their previous time being uplifted. Disciples can also turn back into animals if they push themselves too far, such as if a Disciple attempts to summon an Intoner's Angel on their own.
700	Spell Singer	Drakengard and Nier	Enchantment	An Intoners song is a powerful brainwashing tool, but what if it could do more? By taking this perk, you can double the power and range of your song. If you weren't an Intoner and didn't have the power of Song before, boy howdy you do now. Not only that, but any spells you know or learn can be Sung instead of cast normally, letting you use the full power of an Intoner for your magic. A basic fireball spell will summon a giant flaming meteor and if you sing Avada Kedavra, you'll kill every person who hears it. With this, you'll go from one of the weakest Intoners to the strongest. As a bonus, you'll gain a beautiful voice and a natural talent for singing normal, non-magical songs.
900	Whole Again	Drakengard and Nier	Enchantment	Replicants and Gestalts. Body and Soul. Two halves of the same whole. The issue comes when Replicants develop their own minds and refuse to let the Gestalt back in. Think about it. You wouldn't want to die just so some asshole you've never met claiming to be the "real" you can use your body, right?Well, you and… erm, you have managed to find a solution, somehow. By finding common ground, your Gestalt self and Replicant self have joined together once again. The results are impressive. Your body has been enhanced and you're now able to use magic if you weren't before. Similar to Kainé's powers after getting possessed by a Shade, except you don't have to worry about losing control and hurting people. After all, you are you. You're one mind and soul, not two different minds fighting for control of one body. If you happen to miss being two separate entities for some reason though, you're in luck. For a limited time, you can separate your Gestalt from your Replicant, letting the one fight as two. During this time, your Replicant loses the ability to use magic but keeps the enhanced physicality. Meanwhile, your Gestalt is a powerful one, similar to a Boss Shade, though not on the level of the Shadowlord. So of course it can wreck shop. Your Gestalt and Replicant may have different personalities while separated, however you're still you, so you don't have to worry about either half going rogue. When the timer is up, you'll be forcefully re-merged unless something prevents the process. If that happens, you'll both grow weak and vulnerable, until you eventually die. If you aren't a Replicant and you take this perk, it still works. By strengthening your inner soul, you gain the power boost and magical abilities. When you separate, you summon your true self to fight alongside you. What? No, it's not a Stand! Or a Persona! Shut up!
300	A Talent for Slaughter	Drakengard and Nier	Evocation	This goes beyond mere talent though. You're a genius at dealing death, the Mozart of murder, the Einstein of evisceration. You're now skilled beyond measure with any weapon you pick up, magical or not. Your body is similarly beyond peer, granting you the strength to cut through plate armor like butter, jump a man's height with ease and endure attacks that would fell mortal men with minor harm. Whether against five men or fifty, you'll be scything your way through normal people like a reaper with a grudge. But even a talent as great as yours can still be cultivated. The more you kill, the more powerful you'll become. You'll find new, more efficient ways to cut men in half, discover the proper way to behead someone at full speed without breaking a step and learn how to get the best out of a weapon the more you use it, perhaps even finding new abilities or tricks it may hide. All that exercise will help you get stronger physically as well. Your already prodigious strength will grow in time, until you're pulling truly ridiculous anime shit. This takes time though. At the beginning, you might be more than a match for any man, but monsters are another matter. But if you manage to survive while ensuring that others do not, who knows how deadly you'll get.
900	The Flower	Drakengard and Nier	Origin	You want this? Are you sure? Why don't I explain first and let you know why this is a bad idea. This might look like a beautiful white and pink flower, but in reality it is an infection. Sent to this earth by the Grotesqueries, which are Angels created by God to annihilate the arrogant human race, the Flower is a beacon and serves as their way into our reality. When it finds a host, it will bond with them, granting them divine power and pushing them to eliminate humanity. Once the host has either given in or lost the will to resist, the flower will bloom into a giant monster, open a way in for the other Grotesqueries and proceed to destroy the world. You still want this huh? Man, you must really be starved for power. Whatever, your funeral. First off, if you weren't an Intoner before, you are now. Go back up to the Origins section, everything under Intoners now applies for you, except for a few things. First off, you don't have to change your gender to female if you're not. Second, ignore the uncontrollable libido thing, you don't have to deal with that. Finally, that part about being the weakest of the Intoners? Wrong, you're the strongest. (You still have to get the perks if you want Intoner Mode or a Disciple though.)Now that you're the host of the Flower, you are the origin of a new batch of Intoners. This means that you're as strong as Zero was at her most powerful. There is literally nothing a human or anything else that weak can do to harm you. Your strength, speed and Song are all boosted. Additionally, anything that actually is strong and fast enough to damage you will find their efforts for naught. Forget the healing factor and added endurance (though you still have those so, you know, don't actually forget), the Flower straight up will not let you die. If your body is ever damaged enough that you simply can't survive anymore, the Flower will semi-bloom until it's the size of a man and simply spit out a bloody new body for you. Very gross, very lovecraftian. The only things that can permanently kill you now are Dragons or anything made of Dragon magic. However, the main benefit of this perk is that you now have the Flower's ability to make new Intoners. If you choose, you can create five pseudo-clones of yourself, each an Intoner with all the power that entails. They'll have their own personalities and hang ups just like the canon Intoners, except the unceasing lust from Zero will instead be replaced with whatever personality fault you chose to magnify when you became an Intoner. In addition, they'll have a greater ability to resist the Flower's influence, though not as much as you, and they won't be suffering false memories. Maybe, if you make the effort, you can be the type of family that Zero's Intoners only had delusions of being. You'll need their power though, even if the whole family thing falls through. LIke I said, the Flower acts as a beacon, an advanced scout. The Grotesqueries can see you now. They're watching you. And even if you can resist the influence of the Flower, they won't give up. Not until they've exterminated humanity. They're coming. They'll find their way in, with or with your help. Not just here, but in every future Jump you make as well. Everywhere you go, divine vengeance and slaughter will follow. So take all that power you wanted, Jumper. I hope it was worth it. Oh, and I almost forgot. The Flower is now blossoming from one of your body parts. You can copy Zero and choose your eye or pick somewhere else. Whatever the case, you'll sure stand out at parties.
300	Blood Soaked	Drakengard and Nier	Transmutation	There's magic in the blood of mortals, magic which you can now tap into. By literally soaking yourself in blood head to toe, you can access the power of the Flower and enter Intoner Mode. While in Intoner Mode, your speed, strength and endurance will all skyrocket and attacks made barehanded will produce giant slashes of magical energy. The boost only is active for a short time, around 20 seconds, but that's enough to slaughter a couple dozen armed soldiers or more. Of course, finding enough blood to soak a person completely can be difficult. Blood doesn't actually spray out of wounds like a fire hose in real life. Except now it does, at least when you kill someone. As a bonus to build up the bloody mess you need for this perk, when you deal a mortal wound to someone, blood will either spray or splash out in amounts that are, frankly speaking, ridiculous. This only counts for mortal wounds though, when they're already going to die. No giving someone a paper cut and waiting for them to bleed out.
700	Magical Weapon Maker	Drakengard and Nier	Transmutation	A thousand some odd years ago, magic was introduced to this world in the most dramatic way possible. As it turned out, magic was deadly and damaging to humans, leading to the destruction of the human race. Who could have guessed? But it's the nature of humans to adapt and learn when confronted with danger. And then weaponize that danger. Which is what the humans did all that time ago. You now have the knowledge that those humans developed. You can now take innocent children and 'develop' them into magical weapons. Or monsters, if you want to be accurate/empathetic about it. The process is complex, intricate and for most folks, completely unconscionable. Besides bodily alteration, mental stress and what arguably constitutes, torture, you need to infuse the bodies of your new Weapons with maso, an extradimensional chemical that serves as the source of magic in Nier's world. (If future jumps you can substitute similar magical materials.) But if you completely ignore the moral issues, the results are worth it. Examples from canon include No. 6, a giant skeletal monster, No. 7, a boy with petrifaction powers, and the Grimoires, living books capable of using powerful magic called Sealed Verses. With some experimentation, you can come up with different variations too. I'll even give you some samples of maso to get you started. Go on, get to work. You have Weapons to make.
50	Dust Magic Foci	Endless Legend	Artifice	Little more than a sliver of condensed Dust, this wand accelerates spells cast through it, letting them reach their target sooner, and making it harder to dodge the attack.
50	Dust Mint	Endless Legend	Artifice	You gain the equipment needed to extract and refine Dust from the environment.
50	Iron Magic Foci	Endless Legend	Artifice	The crudest foci, this club of a scepter adds a bludgeoning force to all your spells, knocking back and staggering foes hit by them.
50	Tier One Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Iron: Grants the wearer greatly increased vision, easily doubling their visual acuity, and doubles as a really nice set of knuckledustersDust: Fortifies the wearer's body with Dust, helping cushion impacts and slowing blood loss. Titanium: Increases the wearer's overall strength. If you could bench 50kg, you could bench 60kg. Glassteel: Increases the wearer's agility and reflexes. Go from juggling apples to knives.

50	Tier One Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Iron: Increases the speed the wearer covers ground at roughly double the speed. This does not increase overall agility or reflexes, just how quickly they can chew through distance. Dust: Grants the wearer regeneration. Bruises vanish in hours, not days, broken bones heal in days, not weeks. Titanium: Fortifies the mind and resolve, helping to resist morale shaking effects and mind control. Glassteel: Helps the wearer predict flight paths and improves over all accuracy. Go from a fifty cent piece to a quarter.
100	Aquapulvistics	Endless Legend	Artifice	Where there is water, there is Dust. You know how to sift a sizable amount of Dust from any flowing water source. The larger the source, the more you can extract. Useless in Winter, but that's years away, right? Even after you leave Auriga, you still manage to find a little Dust in water across the multiverse. Nifty, huh?
100	Dust Refinery	Endless Legend	Artifice	Able to infuse Dust with new life, the Refinery is the staple of Dust Enchantment. While Dust infused iron is common, it pales compared to the Dust enchantments this refinery allows. Allows for the crafting of Foci and magic rings, talismans, insignias, and tomes.
100	Glassteel Magic Foci	Endless Legend	Artifice	This featherweight staff allows the caster to channel rapidly without losing focus, and serves as an effective blocking tool. Three spells in the time of two, and parry any incoming attack without being distracted.
100	Tier One Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Iron: Keen eyes and quick feet make your force more adapt as scouts, or just more likely to notice things you may miss. Titanium: Your men are noticably stronger and more stoic than normal. Dust: Your men's health is always good, and they heal minor injuries quickly. Glassteel: You men are a little more nimble footed, and all have better aim.
100	Tier Two Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Titanium: Greatly increases the wearer's over all strength. If you could bench 50kg, you could bench 75kg. Glassteel: Greatly increases the wearer's agility and reflexes. Go from juggling apples to chainsaws. Dust: Fortifies the body even further with Dust, helping them absorb a tremendous amount of damage without perishing.
100	Tier Two Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Titanium: Blocks the part of the brain that feels fear, and further reinforces the mind against control. Glassteel: Helps the wearer predict flight paths and improves over all accuracy. Go from a fifty cent piece to a dime. Dust: Hastens healing to unnatural levels. Bruises in seconds, cuts in minutes, broken bones in hours.
100	Titanium Magic Foci	Endless Legend	Artifice	This gavel of a wand not only doubles as an effective melee weapon, but also inflicts a lethargy to anyone hit by it, sapping their strength and will to fight.
150	Adamantium Foci	Endless Legend	Artifice	This massive great staff allows the user to slam it into the ground to turn any spell into an area of effect. This shockwave does not tell friend from foe, so use wisely. Also great for crushing skulls.
150	Palladium Foci	Endless Legend	Artifice	This pair of gauntlets with a mouth design in the palm allows the wielder to twin cast spells, one from their mouth, the other from the gauntlets. While casting, the gauntlets will move on their own, pulling free from the caster's hands to make the gestures on their own.
150	Tier 1 Tomes	Endless Legend	Artifice	Tomes are some of the most powerful arcane relics on Auriga, costing a small fortune each to make. Within them exist powerful rituals that can reshape the land and people within. Each can affect roughly 50 miles, and project from the tome itself. Titanium: This focuses the mind to a needle point, allowing for impossible feats of concentration and focus. The overall intelligence of those working under the Tome holder is increased by 50%. A must have in every Vaulter lab. Glassteel: One of the most valuable tomes, this contains spells that rouse Dust from its slumber, kicking it up into Dust devils. Drawing Dust into a single place makes it far easier to harvest, and it seems to call Dust upon the wind, always bringing enough back to the lands to harvest. No true Broken Lord is without one. Adamantium: This tome contains powerful geomancy, allowing the holder to call metal up from the depths of the earth. It takes time for the ore to rise to the surface, but it greatly increases mining output. Palladium: Within this distressingly warm and. . . breathing. . . tome are spells that cause vegetation to explode into life, growing rapidly to suit the will of the holder. Farm output is doubled, and no matter where the holder goes, there is always enough native flora and fauna to support them and their troops. Dust: Within this Dust infused scroll, you find hints of Endless Wisdom. Sadly, it is only about killing others. While under the effects of this Tome, warriors train harder and faster, rapidly turning into an expert fighting force in a matter of months, not years.
150	Tier Three Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Adamantium: This powerful magic ring turns the wearer's flesh to stone, yet still able to move freely. Palladium: This. . . ring. . . fuses with the wearer's hand, and will control and guide it, increasing their melee combat ability from peasant to knight.
150	Tier Three Talismans	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Adamantium: This hammer-shaped talisman provides the wearer with an innate understanding of siegecraft, giving them knowledge on how to build simple siege equipment from scratch, undermine walls, and better notice weak points in structures. Palladium: This eye shaped amulet is a vengeful thing. Whenever the wearer is injured, they feel a great rage grow inside of them, causing them to strike harder and harder with each cut, bruise and break.
150	Tier Two Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Palladium: A wrathful spirit hovers over your army and fights with them. The more your warriors and their allies bleed, the more readily they fight, both in skill and savagery. Adamantium: Warriors skin becomes like bark, and they become skilled at sieging, each one knowing innately how to best use siege equipment and assist proper engineers without getting in the way. No fortification can stand against your army.
200	Legendary Foci	Endless Legend	Artifice	You possess a grand master's staff, made out of your chosen material. It is the sort of staff found in the hands of archmages. It doubles any effect from your foci, strengthens all magic channeled through it two fold, and helds fortify your will against magical backlash. Everyone expects great things from you, and any academy worth its Dust would kill for a chance to have you teach at it. **(CG Note: Requires Iron Magic Foci - Endless Legend, Dust Magic Foci - Endless Legend, Glassteel Magic Foci - Endless Legend, Titanium Magic Foci - Endless Legend, Palladium Foci - Endless Legend, Adamantium Foci - Endless Legend, Mithrite Foci - Endless Legend, or Hyperium Foci - Endless Legend first.)**
200	Tier 3 Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Hyperium: Time twists and bends on the field of battle. Your allies move just a little faster, while their foes move just a little slower. Maybe a point second here, two points there, but in the heat of battle, every second counts. Mithrite: Your warriors are. . . bigger. Stronger. More aggressive, and more ready to fight for you. Everything about them is just. . . better than it was before they joined you. It is not a huge difference, but on an even field of battle, you will certainly come out ahead.
200	Tier Four Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Mithrite:You can not be moved against your will. Nothing will cause your feet to lift off the ground unless you want it to happen. Period. Hyperium: You. are. Immortal. You do not age, you will not succumb to disease, plague, or virus. The only way to kill the wearer of this ring is to kill them by force. Adamantium: Your skin becomes like Adamantium! Only your skin, not the rest of you. Still, you will be able to take an epic beating without concern or care. Palladium: This "ring" converses with you, critiques your fighting style, and corrects your form. It also points out obvious flaws in defenses. It has the curt, no nonsense personality of an instructor, and expects only the finest from you, otherwise it will take the reigns and show you how a REAL warrior fights. Go from peasant to champion.
200	Tier Four Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Mithrite: Something about this amulet scares you. In the pit of your stomach, you feel an unnerving sense of dread radiating from it. Luckily for you, it likes you. It doesn't like the people attacking you. Anyone fighting you directly finds their courage rapidly drained from them, as you become more and more horrifying to them until they turn tail and run. The more experienced the foe, the longer it takes, but eventually, everyone finds something about you to be scared of. Hyperium: Bend time enough, and you will outrun light itself. While wearing this amulet, you are almost invisible. Only sudden movements will reveal you, and even then, your image is distorted and wobbly, leading enemies to strike at your shadow. Adamantium: This ornate hammer amulet wants nothing more than to destroy anything in its path, and you will aid it. You can see, clear as day, any structural weaknesses that oppose you. Need to take down a wall? Hit it. Right there. Real hard, and it will all crumble down. Have to break someone's weapon? Right there. This fast. Snap at the hilt. Done. Palladium:This fist sized metallic head snaps and gnashes as blood splatters on it, your's or your foes'. In battle, you become a whirling vortex of death, as your injuries and your foes push you to murderous heights. Be careful though, as you may forget you are lying on Death's door in your frenzy.
200	Tier Two Tomes	Endless Legend	Artifice	Tomes are some of the most powerful arcane relics on Auriga, costing a small fortune each to make. Within them exist powerful rituals that can reshape the land and people within. Each can affect roughly 50 miles, and project from the tome itself. Mithrite: Inside these pages, you will find utter bliss. Using this tome creates a realm of contentment and joy, soothing worries and relaxing tension. It is almost impossible to get angry while under the effect of this tome, and as such, everyone seems to work a little harder. Reading from its pages will instantly put your mind at ease, wiping away sorrow and anguish. Hyperium: This. . . This tome is wrong. Within it, you find what you will write tomorrow, next week, next month, however long it takes between horrible things happening to you. And none of it can be changed at all. . . Unless you don't try to change it. Should you fail to try to prevent what happens, something worse will instead happen. You are warned, long in advance what horrors await you, and you know nothing you will do will keep them from happening. You are just preventing them from becoming worse.

300	Dust Attunement	Endless Legend	Artifice	Dust is naturally drawn to you. Wherever you go, if there is Dust to be had, it will come to you. Swirling in plumes and clouds, the brilliant golden Dust is pulled to you, gathering around and on you. While it may sound messy, are you really going to complain about being powdered in the most precious substance on the planet? Every mile you travel, you find roughly one Dust coin. Staying in one place gives you about 10 a day. This requires Dust to be present of course. It prefers dry, hot places, although it goes congeal around anomalies and buried in stone fields.
500	Pillars of Authority	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Authority: You gain access to mind affecting magic, able to compel others to listen to you and implant thoughts not their own into their minds. With a pillar, you could brainwash entire districts and demoralize armies without lifting a hand. **(CG Note: Requires Arcana of Authority first.)**
500	Pillars of Materializing	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Materializing: You can command Dust. Through it, you learn the many, many ways to use it to harm your foes. Fire, lightning, ice, acid, every stranger things can be compelled out from the Dust. With a Pillar. . . These are the true siege weapons of the Ardent Mages, able to fire beams of searing fire and abominable cold at tremendous range. **(CG Note: Requires Arcana of Materializing first.)**
500	Pillars of Matter	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Matter: Dust is everything. You simply need to tell it what to become. With this Arcana, you can turn a handful into any portable object, a bag into something it'd take a couple people to lift, or an entire barrel into a hasty fortification. With a Pillar, you could turn a fortune of Dust into a castle in mere minutes. **(CG Note: Requires Arcana of Matter first.)**
500	Pillars of Renewal	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Renewal: How do you think the Ardent's survive being strapped to pillars and burned? Because the same power they call upon to destroy can be used to heal. A Pillar becomes a bastion of good health, where the sick travel from all around to bask in the healing glow. It's a giant floating regeneration beacon. **(CG Note: Requires Arcana of Renewal first.)**
500	Rite of Consumption	Endless Legend	Artifice	You know a terrible secret. A forbidden kind of magic. You know how to turn a living soul into Dust, and bind it to armor. Everything about that soul carries over to the new body, so it will remember everything before it happens. This allows you to turn anyone into a Broken Lord. It takes a substantial amount of Dust to make a suit of armor, and the ritual takes a day to perform. Did I mention some people consider Broken Lords monsters? Undergoing this Rite does not kill you, so you may freely become a Broken Lord without fear of losing the jump.
300	ANOMNOMNOMALIES	Endless Legend	Conjuration	Covering Auriga are strange places full of strange things. These can be mushrooms that sing to you and make a delicious bread, giant spines of stone that erupt through the earth and are held in place by a base small enough for a child to wrap their hand around it, red barked trees that are covered in flames yet never burn to down, to a fabled "tree" a hundred feet tall, made purely out of wind blown Dust. You have a wonderful habit of finding each and everyone one of them. No matter where you are, there will always be some strange, Endless made wonder for you to explore, examine, and gain from. I happen to LOVE Mosspearl jam myself. You might be more keen on a Escaped Specimen X104 steak, served with ruby cacti fruit wine on a bed of sauteed redsang?For ANOMNOMNOMALIES and Landscapist, an Anomaly is any thing, place, area, lifeform, that clearly breaks the laws of reality, or are so distinctly unusual they can not be considered natural. The Zone in STALKER is a good example of a nonEndless anomaly. The weirder and more unnatural a place is, the stronger its anomaly nature. One helps you find weird places, things, and items, the other helps you draw power from them.
400	Elemental Beings	Endless Legend	Conjuration	You know how to summon great elementals formed of nature. These giants, while simple minded, will obey your instructions to the best of their ability, and can be very reliable if guided properly. You may only bind one elemental at a time, but you can teach others how to do it. It is not easy, expect a high washout rate and maybe some fatalities. Each elemental is roughly 10 meters tall, humanoid shaped, and comprised of your chosen element.
200	The Sharing	Endless Legend	Divination	Your attunement to the world around you is unmatched, and the very land itself speaks to you. Your senses are far sharper, and you have a sixth sense for when others walk across lands you claim as your own. You may also draw upon the primal spirits of the world to gain increased strength, endurance, and awareness. You may do so for roughly an hour a day safely. Too much at once, and your will may be consumed by the spirit, reducing you to a feral state and ending your jump.
100	Arcana Of Authority	Endless Legend	Enchantment	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. You gain access to mind affecting magic, able to compel others to listen to you and implant thoughts not their own into their minds. As an Arcana, you can compel a few targets.
300	Shaman	Endless Legend	Enchantment	All Walkers get in touch with their feral side. Some are consumed by it and lost. Others. . . Others master it. You can commune with the spirits of the world, and gain boons and inflict banes with them. Should you possess The Sharing, you have an increased resistance to being turned feral by your Sharing. You will be able to endure roughly twice as much, and have a far better sense of when you should stop before you lose your mind.
500	Call Upon the Guardians	Endless Legend	Enchantment	There exist five elemental titans. One of earth, fire, air, water, and Dust. They are the Guardians of Auriga. Each has unimaginable power. Earthquakes that shake continents, firestorms that make it rain ash for weeks, floods that wash away mountains, gales that uproot castle, and Dust storms that rip flesh from bone. You can upon them and they will heed your call. Once. They will assist you for one week each, before returning to their duties. They will not heed you a second time.
100	Arcana Of Materializing	Endless Legend	Evocation	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. You can command Dust. Through it, you learn the many, many ways to use it to harm your foes. Fire, lightning, ice, acid, every stranger things can be compelled out from the Dust. As an arcana you can throw a variety of harmful spells.
200	Mithrite Foci	Endless Legend	Evocation	A pair of wands that only work when impaled in the wielders hands, these shards of raw Mithrite channel emotions in raw form. With these, you can now hate someone to death. The stronger your emotion, the stronger the effect. The effect of each emotion is purely dependant on the caster. Maybe they have a fiery anger, or a frosty hatred. It is unique to each caster. I am a fan of the wrath that comes to the surface like a volcano, coating in enemies in molten hate.
400	Landscapist	Endless Legend	Metamagic	There are many anomalies that cover this world, their magic gleaned but not understood. You, you understand it. You have listened to the voices of the Rumbling Stones. You have won a staring contest with a Wizard's Eye. You have eaten the fruit of the Life Tree, and you understand. Whenever you are within an anomaly, your magic is more powerful, growing with the strength of anomaly. Inside a chroma land, your spells would be rainbow hued and blinding. While standing within the whispering confines of the Ice Sculptures your spells would deafen your foes and sound as music to your allies. If you stood upon the Dust Tree, maybe, just maybe, you'd be on par with an Endless. You also have a better understanding of all anomalies, and how to best benefit from them.
100	Arcana Of Renewal	Endless Legend	Necromancy	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. How do you think the Ardent's survive being strapped to pillars and burned? Because the same power they call upon to destroy can be used to heal. As an Arcana, you can heal injuries quickly.
400	There is. . . Another Way	Endless Legend	Necromancy	The energy within Dust sustains you, not Dust itself. This energy can be found elsewhere. In the living. By taking this, you become a spiritual vampire, able to suck the very soul from creatures to sustain your body. Any wounds you inflict on your foes will restore a sliver of your health, while slaying your foe will restore a portion of your health. The stronger the foe, the more it will restore. Let the slaughter begin.
200	Appetite for Dust	Endless Legend	Origin	A blessing and a bane, you no longer require food, water, and you do not age. However, you do not heal naturally either, and MUST sustain yourself on Dust. The upside to this requirement is that Dust not only sustains you, but also heals you near instantly. You may also find some less savory ways to feed your Dust fix. . . The stronger the Broken Lord, the more Dust it takes to mend their body fully. The average Broken Lord can be pulled back from Death's door with 50 Dust. A hero of Legend? It could take several hundred. But then again, said hero is as durable as 10 lesser Lords, so it's a toss up. Magical healing affects you normally.
200	Power Through Pain	Endless Legend	Origin	Through ritualistic self torture and sheer willpower, you are able to channel Dust magic. You require a foci to channel truly powerful spells but while unarmed you can still fling brilliant blue flames from your hands. You pain tolerance is increased greatly, and will further increase the more you inflict pain upon yourself. With enough practice, you could immolate yourself, and feel only a distracting tingle. How much are you willing to put yourself through for power?
300	Inner Fire	Endless Legend	Origin	Pain leads to Power, but you have taken it to new heights. The closer you are to Death's door, the stronger you become. For every drop of blood you spill, your become that much more powerful. When a breath away from Death, you are twice as powerful as you are when you are perfectly healthy, and so on through your state of well being. Should you die, you violently explode. The size of the crater you leave is based on just how powerful you were to begin with. Late Tier jumpers, beware, you may just nuke a dying planet. You still lose, but at least you took them out with you.

100	Arcana Of Matter	Endless Legend	Transmutation	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. Dust is everything. You need to simply tell it what to become. With this Arcana, you can turn a handful into any portable object, a bag into something it'd take a couple people to lift, or an entire barrel into a hasty fortification.
200	Hyperium Foci	Endless Legend	Transmutation	This Staff alters the flow of time, allowing the wielder to hasten allies and slow foes to a massive extent. The greater the caster, the greater the effect. It only affects a few targets at once as well, topping out at about 10.
100	Physical Enhancement	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have knowledge of a form of magic that enhances your physical abilities; Reinforcement, Runes or some other magic of your choice.
200	Empty Space	Fate/kaleid liner PRISMA ILLYA	Abjuration	There's an empty space in your mind that you can use to avoid forms of brainwashing or mental magic. Simply by retreating back into that space you can circumvent attempts to artificially alter your mind.
200	Suit	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have a suit of your design engraved with runes to enhance your physical abilities. Further improvements you make to it ith magic will also be slightly enhanced.
600	Emerald	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have been chosen to be the master of a mystic code created by the magician Zelretch. As a mystic code created with knowledge of the second true magic this kaleidostick known as Emerald has the ability to provide it's master with unlimited magical energy. It also provides it's master with an A rank magical barrier that shields from magical or physical attacks, accelerated healing, increased strength and the ability to shape mana into rough constructs or blasts. To utilise these abilities however requires the user to be within fifty metres and to be in physical contact within the last thirty seconds. The kaleidostick having a personality/mind is up to you however it will not count as a companion either way.
100	Reagents	Fate/kaleid liner PRISMA ILLYA	Artifice	You have a source of reagents perfect for use in the Magecraft you have knowledge of. For example if you use Jewel Magecraft you have a stock of gems perfect for that use. They will restock after being used.
200	Counter Magic	Fate/kaleid liner PRISMA ILLYA	Artifice	You know how to prepare a mud like substance that prevents the use of magic when submerged in it, useful for traps or imprisonment.
200	Nameless Phantasm	Fate/kaleid liner PRISMA ILLYA	Artifice	You have the ability to create cards containing nameless phantasms, manifestations of black shadowy weapons. The cards can be activated to take the form of any weapon that you choose on when making them. In terms of power they will be the equivalent of five times stronger than a mundane weapon but will break after one use. Making a single card is the act of a few minutes.
400	Jewel Magecraft	Fate/kaleid liner PRISMA ILLYA	Artifice	Jewel Magecraft is a thaumaturgy involving transferring magical energy into jewels to act as single use Mystic Codes. Once magical energy is transferred into a jewel it will be tinted by the mystical properties of the gem; meaning that gems have properties that make specific gems more efficient with certain spells. For example a topaz is a gem that has anti-spirit properties and is useful for spells against spirits. It is possible to modify the properties of a jewel for different use at the cost of their efficiency. The flaw with this magical style is that the jewels break after use meaning they must be replaced constantly leading to this magical style being a very expensive practise.
400	Rune Magic	Fate/kaleid liner PRISMA ILLYA	Artifice	Runes are a type of Magecraft that originated in Scandinavia during the Age of the Gods. They work through inscribing symbols that realize mysteries accordingly with the meaning that they represent. For example Ehwaz is a Rune of Hardening that when inscribed on gloves gives them durability greater than tungsten steel and can enhance the strength of the person wearing them, for further examples of Runes look in the notes. Ansuz: A Rune that makes fire spread over a target. Ath nGabla: A Runic spell that locks the caster and their target into a death match that cannot be stopped unless one of them dies. Berkano: A tracking Rune. Ehwaz: A Rune of Hardening. Kenaz: A Rune that enhances it's users' sight. A number of unnamed Runes: also exist including: One that can erase memories, a speed enhancing Rune and Runes that can be used to create a perimeter alarm. There's probably more but they aren't mentioned in canon so feel free to use others as long as they don't outstrip the others.
600	Class Card Creation	Fate/kaleid liner PRISMA ILLYA	Artifice	You have gained knowledge of the creation of the artefacts known as class cards. Through distilling the experience of a life into a card you may grant people the abilities of that life. To create a class card you may engrave either the abilities you have gained in a life on another world or a skill you possess such as your knowledge of a magical style or martial art. Some of your physical prowess may also be engraved onto the card granting increases in physical ability to the wielder. You may also create cards from the souls of others if you have some means of extracting them to use for the creation of the card. The cards will have to be powered by the magical energy of their wielder and can be limited by the aptitude of the user and will last as long as the user can maintain the power expenditure of the card. They will also be limited like class cards in that after being used they will require an hour before being able to be used again.
600	Fragarach: Gouging Sword of the War God	Fate/kaleid liner PRISMA ILLYA	Artifice	You have gained Fragarach a Noble Phantasm and Mystic Code with the ultimate form of counter attack that works by warping causality to always strike the opponent in the heart with a needle thin concentrated attack right before they unleash their attack. The condition for its use is that the opponent must be using their strongest attack and Fragarach must be used directly after the attack. Despite being used after the attack Fragarach will always strike first by altering the flow of time to change events so that it makes it's strike before the enemy made their ultimate attack. Keep in mind that it will not kill enemies who can survive a strike to the heart or who would not be affected by an attack on the level of an A-rank Noble Phantasm.
600	Origin Bullets	Fate/kaleid liner PRISMA ILLYA	Artifice	Through some means you have gained a rosewood case containing a Thompson Contender and a collection of ten bullets. The Thompson Contender is a single shot pistol customised for high accuracy and physical power. The gun also seems to enhance magical alterations to it. The bullets however are conceptual weapons created with ground bone from a magus with an origin of Severing and Binding, when a bullet makes contact with a target it actualises the origin on the target causing an effect similar to cutting a rope then re-tying it. While the surface may appear to heal properly the nerves and capillaries of the location wounded will never heal properly and their original function will be lost. Origin bullets will immediately affect magi upon coming in contact with their Magecraft or their body by severing then binding the magic circuits active and causing catastrophic damage, permanently crippling them. You will gain an additional ten bullets each jump.
200	Teleportation	Fate/kaleid liner PRISMA ILLYA	Conjuration	You are able to teleport to anywhere within eye range near instantly.
400	Apneic Beauty: 301 Second Ice Shrine of Eternity	Fate/kaleid liner PRISMA ILLYA	Conjuration	You have come into the ownership of a card containing a high ranked barrier Noble phantasm. By letting the card sink into the ground it will generate a large dome of ice that will completely seal the area inside it. The ice is capable of taking the strikes of an A rank noble phantasm without even chipping. The price for sealing off the area is that the oxygen within will gradually deplete until after three hundred and one seconds it cannot sustain human life, potentially killing the user if they do not cancel it before then or have some means of surviving.
400	Flash Air	Fate/kaleid liner PRISMA ILLYA	Conjuration	Flash Air is a displacement Magecraft that substitutes one thing for another. It can be used to change the makeup of a building displacing doors and windows to different locations. By displacing a portion of space it can also create portals that lead from one spot to another, this can be used to shift projectiles to a different trajectory or to cause an opponent's attacks to hit themselves for example.
400	Mana Constructs	Fate/kaleid liner PRISMA ILLYA	Conjuration	You know how to solidify mana into solid constructs. Things like shields are simple to create and with good enough timing you can create constructs around opponents that work as constraints. The shape is up to you when creating but complex mechanisms are unlikely to work well. The more mana you put in the stronger and/or larger the construct can be as well as longer lasting. With only twenty circuits this can be used to create shields the equivalent volume of a soccer ball and the durability of wood. Having a larger amount of magical energy will increase this. With a bit of training this can be extended to other forms of internal energy you possess.
800	Zelretch's Student	Fate/kaleid liner PRISMA ILLYA	Conjuration	Zelretch has taken an interest in you, making you an apprentice of his. At this point you currently know how to travel worlds provided you have something to guide you to another world. You will be provided with information to master the Kaleidoscope further*.
100	Hypnosis	Fate/kaleid liner PRISMA ILLYA	Enchantment	You are extremely skilled at hypnosis, a very common ability among magus, allowing them to wipe knowledge of magic from mundane minds. It tends to be not as effective on those with magical or supernatural abilities.
200	Brainwashing	Fate/kaleid liner PRISMA ILLYA	Enchantment	You know how to brainwash people. Through a ritual you can suppress a restrained target's mind and create a false personality to take control of their body. Unfortunately pain is capable of awakening the suppressed mind and allowing them to regain control.
400	Authoritarian Personalism: Faceless Jet-Black Sovereign	Fate/kaleid liner PRISMA ILLYA	Enchantment	Somehow you have gained a powerful Noble Phantasm contained in a card. When activated it will cause any targets within a hundred metres to be affected with a gravitational force that will plunge them to the ground. It is not physical in nature but rather an attack of conceptual nature able to break through other magical defences. It can be activated selectively to allow avoiding it effecting allies. The force is powerful enough to leave those with strength greater than the strongest of mundane humanity by over forty times unable to move. Curiously its existence is a mystery to even Gilgamesh, the hero who owns all the treasures of the world.
400	Sealing Artifact	Fate/kaleid liner PRISMA ILLYA	Enchantment	You have gained knowledge of how to seal knowledge and mystical abilities away. The target must either be willing or unconscious and extreme stress may awaken what you have locked away.
400	Gravity Magic	Fate/kaleid liner PRISMA ILLYA	Evocation	You know thaumaturgy involving the manipulation of gravity. You can use this to alter how gravity affects a single target changing the magnitude and direction of the force. With twenty circuits you can reduce the force of gravity to survive a hundred metre fall easily. Further practise and more magical power will increase the magnitude of the force you can control.
100	Projection Device	Fate/kaleid liner PRISMA ILLYA	Illusion	You have gained a peculiar device, a small hand held thing. When activated it will create an illusionary world for the people within its radius that can be used to create visual diagrams or locations of your choice. Useful for visually explaining how a world might end.
200	Hades's Cap of Invisibility	Fate/kaleid liner PRISMA ILLYA	Illusion	Also known as the Cloth of Concealment is the cap of invisibility owned by Hades. It is the prototype of all concealment Noble Phantasms with anything covered or enclosed by the cloth unable to be observed through magical or optical means. It does not obscure anything but the visual spectrum of the thing using it; however it is possible to pass bounded fields and magical protections while under the fabric. The cloth is made of a very complex weave said to have reached five dimensions with complete reproduction being impossible for humans.

100	Perfect Memory	Fate/kaleid liner PRISMA ILLYA	Metamagic	You have a perfect memory, able to remember knowledge of magic that you haven't thought of in over a decade as if it was minutes ago.
400	Fast Learner	Fate/kaleid liner PRISMA ILLYA	Metamagic	You're a quick learner and an even quicker improviser. Lose the majority of your magical power and not be able to blast through with sheer power and you could immediately come up with a spell that focuses your magical blast into a blade with high cutting power and low cost. Gain the ability of flight and adjust to three-dimensional combat like you were born to it.
100	Mana Drain	Fate/kaleid liner PRISMA ILLYA	Necromancy	You have the ability to drain people of their Od also known as life force through the act of kissing. By draining their energy you are able to enhance your own power and temporarily become stronger or refill your magical reserves if running low. Extended use will drain the targets Od to the point that they are weakened and unable to act.
0	Magic circuits	Fate/kaleid liner PRISMA ILLYA	Origin	Magic Circuits are a pseudo-nervous system that spreads through the body and acts as an organ that converts lifeforce into magical energy. Magic Circuits reside within the soul and what is found in the body is a physical expression of them. The number of Magic circuits one possesses is determined at birth and cannot decrease or increase naturally. You gain twenty magical circuits of top quality and a further twenty each time you purchase this option.
100	Basic Magical Skills	Fate/kaleid liner PRISMA ILLYA	Origin	You have basic knowledge of magical skills. Simple bounded fields to detect people and basic use of reinforcement to strengthen things.
100	Magical Girls. . . Can Fly Can't They?	Fate/kaleid liner PRISMA ILLYA	Origin	Maybe it's the way you view the world but flight comes naturally to you. Any magical means of flight is easier for you and seems effortless. If you have high enough magical power then you might even be able to fly without the aid of a kaleidostick.
600	Enforcer Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	Among the mages who have specialised in physical combat you are a prodigy. Anything related to combat is far easier to learn for you, accomplishing what would take others a week in a single day. This perk has also increased the abilities of other perks bought:Physical Fitness: Through some manner your physical abilities have increased beyond what a mundane human could achieve. Whether through being a magical creation or enhanced in some other manner you stand as far beyond the peak of humanity as they do the average human. Physical Enhancement: Your mastery over this magic has increased to the point that your physical abilities rival an average Servant. Combat Skills: Your skill at combat has increased to the point that you could combat warriors of legend. If you had the physical abilities you could even fight a Heroic Spirit evenly. Brainwashing: This skill now allows you to transfer minds into other objects like stuffed dolls and leave the fake personality to control the empty body. Flash Air: Your skill at Flash Air has reached the level that displacing a mountain to create a castle is possible with enough magical energy. Rune Magic: Has increased to the level of using a Rune of Resurrection, magic on the level of a Noble Phantasm that can be placed on someone to revive him or her from death when they suffer a fatal injury. The Rune will only work once per person per jump.
600	Magical Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	You have an increased talent for all fields of magic, learning in a day what would take others a week. This also increases the abilities of certain other perks:Basic Magical Skills: You have knowledge of how to perform the Shared Pain curse, a symbol that when painted on someone with blood will cause them to feel any pain the person the blood came from endures. The symbol will require extensive magical skill to remove without your permission. Hypnosis: Now allows you to implant knowledge into others minds. Mirror world Transfer: The mirror world can now encompass an area as large as a modern city and be increased with further training. Counter Magic: You now know how to make restraints that could hold entities on the level of an average Heroic Spirit and prevent them from moving or using their abilities. Gravity Magic: Can now be applied to work on a large area the size of a football field, increasing the strength of gravity by a hundred times for example. Jewel Magecraft: You now know how to create a magic amplifier circuit that greatly increases the power of magic used in combination with it. Jewel magic can also be used to store spells from any other magic you have from other worlds.
600	Refined Lesser Grail	Fate/kaleid liner PRISMA ILLYA	Origin	As a lesser grail your magical capacity is immense, far beyond any modern magus. You also have access to a technique that involves temporarily converting part of your nervous system into an artificial magical circuit, a very dangerous procedure with a very high chance of death. If you were to use this technique to its fullest, converting your blood, muscles, nerves and everything you have into a magical circuit then for a brief instant you would be able to overpower even Ea, the sword that divided the heavens from the earth. Of course such power doesn't come without a cost, utilising it to its fullest will damage your body to the point that without some means of healing the damage it causes to your body utilising it more than once per jump would prove fatal.
600	Wishcraft	Fate/kaleid liner PRISMA ILLYA	Origin	As a candidate for the formation of the artefact known as the Holy Grail you have the ability to realise wishes. What this means is that given sufficient magical energy you can skip the thaumaturgical processes and steps that a magus would usually need for Magecraft and recreate miracles through the use of magical energy, allowing you to achieve magical feats through sheer power rather than skill. What this means is that you are capable of performing spells without knowing how to cast them at a cost exponentially greater than the amount someone who knew how to perform the spell would pay. Given that you are an existence born to bring dreams into reality you are also able to bring hope to those bereft of it by showing them the hope that they had lost long ago.
600	Zelretch's Notes	Fate/kaleid liner PRISMA ILLYA	Origin	You have the collected notes of Kischur Zelretch Schweinorg detailing the construction of the Kaleidosticks. These notes will allow the creation of a mystic code capable of the Multi-Dimensional Refraction phenomenon allowing them to draw in unlimited magical energy. As such a mystic code constructed with this knowledge would be able to refill a magus's magical reserves instantly. If you also have Zelretch's Student then with time you may be able to create existences like the Kaleidostick.
200	Assassin	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Hassan-i-Sabbah, the Hundred-Faced Hassan. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: CMana: DEndurance: DLuck: EAgility: BClass Skills:Presence Concealment: A - Presence Concealment is the capacity to hide one's presence as a Servant. It is a common skill to the Assassin class. It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken. Personal Skills:Projectile (Daggers): C - Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C thrown projectile weapons are now comparable to bullets. Protection from Wind: B - Protection from Wind is a charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from allwind based attacks under rank B. Self-Modification: D - Self-Modification is the aptitude to merge one's own flesh with body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero. Noble Phantasm:Zabaniya Delusional Illusion: C+ - This noble phantasm is able to make thirty copies of yourself that only possess the capabilities of the Class Card. The copies restock after death when you uninstall the card.

400	Archer	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of the Counter Guardian known as EMIYA. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: EMana: CEndurance: DLuck: EAgility: DClass Skills:Independent Action: C - Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer. Magic Resistance: E - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat. Personal Skills: Clairvoyance: D - Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving object within a range of two kilometers. Eye of the Mind (True): C - Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning. Magecraft: C - Magecraft is knowledge about modern Thaumaturgy. At rank C is capable of using orthodox Thaumaturgy. Archer's rank in using Projection Magic when the target falls under the category of "sword" is A+. Noble Phantasm:Unlimited Bladeworks: E~EX - Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works. The Reality Marble's purpose is a steel manufacturing factory that produces the countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker. They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble in accordance with Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost in magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals. Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro is able to instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike. The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly.
400	Berserker	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Heracles, the greatest hero of Greek Mythology. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters:Strength: AMana: BEndurance: BLuck: CAgility: BClass Skills:Mad Enhancement: B - Mad Enhancement is a rank up for all parameters, but takes away most of your sanity. While active the user will have to rely on brute force rather than any technique. Toggleable. Personal Skills:Battle Continuation: B - Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries. Bravery: A - Bravery is the ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement. Divinity: B - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Eye of the mind False: C - Eye of the Mind (False) is a natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through accumulation of experience. The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints. Noble Phantasm:God Hand: C - God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions. It provides three effects of resurrection, attack- nullification, and the ability of "immunity against an attack he has experienced previously. " This ability nullifies attacks under C-rank and gives an extra life. This extra life restocks once per jump. Nine Lives: The Shooting Hundred Heads: C~A - Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine- headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into Style: Shooting the Hundred Heads, an all- purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is “a high speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping.

400	Caster	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Medea of Colchis, the Witch of Betrayal. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters:Strength: EMana: AEndurance: ELuck: CAgility: DClass SkillsItem Construction: B - Item Construction is a Caster-class skill. It is the skill to manufacture magical items. Territory Creation: B - Territory Creation is a Caster-class skill. It is the skill to build a special terrain that is advantageous to oneself as a magus. At rank B creation of a "Workshop" becomes possible. Personal SkillsHigh-Speed Divine Words: B - High-Speed Divine Words is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi. Noble Phantasm:Rule Breaker: C - Rule Breaker: All Spells Must Be Broken is a weapon that materializes the divinity of the witch of betrayal. It is an iridescent and jagged dagger that is thin, brittle, and blunt. Its effectively nonexistent capacity as a weapon is that of a regular dagger at most, and it would not be suitable for even killing a single person. Greatly differing from other Noble Phantasms, its unique ability is that it is the ultimate anti-magic Noble Phantasm capable of dispelling and destroying any kind of thaumaturgy, an effect suitable to the Noble Phantasm that is a manifestation of Caster's nature as the "Witch of Betrayal". It "transgresses" on all the magecraft of the targets it pierces, contracts made from magical energy and life born from magical energy. Once it comes into contact with the ensorcelled item or person, enchantments, connections bounded through contracts, and creatures created and maintained by magical energy will all be returned to their original components in a state "before they were made. " Contracts will be wiped clean and those with life will immediately cease to exist. There is a limit to what it is able to dispel, meaning artifacts on the rank of Noble Phantasm will never be returned to their original state no matter how low their rank.
400	Lancer	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Cú Chulainn, the Child of Light. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters:Strength: CMana: DEndurance: DLuck: EAgility: BClass Skills:Magic Resistance: D - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank D Cancels Single-Action spells. Personal Skills:Battle Continuation: B - Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries. Disengage: D - Disengage is the ability to break away from combat. Divinity: C - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Rune Magic: C - Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and cannot you employ multiple of those simultaneously. Protection from Arrows: C - Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy. Noble Phantasm:Gae Bolg: Barbed Spear that pierces with Death: B - Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his own style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It literally freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods. Gae Bolg: Soaring Spear that strikes with Death: B - Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, is the largest and most powerful attack delivered using the spear. It is the "attack that unleashes countless darts at the enemy" that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of "always pierces the opponent's heart", but both the power and the area of effect are increased.
400	Rider	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Medusa, the Gorgon of Greek Mythology. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: CMana: CEndurance: ELuck: EAgility: BClass Skills:Magic Resistance: C - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancels spells with a chant below two verses. Cannot defend against Magecraft on the level of High-Thaumaturgy and Greater Rituals. Riding: A - Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted. Personal Skills:Divinity: E - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Independent Action: D - Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer. Monstrous Strength: C - Monstrous Strength is an ability possessed by monsters and beasts, temporary boost of the Strength parameter by one rank for a time limit determined by the ranking of this skill. Mystic Eyes: A - Mystic Eyes is the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines. " Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few in numbers, Mystic Eyes capable of petrifying others are something that nobody, human or not, possesses in the present era. They are designated as Jewel under the Noble Colors system, which surpasses the Gold- ranked Eyes of the Dead Apostles and are exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in Mana will be immediately petrified, while those with Rank C may or may not be affected depending on the conditions. Those with Rank B or higher won't be petrified, but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat. Noble Phantasm:Bellerophon: Bridle of Chivalry: A - Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to medusa by PoseidonBreaker Gorgon: Self Seal, Temple of Darkness: D- - Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes that require a direct line of sight. It has the ability to "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.

400	Saber	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Arturia Pendragon, the Once and Future King. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: BMana: BEndurance: CLuck: AAgility: CClass Skills:Magic Resistance: B - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by High-Thaumaturgy and Greater Rituals, it is difficult for them to be affected. Riding: C - Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received a proper training and adjustment. Personal Skills:Charisma: C - Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King. Instinct: B - Instinct is the power to "feel" the most favourable developments for oneself during battle. Mana Burst: B - Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy. Noble Phantasm:Excalibur: A++ - Excalibur is a Divine Construct, the pinnacle of holy swords, and the strongest holy sword; one of the ultimate god-forged weapons, a Last Phantasm, forged by the planet as the crystallization of the wishes of mankind stored and tempered within the planet. While there are many other Noble Phantasms crafted more splendidly and with better skill, Excalibur is an illusion far superior to them. It cannot be called beautiful because of its appearance, for the description of "beautiful" will only dirty it. It is instead sacred, made from people's conception, legends weaved only out of hope. It is not a myth or inhuman work, but a "crystal trained by the heart alone", making it reign as the strongest fantasy. It is the crystallization of the prayer named "glory" and everything etched in the hearts of those who are scattered at the sword's radiance; the nostalgic, sorrowful, and hallowed dream of those who were placed on the bloody hell called a battlefield, of all warriors past, present, and future fully exposed to the fear of death and despair, and who still cling to a desire: "to be exalted. ". Excalibur is a "sword that amplifies", converting its user's magical energy into offensive power and releasing it. It is a weapon of directive energy that converts the magical energy of the wielder into light by accelerating it with her factor of the dragon, intensifying the kinetic energy by convergence and acceleration, allowing for the use of Divine Spirit-level thaumaturgy. It is an "ultimate killing technique" that releases light holding energy equaling Artoria's total amount of magical energy from the tip of the blade once the sword is swung. While the result is what looks like a large beam of light, only the tip of the attack, which is a wave of light that can mow through the surface of the Earth, is capable of doing damage, as the beam is the result of the "dislocation" of everything the attack destroys in its path. Invisible Air: Bounded Field of the Wind King: C - Invisible Air is a sheath of wind that covers Excalibur and conceals it so that it cannot be easily recognized as the famous holy sword of King Arthur and expose her identity. It is a bounded field closer to magecraft than a Noble Phantasm that is made up of multiple layers of wind compressed into super-high pressure air with a massive amount of magical energy, which distorts the refraction of light and renders what is inside completely invisible. Upon Excalibur, it takes on the shape of the blade and renders it as an invisible sword that doesn't appear even as sparks fly off of it. It lacks the capacity to annihilate the enemy like Excalibur, being more suited as a "sharp tool" in battle. It isn't used for any particular strength, but it is easier to use in battle than Excalibur and it is a trump card that can bring about victory if used well. It is also possible to implement the barrier on something other than the sword. She can form the barrier in the area around her or as a quick defensive wall of wind, which she can keep active for a number of minutes with her magical energy. Once the barrier is released so that Excalibur can be used, the previously compressed wind surges around her chaotically, creating a vacuum as it diffuses into the air with enough force to knock over normal people and shake heavy, firm trees like a typhoon. The compressed wind can also instead be released as a single use projectile weapon called Strike Air: Hammer of the Wind King. Acting like a hammer made out of wind, it creates a gale made out of super high pressure condensed air that is powerful enough to easily crush and blow away armies and fling a stone slab weighing several tons into the air as if it were nothing.
400	Thor Card	Fate/kaleid liner PRISMA ILLYA	Transmutation	The class card of the divine spirit Thor has come into your possession. Including the class card as a weapon will bestow you with an enlarged arm capable of great feats of strength and Megingjord, a gauntlet capable of doubling the users strength. Installing the class card into your body will grant you an enlarged arm, Meginjord, the clothing of the thunder god Thor and Mjolnir, a hammer capable of devastating attacks ranging from lightning strikes to immense pillars of lightning capable of breaking through A ranked magical barriers instantly and leaving scars on the earth they travelled distancing kilometres.
600	Class Card Heart	Fate/kaleid liner PRISMA ILLYA	Transmutation	Through some manner you have permanently gained the abilities of a chosen class card. You are free to choose any class card from the items list and wield its abilities naturally.
25	Basic Spell Focus	Generic D&D 5e	Artifice	A basic focus for your magic in-jump. Highly recommended if you don't have one. It's kinda feeble, though, and seems like it may fall apart. . .
25	Common Magic Item	Generic D&D 5e	Artifice	Any Common Magic item you can think of from 5e D&D. First is free.
50	Improved Spell Focus	Generic D&D 5e	Artifice	A better focus for magic, sturdy and innocuous. Something any self-respecting spell-caster ought to have.
50	Magic Pouch	Generic D&D 5e	Artifice	A Pouch enchanted to keep your spell components from thieves, and nature. You need a lot of Diamonds for a lot of spells, and odds and ends aside. Also recommended for any mage.
50	Training Dummy	Generic D&D 5e	Artifice	A training dummy. It is indestructible - up to blows which would destroy a complex-Multivese. It can also mimic someone of equitable skill to yourself, granting you a skilled sparring partner.
100	Craft - Artificer	Generic D&D 5e	Artifice	You are a skilled craftsman, able to make a good living as a smith, leatherworker, tailor or similar. You are probably the go-to person in any small town for any man-made goods, or a well-respected jack of all trades in a big city.
100	Greater Magic Pouch	Generic D&D 5e	Artifice	A magic pouch which also acts as an anti-scrying and such pouch, to keep what you have (and what spells you can cast) hidden from those who might pry. A Must have for ANY powerful mage!
100	Greater Spell Focus	Generic D&D 5e	Artifice	Acts as a means to grant you a stackable +1 to all spell save DC and Spell attack rolls. Stacks up to 3 times.
100	Uncommon Magic Item	Generic D&D 5e	Artifice	Any uncommon Magic-Item in 5e D&D. Go Hog-Wild. You can have up to 3.
100	Weapon Repair Kit	Generic D&D 5e	Artifice	A simple weapon repair kit. It can fix any broken weapon. Any. You shatter your Holy Avenger fighting Szass Tam? This will fix it. You get a Balor's Sword, but it's not working? This brings it right back to prime-condition! If you have any amount of the weapon - even just a scrap of iron from the blade, this brings the WHOLE thing back, like magic! Disclaimer - it cannot duplicate weapons. In fixing the weapon, it removes the previous copy of the weapon from existence, and that copy is unrecoverable in any way.
200	Master of the Craft - Artificer	Generic D&D 5e	Artifice	You're a recognized master of some type of craft. You're good at all of them, sure. Any craftsman aims to be 'good' - but you? You're driven to be the best at one craft, and whatever it is, you can probably become the best at it. Your ability to come up with and execute good ideas of things to craft goes up exponentially with this, if you spend a lot of time exploring the capabilities of your craft, you'll quickly make new techniques to make your craft unique to you, and superior to almost any other craftsman work. With your notes and work, if you started a clan, you could be the progenitor of a highly valued clan of craftsmen, with this alone.
200	Masterworked Spell Focus	Generic D&D 5e	Artifice	Non-Stackable +2 to all spell DC's and Spell attack's made while wearing it.
200	Rare Magic Item	Generic D&D 5e	Artifice	Any and all Rare-level magic items in D&D 5e. I expect this is where the shenanigans start? You can have up to 2.
200	Replenishing Pouch	Generic D&D 5e	Artifice	A self-replenishing magical pouch. Never buy spell components again, This pouch takes care of all of those needs.
400	Enchantment? - Artificer	Generic D&D 5e	Artifice	You can enchant anything even if you can't cast the requisite spells, you just need more time to make the enchanted gear. (1. 5 x the gear creation time.) These enchantments require you know what you're doing, or at least have a good understanding of what it does, though. If you're doing it from an idea, you take 2x as long to make it, if you have a working example, then it's 1x the time, and if you have plans for how it was made, it's only half the required time to make the item. Sadly, you aren't quite sure how to do Legendary stuff, like Holy Avengers, or such, unless you really put in the work. . .
400	Legendary Spell Focus	Generic D&D 5e	Artifice	Your spell focus actively improves your magic to the greatest level. +3 to all spells. Can only wear one - a necklace. Stackable with the +1 you may get from "Greater Spell focus" or some Very Rare and/or Legendary Magic items. . .
400	Masterworked Replenishing Pouch	Generic D&D 5e	Artifice	This replenishing pouch is bound to your soul, and will always come back to you. It also summons all inks and such needed to copy spells. Otherwise it is the same as the Replenishing Pouch above.
400	Very Rare Magic Item	Generic D&D 5e	Artifice	All the Very Rare Magic items are up for grabs. Do you want to break mortal limits once every 100 years? Do you want to be as strong as a cloud giant? WE'VE GOT EVERYTHING!
600	Grand Artificer - Artificer	Generic D&D 5e	Artifice	You've done it! You've cracked the code! You can now make a Legendary level piece of gear once every 10 years or once per jump, whichever is a longer period of time. This is a very dangerous ability, so you best be weary of any and all who find out about this. . . Now you can make a legendary grade piece of equipment once every Five Years. You also have a good mind for making custom enchantments, so if you wanted to make up a brand new type of magic item, you now can, and it takes no extra time to make it. Also, even if you can't cast the spells, your crafting speed is normal for all enchantments. If you've made a perfect example of something before, you can make it again in half the time it should take you, assuming it's not a Legendary level piece, of course.
600	Legendary Magic Item	Generic D&D 5e	Artifice	Okay, if you're willing to spend 600cp. . . all Legendary Magic items are up for grabs, too. .
800	Artifact Grade Stuff	Generic D&D 5e	Artifice	Any Artifact - they can be made up, but they have to be in line with the stupid stuff I put above, and no more powerful than that, or they can be cannon artifacts to D&D. Any Edition. If you're paying 800CP, why the hell not?

800	The Sword of Beselmir	Generic D&D 5e	Artifice	This Sword acts as a Holy Avenger, but it also grants you access to perfect teleportation, and is sentient. Inside of it is the amalgam of the past wielders of the Sword. To this end, you can treat itas a Moonblade, and if you complete five divine quests, it will unlock additional abilities - in order they are: 1. The power of a Defender. 2. The power of a Dancing Sword. 3. The Aura of Devotion and Aura of Protection (Per Devotion Paladin) 4. +30 feet to all Paladin-Auras. 5. And lastly, it will gain an alt-form of a Bow of Vengeance, save it has +3 to hit and damage, and can fire itself if left to do so. These quests are the main plot-lines of the D&D Hardcovers, Hoard of the Dragon Queen & Rise of Tiamat, Princes of the Apocalypse, Rise of Demons, Decent into Avernus and Icewind Dale: Rime of the Frost Maiden.
800	The Tome of Larloch	Generic D&D 5e	Artifice	Golly! This is Larloch's Spellbook! It has every spell in it! As in, all of them! Ever! All D&D spells from all editions are in this book. It is also immune to all forms of Scrying, and is comprehensible only to you. If Larloch, the Grand-Daddy of all Lich's figures out you have this? Well I hope you can run fast and hide well. He's known for killing first and asking questions later.
600	The Unhindered Lord - Grand Artificer	Generic D&D 5e	Artificer	**Must have Grand Artificer Perk.** Now you can make a legendary grade piece of equipment once every Five Years. You also have a good mind for making custom enchantments, so if you wanted to make up a brand new type of magic item, you now can, and it takes no extra time to make it. Also, even if you can't cast the spells, your crafting speed is normal for all enchantments. If you've made a perfect example of something before, you can make it again in half the time it should take you, assuming it's not a Legendary level piece, of course.
400	Mind Lance - Psion	Generic D&D 5e	Enchantment	You can use your mind to directly attack other people's minds, now. This is extremely effective against basically everything. (Nothing resists Psychic damage.) How strong these attacks are depends on your personal skill, which, with this perk, is enough to put you on the level of a Mind-Flayer.
100	Specialization - Magical	Generic D&D 5e	Metamagic	You specialize in one school of magic. You are 50% better at learning, copying and using those spells. This amplification is, again, based on your personal power. A fresh-faced illusionist with this would be at least an adept, where a Master Illusionist would be equally amplified, pushing them past what most could ever hope to accomplish. Reminder, you can only have one school of specialization, and can only buy this one-time.
200	Empowerment - Half-Caster	Generic D&D 5e	Metamagic	You're a cut above the norm, when it comes down to the wire. When you're getting close and it's really tight, and you need just a little more, this is that touch, that push. This empowers you to go beyond your limits for a brief time. When empowered in such a way, all near you gain a minor benefit, as you are able to compensate for their shortcomings, while you yourself become hypercompetent in what the task before you requires, be that the ability to block the strike going for your neck, or the skill to sneak up on a hyper-alert drow Guard. This ability lasts only a few minutes, and afterwards, you're exhausted, and must take a few seconds to catch your breath.
200	Theorems and Proofs - Magical	Generic D&D 5e	Metamagic	When it comes to magic, in the way you cast it, anyways, you are a recognized master of at least the core concepts behind it. This level of mastery allows for far more leeway with your spells, removing limiters on what you can prepare, but not how much you can cast.
400	An Archmage Never Tells. . . - Magical	Generic D&D 5e	Metamagic	As a master of magic, you have a lot of tricks. In fact, so many tricks that you've got one for almost any situation. Even if you wouldn't be prepared for some situation, you can now use your magic in some odd way, clearly not how the spell was intended to be used. Use levitate on yourself to get rid of your weight and then throw yourself over a gap to imitate flight, without spending the spell slot. Similar tricks, for literally any odd situation you can think of.
600	The Creator - Magical	Generic D&D 5e	Metamagic	There are skilled casters, who think they're as good as it gets. They're all dead wrong. You're not a Master of Magic until you' ve made your own spells, you figure, and you know how to do it. You can now make your own spells, sometimes at a whim, to overcome an issue which otherwise magic hasn't solved yet. Need to go to the core of the planet to acquire some reagent for your next ritual? Well, make a spell for the heat and pressure, then one to teleport you (safely) into the core, and another to harvest the reagent, and another to keep the planet stable. Then go do it. For you, this is pretty easy. Hopefully the others don't find out. . . Oh, and if you relied on a source of power before? Like a god or the Weave? You now generate your own power, and can move on without worrying about losing access to anything, or it following you.
600	The Unhindered Lord - Mind Without Matter	Generic D&D 5e	Metamagic	**Must Have the Mind Without Matter Perk.** Your vulnerability no longer applies while in this state. As a matter of fact, you've got double your normal level of power, for all mental and magical skills, as your form isn't limited by flesh. You can also enter this state at will, now, instead of only having access when physically dead.
600	The Unhindered Lord - The Creator	Generic D&D 5e	Metamagic	**Must Have The Creator Perk.** You're not sure how you got here, but you know other casters aren't likely to catch you, in this lifetime, or likely any other. You now have the ability to alter your spells in your mind, in real time. Before you'd have to think about what you were doing, probably do some designs and write it out, then do a test or two. Now? Well, you do it in your head, in seconds, and then you execute. You don't need a spellbook if you ever did, nor a prayerbook. You just know how to manipulate magic, at its most basic level, to do whatever it is you need. Preparing spells? Only chumps do that.
50	Artificer	Generic D&D 5e	Origin	You are an Artificer. You use the "Eberron: Rising from the Last War" book. You get everything up to level 3 for this class. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. The example here is the ability to make magic items is no longer limited nearly as much, with the perks. You can have 18 Int or 18 Wis.
50	Half-Caster	Generic D&D 5e	Origin	Pick half caster class in the PHB - either Paladin or Ranger - you are now a member of that class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. Flight for a Paladin would be Vengeance Paladin's capstone, or similar. You can choose 18 Str or 18 Dex or 18 Cha or 18 Wis.
50	Magical	Generic D&D 5e	Origin	Pick a Caster class in the PHB. These include Bard, Cleric, Druid, Sorcerer and Wizard. You now are a member of that class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. Signature spell for a WIzard, for example, is literally a perk you can buy. You can choose to have an 18 in any one mental stat, according to your class of choice.
50	Psion	Generic D&D 5e	Origin	You're someone who's awakened their Psionic power. You use the Unearthed Arcana supplements, and are level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. These abilities Stack, with the class itself, in most cases. You have 18 Int.
50	Warlock	Generic D&D 5e	Origin	You are a level 3 Warlock, per the PHB. You can stick with the class, and get these features on top of whatever else you get. This class's purchases STACK with what it gets from the PHB. You have 18 Charisma.
100	Do We Have a Deal? - Warlock	Generic D&D 5e	Origin	Your ability to make deals which go in your favor is very good. You're able to sell a fish to a fisherman, and get a pretty good price for it, too. Also useful for bribing the guard when they find you. . . experimenting. As Warlocks are wont to do.
100	Infusion - Half-Caster	Generic D&D 5e	Origin	Your weapons are all magically infused when you use them. How much depends on your personal skill. If you're a master of the weapon, then your bonus is quite large, if you're a novice, it'll be almost unnoticeable.
100	Mind Over Matter - Psion	Generic D&D 5e	Origin	You know that the mind matters above all. This perk allows you to handle any physical issues you run into that are solvable, but would require some measure of pain or discomfort to overcome. You can dislocate your own arm or leg to squeeze somewhere, or otherwise get the job done. Discomfort doesn't really matter to you, anymore. You can feel it, but you know how to work past it.
200	Lucid Dreamer - Psion	Generic D&D 5e	Origin	Allows for interactions of the Dreamscape - a real only reachable while asleep. Elves can only get to such a state with extreme magical effects. This will allow for training while asleep, though it won't work for physical skills, and only mental ones. If you poke around enough, though, there may be more to be found in the Dreamscape. Lucid Dreamers are known to be able to get into others dreams, sometimes.
200	The Luck of the Devil - Warlock	Generic D&D 5e	Origin	More often than not, you're just lucky as all hell. Maybe literally. Playing games of chance seems rigged in your favor, where you win 7/10 games without trying. If you cheat, you could easily make this you winning any game of chance you ever opt to play. Your patrons are also extra-benevolent to you, being super nice about the agreements you have for your powers, if you have a patron, that is.
400	Advisor - Warlock	Generic D&D 5e	Origin	You gain insight into the planes that others would kill for. When you cast a spell or otherwise go looking for info on other planes/planar creatures there is no chance it will drive you insane. This overwrites all other text which may indicate otherwise. You also know how or where to get any planar knowledge you so desire, if you think about it for more than a few minutes. If all else fails, there's always old man Joe in Candlekeep. . .
400	The Answer - Half-Caster	Generic D&D 5e	Origin	You've got to the point where you can answer anything your opponents do to get away. Is your Quarry going to fly away? You can chase them through the air, unaided. Are they going to go to the ethereal plane? Well you can hit them there, too. Just about the only way to get away from you is teleportation, but even then. . . you know how to track where they went, so really, they just bought time. There is no escape for your prey. How cute they are, thinking they can run. . .
600	Mind Without Matter - Psion	Generic D&D 5e	Origin	You can live even if your body is destroyed, your soul and mind will keep going, but are very vulnerable in this state - so it's best not to stay like this long if you can help it. Direct soul manipulation is very easy to do, while you're just a soul, after all.
600	The Destroyer - Half-Caster	Generic D&D 5e	Origin	You are among the greats when it comes to hunting and killing your quarry. You can't lose the trail. It doesn't matter if they use magic, or if they're the greatest master of stealth the world has ever seen. You know where they are, how to get to them, and how to kill them. This doesn't give you the knowledge of how to get past their traps, if they have any, but it will tell you where they are, generally, and what the quickest route to them is. Additionally, you can designate one weapon you own as your weapon of choice at will. Your Quarry always treats this weapon as though they are vulnerable to it's damage, unless they're immune to it.
600	The Unhindered Lord - The Destroyer	Generic D&D 5e	Origin	**Must have the Destroyer Perk.** You treat all enemies as favored enemies (per Revised Ranger class) and all terrain as favored terrain. You also can freely traverse to any plane of existence you know exists at will, as long as it's a part of your Local Multiverse. So you could go to the City of Brass for Lunch, Celestia for Dinner, and then go to the Prime Material in time for bed. It turns out this also allows for perfect teleportation to anywhere you know exists, including to a person. Teleporting away from you now changes literally nothing, except maybe a couple seconds of exasperation.
600	The Unhindered Lord - Union	Generic D&D 5e	Origin	**Must Have the Union Perk.** You also get all of your patron's knowledge of how to use the inherent skills they have, along with uncapped magic, meaning you have a full spell progression now, like the other Casting Classes.

600	Union - Warlock	Generic D&D 5e	Origin	You fully integrate and control the seed of power gifted to you by your benefactor, thereby mastering it. You no longer need your benefactor in any way. Additionally, you gain the ability to cast spells that they can. If they have an innate spell ability, you have it now, as well. If your patron was a fey you gain the ability to cast major illusion at will, if they were a pit fiend you can sling fireballs, just like they can! If your patron was Jump-Chan, you gain the subclass-specific spells a knowledge cleric would have innate abilities.
100	Basilisk Hide	Generic Harry Potter Fanfiction	Abjuration	This is a cool piece of wear. Black or a very dark green in color, it's a trench coat that goes down to just below your knees, as long as you're between four to ten feet in height. Extremely resistant to all magic but your own, it can turn into a suit of armor at will, losing none of the effectiveness. Aside from being extremely light and easy to move in, this comes with a full array of enchantments, including expansion charms on the internal pockets, cooling and warming spells, and durability spells that boost its already great durability, equivalent to about five or six layers of kevlar, by several orders of magnitude. You could brush off a point blank tank shell in this thing. Or the magical equivalent, for that matter.
200	Gifted - Magical Resistance	Generic Harry Potter Fanfiction	Abjuration	Somehow you have skin like a Dragon or a Basilisk, which provides you an incredible resistance to harmful magic of all types. This ability is strongest in your skin, allowing you to tank mighty spells without even noticing them, but it's only slightly less potent elsewhere. This Gift works through absorbing the magic used on you, meaning that sufficiently strong magic can still affect you, it's just that the bar is sky-high now. Ordinary spells like jinxes and hexes aren't even noticed, a fireball that would vaporize anyone else leaves you mildly smoking, and dancing naked in Fiendfyre would give you a slight burn. This works not just on deliberately cast magic, but also on magical gifts, be they possessed by humans or beasts. Unless they're exceptionally powerful, of course. A Dementor's aura does nothing to you, nor do the weaker diseases of a Nundu's breath. There is one single exception to this however. The Killing Curse isn't hindered in the slightest by this.
0	Common Wand	Generic Harry Potter Fanfiction	Artifice	A normal, common wand. Made of wood and something from a powerful magical animal. Lets you cast magic.
50	Harvesting Kit	Generic Harry Potter Fanfiction	Artifice	A set of knives and scalpels, some cleaning potions and materials. It has everything you need to cut up and preserve a magical animal perfectly, without any part going bad. Generates sanitized glass containers to prevent anything getting contaminated, the containers are indestructible. The materials in the kit naturally replace themselves over time when used up and you know how to use all of them.
100	Shopping Trunk	Generic Harry Potter Fanfiction	Artifice	A simple looking wooden trunk on the outside, this is pretty much a pocket dimension you can carry about. On the inside it has about a dozen compartments, each the size of your average living room. No matter how much you put in it, it will never weigh more than a feather. This comes with built-in bookshelves, a closet, potions rack and other containers for any common items you may pick up, and automatically sorts anything you may toss in for ease of access. In addition to that, it's keyed to you, meaning only you and those you permit can open it. It can take the form of a muggle briefcase at your will and can even be shrunk to the size of a matchbox, without anything inside being affected, again at your will. Does not circulate air, unless you make the arrangements for it.
100	The Ride	Generic Harry Potter Fanfiction	Artifice	You know how to travel in style, now. This is your own flying motorbike or car, complete with certain 'defensive' measures, such as an exhaust pipe that releases dragonfire at the push of a button, along with walls, nets and other fun things. It goes hundreds of miles an hour without any trouble, and can go higher if you want to push it. Oh, and has an invisibility button that will never malfunction. Sidecar optional, and you may turn it into a broom at will. It doesn't have the defensive measures as a broom, but the speed is doubled. And no matter how fast you go on this, in vehicle or broom form, you will never suffer any adverse effects of the wind or the sheer speed. Has collision warning spells, but actually preventing them is up to you.
400	Epic Wand	Generic Harry Potter Fanfiction	Artifice	Now where did you get this beauty? This is a wand, of the very highest quality and power. In fact, it might just be safe to say this is one of the most powerful, best-crafted wands in the world. And it's made specifically for you. Firstly, it is compatible with any and all systems of magic you can use, regardless of whether or not they normally use foci. And it's not just compatible, but actually amplifies the effect of any spell you cast with it by an order of magnitude, if not slightly more. Even spells that don't exactly depend on power have their effects boosted in whatever way would best make sense. You may choose the boost to be less than the maximum if you want people to be unaware of how potent your spells can be. Finally, magic cast with this wand is utterly undetectable to any means other than someone seeing or hearing you doing it, whether directly or through having been looking at you remotely somehow at that exact time. This does not mean that anything you enchant with this will register as mundane, but rather no one would notice you actually enchanting it. It does, however, make it so that nothing can be traced back to you, scrambling any 'magical signature' you might have. As an extension of this effect anyone attempting to "check" your wand to see what spells have been cast through or with it will be unable to detect any spell use you would not want them to know about. It expands into a cane or a staff at your will.
400	Innovation	Generic Harry Potter Fanfiction	Artifice	Magic is not a new phenomenon. It has been around for ages, and contrary to what you might tend to believe, its users are not idiots, any more than normal people are. But for all that, it still doesn't measure up to you! You're able to come up with several innovations and ideas when presented with any magical field of study, no matter how well-studied or researched it might already be. And these are not just low key, barely noticeable changes, either. Unless you want to focus on the small stuff, you're capable of sudden insights and ideas that can dramatically change the way the field is studied, discover unbelievable new uses for ordinary spells or potions, come up with entirely unique tricks. . . anything is possible.
600	Technomage	Generic Harry Potter Fanfiction	Artifice	There is so much more to magic than what these stuffy inbred old purebloods believe, and you can show them! You are an absolute master of the art of Techno-Magic. Making machines that run on magic, or just magical equivalents of Muggle technology, or something as simple as just making muggle devices work in magical environments is all child's play for you. You can translate flawlessly between technology and magic, meaning that you can make technological equivalents to all magic you know and magical equivalents to all technology you can make without losing so much as an iota of the effectiveness. **Merlin Returned Boosted** - While being good at merging magic and technology is pretty good, being able to merge wildly futuristic technology with highly advanced magic is better. Not only are you highly skilled at magic, but you're now just as good at the technology side of it, being a certifiable genius among geniuses. Your merged devices now run far superior to either the magic or the tech would run alone, providing dramatically higher effectiveness and utility. In addition,your skills with the more 'technical' branches of magic, such as Arithmancy and such cross all imagined levels. Finally, you can achieve even things normally believed impossible through combining spells and technology. You can dispense with the more symbolic and ritualistic components of any and all magic you do, making it entirely as reproducible as technology. Automated spells, potion-making through machines. . . it's all possible now.
100	Vanishing Cabinets	Generic Harry Potter Fanfiction	Conjuration	This is a set of linked cupboard-like items, decorated with strange, funny-looking symbols. But its abilities go beyond its looks! These cabinets are a linked set, capable of transporting whatever is placed in one to the other, without any disruptions, side-effects or possibility of failure. It doesn't matter what measures are in place to prevent it, it isn't relevant how far apart the items are, so long as both are on the same planet. Enter one, step out of the other. Or move goods. Comes with blueprints on how to make more.
200	Familiar - The Basilisk	Generic Harry Potter Fanfiction	Conjuration	Or maybe a snake is more your style. The King of Serpents has chosen you as his/her human, and you had better be glad for it. Able to kill with a glance, the Basilisk is fiercely protective of you, and will not hesitate to destroy anyone who looks at you wrong. Their venom is one of the most destructive substances in the world, being able to burn through just about anything magical you may imagine, including the most powerful magic and even souls, under certain conditions like it being dependant on a physical object for survival. It works through contact as well as ingestion just as effectively. Breathing it for a few moments is death if you boil it. All this is for mortals, of course, this can't kill any immortals. The Basilisk is about the size of a small snake most of the time, the kind you can hide on your person or up your sleeve. At will they can take their full size, which is about fifty feet long and suitably proportioned. As the King of Snakes, the Basilisk is a very strong symbol of raw power and majesty. Possessing one automatically lends you a very intimidating and imposing presence, indicating your status as someone very powerful indeed. This is discounted to Parselmouths.
200	Familiar - The Phoenix	Generic Harry Potter Fanfiction	Conjuration	A being of deep, old magic, this is an entity steeped in powerful magic who has chosen to assist you on your way in life. Unshakably loyal, your enemies are their enemies, your goals their goals and your friends. . . not necessarily always their friends. The two most common familiars seen in Harry Potter fanfiction are mentioned below. Alternatively, you may choose any other magical animal to take as a familiar instead, but their power-level is limited to the equal of either of these two. This is your own Phoenix familiar, your partner in both crime and goodness. Fully sapient, the bird has a mental link with you, over which you can speak across any distance. They are able to travel through flame to any part of the world, completely ignoring all but the absolutely strongest defences and secrecy measures. Their tears are incredibly powerful healing agents, to the extent that a few droplets could reduce a life-threatening injury to nothing. They can lift virtually unlimited weights in their claws and from their tail feathers, which make high quality wand cores. Their song has a strong soothing effect on people you like, even works as a healing agents for their minds and souls. It also makes people you dislike feel jittery and uncomfortable, even causing sharp spikes of pain. The strength of these effects, good and bad, depends on the intensity of your feelings towards someone. Depending on the world you pick and your own choice, they are attracted either to goodness or just to power or both, but in all cases they are seen as powerful symbols of light, order and good, and simply by being associated with them your apparent trustworthiness and charisma go up considerably. You may pick for them to be attuned to another element than fire, which does. . . surprisingly little, actually. They're a different colour, and they use a different element to teleport. A phoenix of the appropriate element is discounted to Elementalists.

200	Grand Jumper Manor	Generic Harry Potter Fanfiction	Conjuration	This is a palatial residence, located on its own private island of some significant size, or in some remote mountains. Either way, you own several thousand acresaround it, and that's beside the pile itself. This is less a manor and more a grand palace, of a size and magnificence that makes Versailles, the Taj Mahal (although that one isn't a residence), and anything a Romanov owned looking like shabby mud huts. With hundreds of rooms, dozens of dining halls, ballrooms, multiple gardens that have numerous fountains, it's one prime piece of real estate, and it's all yours. Oh, and it's completely enchanted, of course. Thousands of gargoyles, statues and carved animals await your command, the whole place is maintained by multiple house elves (or non-sapient magical golems with the same abilities, if you don't want house elves for some reason). They produce enough food to throw obscenely lavish feasts for up to five hundred people in every meal. It also has a very nice wine cellar in the basement, with some of the finest magical and muggle vintages in the world laid in and replenishing every week. Defence-wise, it's decent, but not really anything to write home about, having your basic unplottable and muggle-repelling charms as standard. If you want, you may have it be in a Trunk or even a Suitcase. You lose the acreage and the gardens, but hey, portable.
200	The Emporium	Generic Harry Potter Fanfiction	Conjuration	It's all fine being massively talented and capable. Now if only if you could convert all that into some cash, eh? This is your tool for that! This is your very own Emporium, a one stop shop focusing on one thing! You! This is a shop, that moves along with you, appearing unobtrusively in whatever cities you go to. As long as it's not a one-of-a-kind, ultra-rare artefact, anything and everything you make, be it weapons, enchanted items, potions or simple, mundane items can be replicated endlessly here, ready to be sold off for its full worth. And you will always get its full worth. In the context of the local world, your items are priced to get the optimum result possible in terms of sales and profit. You can change this too, if you want to only sell to one side or something. The metrics are set by you, and the shop adapts to achieve the best possible results under them.
200	The Lair	Generic Harry Potter Fanfiction	Conjuration	What kind of Dark Lord doesn't have their own lair? Not you, certainly. This is either a medium-sized castle or a secret chamber underneath a building of your choice, and in either form it is the most perfect lair you can imagine. It's completely undetectable, being under a fidelius charm you're the secret keeper of, and one which cannot be broken by anyone. Besides that, it comes stocked with a huge supply of medicinal potions, food, dragonhide armours, emergency portkeys, spare wands and even highly effective training manuals that you can use to teach magic of all sorts to your followers. All these are in quantities enough to outfit and supply a small army, say a few hundred witches and wizards, and train them into combatants capable of matching senior Aurors and Death Eaters at equal footing. Besides the fidelius, it also has dozens upon dozens of other wards and enchantments on it, which allow you complete control over every facet of life in this place, and defenses tough enough that it would take an army to meaningfully threaten it even if it were found.
200	The Tower	Generic Harry Potter Fanfiction	Conjuration	Research and advanced work, be it on science or magic, is best done in a dedicated space. And there are few such spaces better than this one. This is a Wizard's Tower, hidden far away from prying eyes, and holds just about anything you might need to play the 'Hermit Scholar' and play it well. To begin with, it has every single book in any kind of public circulation in the world. Nothing that is limited to private libraries or that only exists as one of a kind or part of a small collection, but anything that was ever available to be bought on the open market and/or was somehow brought into the public domain. More than that, it has a huge supply of potion ingredients, wand woods and cores, ritual ingredients, metals and stones for enchantments, blood and parts from exotic creatures, and everything else you need to properly work on advancing whatever fields of magic you choose to work in. The quantity of the things you have here, the knowledge and the materials, all depend on how rare or common they are in the world, but they restock every six months. However, you don't get anything that is truly only one or few of a kind here. Needless to say, you get the same in all future worlds.
400	Ritual Hall	Generic Harry Potter Fanfiction	Conjuration	This is a Grand Ritual Hall. Runes in beautiful script cover most of the floor, there are multiple sacrificial altars, a rack full of the finest ritual equipment in the world, and a closet full of Ritual Garb, designed and made to never interfere with anything you might be doing. In this ritual hall you have, and will always have, everything you need to perform any ritual you might need to do. Specific inks to paint runes, special knives, up to and including a few animals that you can sacrifice and perfect replication of any astronomical events of mystic significance. Blood rituals, power-enhancers, sealing, unsealing, any kind of ritual that has ever been mentioned in a Harry Potter fanfiction can be performed here, and as long as you do your part right, it will not fail due to any external factors.
600	Jumper School of Magic	Generic Harry Potter Fanfiction	Conjuration	This is your very own school of magic. A huge castle complete with a lake, a forest and a vast grounds area, this is a place of learning, and what a place it is! The library here is one of the best in the world, holding a vast variety of texts about every branch of magic in the world. Nothing too advanced, but enough to get everyone very solid foundations in whatever branches of magic they choose to pursue. In addition, the NPC teachers this place generates are extraordinary at their jobs, being able to impart weeks worth of knowledge in hours. The most important feature of this school is, however, that the possibilities of who can learn what magic are blurred in here. In here, any person who knows a certain style of magic can teach it to anyone else. Any internal requirements to be able to learn or use that magic just develop by themselves. Depending on the complexity it can take a while, but it'll never take more than a week for a person to acquire a rookie's skills in any style of magic, whatever that style may be and whatever they might have been previously. There is one requirement, though, which is that anyone learning here must have been capable of some type of magic all along. Complete muggles or squibs cannot be taught here. This limitation is removed Post-Jump, allowing you to induct even completely mundane people into any and all styles of magic you can perform, and vice-versa. Post jump it becomes a warehouse attachment until you decide where to place it in the world, at which point it then integrates itself flawlessly into that location.
600	Room of Requirement	Generic Harry Potter Fanfiction	Conjuration	Well now, talk about finds! This is a copy of the Hogwarts Room of Requirements, except this one belongs solely to you! It has a pseudo-intelligence of sorts, that reads your intentions perfectly and does its best to provide you with whatever you ask. Being a product of high level magic, it can create any number of whatever mundane objects you desire for purposes of training or even use, although they don't last long outside the room. In addition, it can mimic any location you wish it to, and do so perfectly, up to and including any fine details and magic. But it won't be a real-time mimicry, but rather a recreation based on your thoughts. It makes the perfect training room, sex dungeon, or really mostly anything you want it to be. This room also connects to your Warehouse, meaning you can summon any item you want to you without having to open your warehouse, though others can't enter your Warehouse (or this room) unless you allow them to. No, this doesn't work in face of drawbacks. Also, the room provides time acceleration, meaning more time passes inside than outside the room. You don't age in this time unless you choose to, but any physical improvements made to your body are retained all the same. The room requires a cooldown period to recharge its 'acceleration' depending on how high you put the setting, to the scale that using it constantly at the max setting of 24 to 1 for one outside week drains it completely and takes 48 hours to recharge fully.
600	The Island	Generic Harry Potter Fanfiction	Conjuration	Ah, yes. This has grown somewhat popular lately, I'll admit. This is a private island of your very own, raised from the sea-floor, or created through a volcanic eruption, or whatever other means you want, that's not important. What's important is that this island is linked directly to your magical core. Simply put, its size is directly proportional to how much magic you pour into it. As you put in more magic, you can literally see new land forming at the edges, ready to be moulded to your will. While it won't shrink once enlarged unless you want it to, you have the ability to control virtually everything about this place, including its shape, flora and even the weather. This island is roughly half the size of Ireland to begin with, and can expand quite a lot, dependant solely on your power. At about Australia, though, the efficiency takes a sharp dive, to the extent it takes over five times the power to increase it any further, and this only rises from here. The effects of this island on the climate of the world are negated with the same magic that constitutes it, so no need to worry about that. Comes with rudimentary Notice-me-not charms all over it, but they won't stand up to any concerted efforts unless you boost them. Speaking of which, this island is very receptive of any protection or secrecy magic, to the extent that all such efforts yield twice the expected results.
600	World Walker	Generic Harry Potter Fanfiction	Conjuration	You have an affinity for spellwork that has to do with long distance magic, such as transporting people or things, even things like words or messages. Not only are you one of the finest experts in apparition in the world, being an absolute genius at every variation and technique that exists, you're also capable of extremely fast flight without a broom, which has the curious effect of enveloping you in thick clouds of any colour you like. Apart from this, you're extraordinary at creating things like Portkeys, Vanishing cabinets orPortals, being able to create Portkeys that can move people as gently as a mother's touch, and portals that move people around without them even noticing it until it's too late. Summoning and Banishing spells are trifling to you, even the most powerful or complex ones. You have a considerable aptitude for penetrating wards and defenses when building these things, so much so that with even rudimentary information about the protections on a place, you can figure out how to circumvent them, and with a bit more work you could bring them down outright. These abilities also carry over to any spells that revolve around observing people from afar, be they scrying spells, listening charms or other, similar magic. **Merlin Returned Boosted** - Normally even the best of transportation or observation magic is limited by the range, be it a continent or a planet. Not for you such petty limits. Your portkeys can take someone to a different galaxy or a different reality just as easily they would take them next door. You can go into both alternate realities, such as ones where someone who was a boy in your reality was born a girl instead, or where there were twins, or where Voldemort never fell at all. This ability also ensures there are such realities in all future jumps. You can also go to the connected multiverse, even spiritual or astral realms like Faerie or somesuch. This ability covers any form of transportation that you can use. Portkeys, portals, apparition, anything can be used to travel thusly by you. You can't use it to travel to other jumps until post-spark, however.
50	Hogwarts, A History	Generic Harry Potter Fanfiction	Divination	Perhaps the most common book in the Harry Potter universe, this book details everything about the castle and the school. Unlike the local copies, though, this book details everything. Who fucked whom in which cupboard, who cheated on which test, everything. It even updates itself in real time. Curiously, this doesn't provide any magical knowledge. But it's great for knowing all the stories. In the future you may denote any one building or any organization that is limited to just one building, and get similar histories.
50	Marauder's Map	Generic Harry Potter Fanfiction	Divination	A to-scale, updating map of Hogwarts school, complete with the people. It pierces Polyjuice, Invisibility cloaks, and anything else people might come up with, always telling the real names of people. In the future you may pick any area about the size of Hogwarts and apply these effects unerringly to it. You know a short ritual to change the area the map shows, but it requires you being in that location in order to perform.

200	Gifted - Master of Beasts	Generic Harry Potter Fanfiction	Divination	You have a gift for dealing with animals. All beasts, magical and muggle, tend to like you far more than they normally would. Not only do they go out of their way to not harm you, they also tend to be incredibly obedient towards you with just a bit of work. You have a gift for just knowing how to take care of them, what the best diet for them would be, how they can be contained and kept away from harm and from harming others. All of this without making them overly unhappy. You can also train them for various purposes, depending on what you want to do with them. Based on this training and the steps you take, they even develop some unusual abilities. Beasts trained for war grow more fierce, bigger and stronger with their claws and fangs and whatever other offensive measures they have strengthening beyond usual levels. Beasts you're breeding for potions ingredients become able to regenerate things over time as long as they were removed without undue brutality, and so on.
200	Gifted - Mind Magic	Generic Harry Potter Fanfiction	Divination	You have mind magic! Not only are you a whiz with obliviation and related magic, but you're a natural Occlumens and Legilimens, which both have their own uses. Your natural Occlumens and Legilimens abilities start out incredibly formidable, akin to someone who's spent years studying them. With some work you could be a master. Mastery in occlumency comes with an eidetic memory and perfect control over all your tells, to the extent that no one can tell when you're lying. It also lets you make a Mind Palace, and enhances your ability to recall your memory massively, so that eidetic memory can be of some actual use. Similarly, mastering legilimency allows you to almost instinctively tell when someone is lying, and also makes you a tremendously skilled cold reader. You're also a dab hand with spells like compulsions, the confundus and the Imperius. Finally, once you've developed your talents enough to acquire all of these abilities, by combining them you become able to rip skills and knowledge straight out of people's heads. It takes less time and effort the more you practice it, but eventually taking mere seconds to seamlessly copy entire lives' worth of knowledge and skills without the target even knowing it is possible, though it' ll take a lot of work.
200	Gifted - Seer	Generic Harry Potter Fanfiction	Divination	Congratulations, you're a Seer! Or should it be Oh Shit, you're a Seer! Either way, you have the ability to see the future in intermittent bursts. It's not unlimited precog, but rather, you can choose a subject to focus on, and you get random bursts of information about it. It's never useless information, but rather things that will certainly help you some way or the other. With practice and effort you may even start being able to direct the visions! In addition to this, you have a second sight and a sixth sense, of sorts. You can 'see' spells, enchantments that are cast on objects and active spells both, you can see the magic of a potion, even of a person. Finally, you're able to see through all but the very strongest concealment magic, including both spells and artefacts and any natural abilities possessed by creatures the rest of the Wizarding World might not even realize exist!
200	Gifted - Elementalism	Generic Harry Potter Fanfiction	Evocation	You have a tie to one of the fundamental elements of nature, those being Fire, Water, Wind or Earth. You can summon it, shape it, send it at people and are immune to any harmful effects it could have. A Fire elemental cannot burn, no matter how hot the fire. Even with magical fire only the very strongest can affect you. In the same way, Water elementals don't drown, Earth elementals are incredibly tough and flexible, Wind Elementals have a sixth sense through the air around them and an unusually great talent for flying, and so on. The quantity of your element you can call upon and control is truly massive, to the extent that a Wind Elemental would start out able to do major gusts and gales, and with a lot of practice and experience, could control an entire Hurricane. The finesse and precision is similarly entirely dependant on how much work you put in. Lastly, you have a number of tricks you can do with your element. A fire element trick would be to light candles with a snap of your fingers or by breathing on the wick, and it's similar for the other elements. After your first element, you may take more (limited to the classical four) for 200 CP each. Taking this gift with Magical Animagus provides you a free form suited for your element (see the notes).
200	Gifted - Shadow Mage	Generic Harry Potter Fanfiction	Evocation	You are a Shadow Mage, a Wizard with strong abilities tilted towards the shadows and darkness. This can have different implications in different fanfics, but at a minimum you have the ability to travel through the 'Shadow Realm', a strange realm that exists alongside the material world and connects all shadows to each other. It's nearly instant in short areas, and at its longest takes about five or six seconds for you to go from one shadow to another. Also, you have a link to 'Darkness'. This lets you wield it like a weapon at times, while at others you can use magic based on it. At will, you can shape weapons and shields out of it, though those don't last long at all. Finally, your link to darkness and shadow extends to the beings that inhabit it. Creatures like Dementors and some types of Vampires consider you one of their own and tend to be friendly towards you, at least until you do something to change this. Taken with magical animagus, you have a choice between getting a Dementor or a Lethifold form for free.
300	Deathly Hallow - The Elder Wand	Generic Harry Potter Fanfiction	Evocation	Possibly the most powerful wand ever made. Made either by Antioch Peverell or Death, no one wielding it can be beaten in a magical duel by anyone who is in death's power. That is, no one who counts as a mortal can beat you in magical combat while you have this. This wand doesn't protect you from thieves or assassins, and if lost in such a way, will not return until the jump is ended unless you go take it back yourself.
600	Dark Lord	Generic Harry Potter Fanfiction	Evocation	There is no such thing as Good or Evil, only Power and those too weak to seek it. You know the truth of this, and you. are. not. weak! Magic is a great and wonderful thing, and among its greatest uses is its breathtaking capacity for harm. You know this, which is why you're so good at this. You are one of the best at fighting with magic in the world, period. Formal dueling, casual combat or just a magical brawl, you're very, very good at all three. More than just good, you're utterly brilliant. Your reflexes, your breadth of knowledge and just your sheer skill leaves the likes of Voldemort and Dumbledore gaping. But more than conventionally used battle-magic, you have the gift of being able to turn any spell into a combat spell. It might require creative application, or it may require some editing of the spell's wand movements or incantations or whatever, but you have an instinctive grasp for the potential in combat of any spell, and know just how to bring it out to maximum effect. In future world, this extends to all similar mystic or esoteric forces. **Merlin Returned Boosted** - Fighting using magic is one thing. Maybe a good thing, maybe a bad thing, who knows? And really, who cares? Because you can go far, far beyond fighting with magic. You can wage a War with magic. Your abilities at using your abilities in combat skyrockets and evolves, taking an entirely more advanced form. To begin with, you can toss around wide, area-effect versions of any magic you can normally do, letting you throw your curses against fortresses and armies instead of individual people. This takes more energy, obviously, but far, far lesser than it normally should. Something to the effect of a tenth as much. And that's for systems that actually cost any power to cast magic in the first place. You can do this in reverse also, 'shrinking' spells meant for battles and sieges to use them in one on one duels.
50	Hooded Cloak	Generic Harry Potter Fanfiction	Illusion	This is a hooded cloak for you to wear, in a colour of your choosing. Looks stylish, and it can change to any other hooded garment at will. The main thing about this, though, is that it makes it very nearly impossible to figure out who you are. Your voice is changed, your face hidden, and your build is non-distinct. No mundane methods can pierce this secrecy, no matter how advanced. Among magicals too, only those who are the very best at these things stand a chance. If you took the Unspeakable drawback you get one of these for free, since it's your work uniform, but the free version doesn't have CP backing so if you lose it or it gets destroyed you'll have to replace it yourself.
100	Supernaturally Attractive	Generic Harry Potter Fanfiction	Illusion	You're sexy. You may be a Veela, able to ensnare anyone you want with your allure, or you may be a demon like a succubus or incubus, but whatever the case, the fact of the matter is that you're incredibly, unbelievably beautiful. Not just that, but you have a certain. . . something about you. It might be an allure, or it might be a demon "lust aura", but you find people of your preferred gender going weak-kneed with just a whiff of it, and they might just go crazy if you really focus it on them. It makes picking up partners trivial and easy, and if you want you could live an easy life full of hedonism for the rest of your days. Also, you have all the endurance you need in bed, meaning you will never leave your partner, or partners, unsatisfied no matter who or what they may be or how many of them might be there. Finally, your love life tends to remain peaceful, at least most of the time. If you have just one partner then both of you have an instinct for just what the other would like and superhuman patience towards each other. And if you're the Harem sort of guy, you find your partners get along extraordinarily well, agreeing to 'share' you far too easily, even developing relationships among each other at times. Either way, you have phenomenal performance in bed, having the endurance of twenty men and a degree of skill that would leave Giacomo Casanova frantically taking notes and declaring that he's not worthy.
300	Deathly Hallow - The Cloak of Invisibility	Generic Harry Potter Fanfiction	Illusion	This is the third item of the set of Deathly Hallows. Again, made either by Death or by Ignotus, the third Peverell brother, this cloak is a timeless, eternally functional invisibility cloak. In addition, you don't age while you have this on, but only when you have it on completely, meaning no part of your body should be visible. No magic except that cast by the Elder Wand, or of a similar strength can penetrate this invisibility, and attempts to summon this cloak from you fail. In addition, you can always see it unless you want otherwise. You may turn this into any other form of full-body covering garment at will.
200	Gifted - Parsel-Magic	Generic Harry Potter Fanfiction	Metamagic	You have a knack with casting spells using Parseltongue. The branch of magic depending on Parseltongue to use, which you also now have, this gives you a variety of useful skills. Firstly, spells cast in Parseltongue are naturally more powerful than normal spells, and in certain cases can only be broken with counters spoken in Parseltongue. More than that, you're able to naturally command snakes of all kinds, who honor and revere you as a 'Speaker', and will, indeed, cannot disobey you barring absolutely extreme conditions. Magical snakes can resist this somewhat and it comes down to a contest of wills, but you have an immense advantage. Taken along with Magical Animagus this gives you a Basilisk form for free in addition to whatever form (s) you take.
200	Gifted - Wandless Magic	Generic Harry Potter Fanfiction	Metamagic	Magic is in your blood, Jumper. And you can feel it. Not for you the crutches that are wands. You can do any spells that normally require magical foci without them, and not lose a single smidgen of effectiveness. Nor do you need to crudely shout your spells, being perfectly able to cast wordless spells. Furthermore, magic comes instinctively to you, meaning you can dispense with the complexity that the more advanced magic usually requires. Spells that would require long chants and complicated wand movements can be done with the wave of a hand, days long rituals can be done with as much effort as a moderately complex potion or ritual would take for an ordinary wizard. Indeed, you can do all magic you know with similar ease.

600	Merlin Returned	Generic Harry Potter Fanfiction	Metamagic	There were ancient tales of your coming, Jumper. Actually, wait, no. There weren't. But there should have been. You were born to greatness, and this reflects in everything you do. Magic is second nature to you. While you don't get any skill or knowledge innate with this perk, nor any gifts or talents that pass down bloodlines or through rituals, you now have limitless talent in every single branch of magic apart from these limitations. Besides that, you are a genius at learning magic too, mastering years' worth of material in days and weeks without even stressing yourself. This growth continues indefinitely, never slowing no matter what. Your grasp of magic and its theoretical framework is such that you can manipulate the very nature of it, and do so with an almost contemptuous ease. You can take apart spells, rituals or even entire magic systems, and put them back together in whatever different arrangement you like, even in entirely new magic systems of your own. Even altering spells in real time is second nature to you, changing their effects, size, scope, everything. As is coming up with entirely new pieces of magic, with due research and innovation. Finally, to fuel all this, your 'Magical Core', per se, is proportionately vast. You have a humongous amount of magic at your fingertips, stretching far and beyond any known metrics well into the realm of legends like Merlin and the Founders. This perk follows you in the future too, providing you all of these effects in any and all magic you become able to do. This perk is a capstone booster, meaning that it serves to enhance each of the origin capstones in their own ways. The interactions are mentioned alongside the respective perks.
200	Gifted - Blood Mage	Generic Harry Potter Fanfiction	Necromancy	You are a blood mage. You are a Blood Mage, a Wizard with strong abilities towards 'Blood Magic' and Rituals of all kind. This, again, means different things in different worlds, but the least of the powers you have would be an ability to control your own blood's flow absolutely, up to and including an immunity to all magic or abilities that specifically targets blood. Beyond this, you have a ludicrously high affinity towards rituals towards all kind, such as adoption rituals, inheritance tracing rituals, or rituals that boost your physical or magical abilities through runecraft or sacrifice of creatures. Indeed, you can outright acquire magical abilities like an incredible physical strength through Re'em blood, magical resistance through sacrificing a Dragon, so on and so forth.
200	Gifted - Necromancy	Generic Harry Potter Fanfiction	Necromancy	Souls, death, and the other assorted stuff are your domain now. Be it raising entire armies of corpses as Inferi or Ghouls or summoning and/or binding ghosts, you have a preternatural talent at everything that has to do with Death and the Dead. Beyond just this, you are a master of the skill called 'Soul Magic'. You can bind and control ghosts and spirits, exorcise them, enable them to possess someone or end ongoing possessions. You also have an ability to work with the soul for all kind of things, such as creating Horcruxes, stealing energy or memories from it, and so on. And, if you somehow get someone else's horcrux in your possession. . . well, you can imagine. Taken with Magical Animagus, you get a Thestral form for free.
300	Deathly Hallow - The Resurrection Stone	Generic Harry Potter Fanfiction	Necromancy	This is a small black stone, about the size of your average pebble. This too, was made either by Death itself or by Antioch's brother, Cadmus Peverell. Turn it over three times while thinking the name of any dead person, and you may summon the shade of the person to you. The shade has no powers, but the exact same memories, knowledge and personality the person had in real life. One thing to take note of is that while you may summon anyone and they will come, they are not bound to answer any of your questions or tell you anything. You are not their master, after all.
600	Legendary Healer	Generic Harry Potter Fanfiction	Necromancy	You are a good person, Jumper. And this reflects in your magic. You are a healer without peer, being a master at all aspects of it. From potioneering, to tricks of transfiguration, whatever it takes to heal another person is something you are an expert at already. But a talent for healing is well and good. However, there are gifts and abilities of any and all types in the world. Necromancy, Parsel-Magic, Blood Magic, etc. While several are benign and helpful, a lot of them seem like they can only ever be used for evil. Not by you, though. You have the ability to use any and all gifts and powers you have for good and benign purposes. Blood magic can be used as a healing tool, powers that can rip the land asunder can be used to divert floods and prevent earthquakes, an ability to eat souls can be used to instead remove any curses or maladies lain on a soul, and so on. You have the unique ability to share this ability with others, allowing good people born with "bad powers" to use their powers for good pursuits without issue. **Merlin Returned Boosted** - When it comes to healing people, what you do cannot be matched. Not only does your mere presence make most usual ailments irrelevant, you're brilliant enough that conventional limits and boundaries are meaningless before you. You can cure things like Lycanthropy and Vampirism, regenerate limbs effortlessly, toss back the effects of degenerative diseases and even heal genetic defects. And you're not limited to the physical problems either. You can help peoplewhose minds have been shattered into nothing pull themselves back together, remove even the most crippling of addictions, and wipe away any and all curses and maledictions. You can even resurrect the recently dead, if you get to them within 24 hours. Simply put, it might take you a while, it might take a whole lot of labor, but there is no disease or injury you cannot fix, no curse you cannot unravel.
0	Local Magic	Generic Harry Potter Fanfiction	Origin	The magic system of whatever fanfic you're going to. This is almost always avariant of the Harry Potter magic system, so any and all magic you learn is fully compatible withthat.
400	Modern Day Alexander	Generic Harry Potter Fanfiction	Origin	You have the skills of a modern day conqueror, a warlord and wizard extraordinaire. You can dredge up ancient grudges, remind people of old injustices or just straight up invent causes, but either way you know just how to get people to do what you want, and let you lead them to good and ill. And once you do lead them, you find yourself utterly superb at it. Instead of your charisma being hollow like it is for so many others you actually have excellent leadership and planning skills, to the extent that you could orchestrate the fall of governments as a teenager. Finally, you have a gift for using magic in wars. It doesn't matter if it's the first time it's being used or the five thousandth, you find your skills at determining the best time and place for the best types of magic to be absolutely impeccable.
500	Hyphenated Name	Generic Harry Potter Fanfiction	Origin	Yours is an old and storied bloodline. And you are the heir to all its potential. You are directly descended from one or more among Merlin, the founders of Hogwarts, Morgana and any other famous witches and wizards there might be in the local world, having some of the most exalted pureblood ancestry. This has multiple effects. Firstly, you're able to use any special gifts or bloodline abilities they had to their fullest potential, despite your blood being so far removed from them. Indeed, you can command and wield the absolute apex of the potential possible in your bloodline, no matter how high it may be or how far back the ancestor may have been. Secondly, you are not just the equal of your bloodline, but the very best of them. Any race, species, type or breed you belong to, you're automatically among the very greatest, most powerful of them. You have every hint of the power and potential possible to be had, although it may require training or practice. Finally, you count as the 'Magical Heir' of all your ancestors, meaning any wards or defences or enchantments keyed directly to such individuals will also recognize you as their "heir", and let you pass without issue. You can toggle any and all of these effects at will.
200	Gifted - Magical Animagus	Generic Harry Potter Fanfiction	Transmutation	Your animagus form isn't a run-of-the-mill animal, but rather a magical being, such as a dragon or a unicorn. You have all the powers a normal specimen of this animal might have.
200	Gifted - Metamorphism	Generic Harry Potter Fanfiction	Transmutation	You are a Metamorphmagus, meaning you can change your body and appearance at will. You start out only able to do superficial changes, but with a bit of work you can change your looks however you like, and once you've mastered that you steadily become able to control each and every aspect of your body, internally and externally. You must retain a humanoid shape, but you can be any height between four and eight feet as an adult, and of proportionate width. Beyond that, go nuts. Colours, shapes, sizes, gender, age, everything is wide open, and hardly any limits apply. Holding your transformations requires little to no effort, to the point that you can even sleep or fall unconscious without losing it. And unless you go really crazy, your magic will prevent any of your more 'unconventional' transformations from killing or seriously harming you, and will warn you if something you're going to do is beyond its ability to mitigate.
200	Gifted - Multi-Animagus	Generic Harry Potter Fanfiction	Transmutation	You have multiple Animagus forms, instead of the standard one. Taking this perk gives you three forms, and you may have any number more for 100 CP per form. This may be any mundane animal between the size of a flea and an African elephant, including dinosaurs. This Gift can be paired with 'Magical Animagus' to give you a magical form in addition to the three mundanes you have, and you may pay 100 CP per form for more magical forms. For magical forms, the size limit is waived, but it must be a known magical form.
100	Clean-Blooded	Harry Potter CYOA	Abjuration	You do not get sick. You are always free from illnesses or diseases.
100	Dragon Hide Jacket	Harry Potter CYOA	Abjuration	A jacket made of dragon-hide that reflects minor spells. Makes you look pretty cool. You'll grow into it.
100	Occlumency	Harry Potter CYOA	Abjuration	Mental defenses find it difficult to possess or penetrate into your mind. You have no tells, it is impossible for others to know if you're lying to them without evidence.
500	Nullification	Harry Potter CYOA	Abjuration	You can make someone's spell fail while casting or temporarily remove enchantments from objects or places. You must actively and purposefully decide to do so and must be able to see a magical object or an attempt at magic.
25	Comet 260	Harry Potter CYOA	Artifice	A flashy-looking but cheap broom. Functional.
25	Deluminator	Harry Potter CYOA	Artifice	A lighter-like object that can absorb light from light soures. Can redistribute those orbs of light.
50	Flask of Felix Felicis	Harry Potter CYOA	Artifice	A flask of liquid luck. Enough for 120 hours worth of use. Eveyrthing you attempt will be successful while in effect. Toxic if you drink too much in a short amoung of time, overreliance leads to recklessness.
50	Refilling Zonko's Bag	Harry Potter CYOA	Artifice	A bag of Zonko's Products that refills. Not much use, but good fun.
100	Nimbus 2000	Harry Potter CYOA	Artifice	A state of the art broom that won't be obselete for an entire year. You get permission to have a broom despite being first year.
200	Technomage	Harry Potter CYOA	Artifice	You have a knack of wielding technology and magic. You can easily jury-rig technology to work at Hogwarts. Your inventions could do considerable good for the magical world if they weren't such luddites.
300	Goblin Made Sword	Harry Potter CYOA	Artifice	An immensely sharp sword that imbibes that which makes it stronger.
300	Natural Potioneer	Harry Potter CYOA	Artifice	You have an intrinsic grasp of potion-making and will find both the technique, the principles, and the theory unusually easy to grasp. You are not likely to get any potion wrong regardless of the difficulty involved and you are likely to come up with innovative, better ways to produce potions.
300	Potion Reagents	Harry Potter CYOA	Artifice	A small case with compartments that has a replenishing store of potion reagents.
300	Wandlore	Harry Potter CYOA	Artifice	You have a great knowledge of wandlore and skill at wand-making. You can make decent wands out of imperfect woods and unconventional cores. You may use nearly any part of magical creatures as cores with varying success. Unconventional wands with powerfully magical cores are potentially powerful but erratic and extremely dangerous.
500	Time Turner	Harry Potter CYOA	Artifice	A device that allows the user to go back in time by up to five hours. Must not let your past-self see you.

100	Extended Moleskin Pouch	Harry Potter CYOA	Conjuration	A pouch that can only be opened by the owner. There is as much space in the inside as there needs to be. Opening is around 25 square inches.
100	Pet Owl	Harry Potter CYOA	Conjuration	A pet owl that carries your post.
200	Thestral	Harry Potter CYOA	Conjuration	A skeletal, reptilian winged horse-like being that can only be seen by those who have seen someone die. Extremely fast in the air and excellent sense of direction. Seems to know where places you want to go are. Loyal but spooky.
300	Pet Phoenix	Harry Potter CYOA	Conjuration	A pet phoenix. Able to carry immensely heavy loads, their tears have healing properties, and they make for highly faithful pets.
100	Dark Arts Cache	Harry Potter CYOA	Divination	A cache of 10 books of the Dark Arts. Each one restricted by Hogwarts and the Ministry. The contents are disturbing but interesting. There are some especially unpleasant curses in these books.
100	Sneakoscope	Harry Potter CYOA	Divination	A spinning top that alerts hte owner to untrustworthy behavior by whistling and spinning.
200	Legilimancy	Harry Potter CYOA	Divination	You are a naturally skilled legilimens. You know when you're being lied to and can easily probe the minds of others.
200	Marauder's Map	Harry Potter CYOA	Divination	A perfect copy of the Marauder's Map. A map with a detiled, dynamic layout of Hogwarts displaying the location of everyone in the grounds as well as various secret passageways.
200	Pensieve	Harry Potter CYOA	Divination	A device that allows the user to keep their memories and peruse them at their leisure.
400	Seer	Harry Potter CYOA	Divination	You are a true seer. You occasionally make correct prophecies regarding those around you, although you do not remember them at first. You can also make correct, useful predictions in your day to day life through divination. Real seers are highly prized and celebrated.
100	Memory Spell Specialist	Harry Potter CYOA	Enchantment	You have a gift fro memory charms allowing you to erase and replace memories with an almost preternatural skill once you learn the required spells.
300	Beastmaster	Harry Potter CYOA	Enchantment	Magical beasts seem to like you, will not hurt you unless provoked, and tend to vaguely follow your instructions.
500	Wand of Elder	Harry Potter CYOA	Evocation	A wand made of Elder with a Thestral hair core. It is simply more powerful than most wands and your magic will work a little better with it. While you can still be outclassed, it will give you a significant edge in a duel.
400	Invisibility Cloak	Harry Potter CYOA	Illusion	A perfect invisibility cloak like Harry's. Seems to have been made for a significantly larger person. Perhaps Ignotus Peverell made two.
400	Veela Blood	Harry Potter CYOA	Illusion	You have a veela grandparent. You are exceptionally attractive and may ocassionaly charm members of the opposite gender who will find themselves desperate to impress you. May be taken with Giant Blood.
200	Non-Verbal Speciality	Harry Potter CYOA	Metamagic	You have an uncanny, natural knack for silent spells. While most students wait until 6th year to do it, you can do it as easily as it would be to say aloud.
200	Parselmouth	Harry Potter CYOA	Metamagic	You have the rare gift of Parselmouth. As a Parseltongue, you can talk to and control snakes. Slytherin House and Dark Wizards will probably show you more respect.
600	Wandless Magic	Harry Potter CYOA	Metamagic	You have the natural ability to do spells without a wand. While slightly more difficult to learn spells in this manner, you need never worry about Expelliarmus or your wand getting destroyed again.
600	Horcrux	Harry Potter CYOA	Necromancy	An object imbued with part of your soul. You cannot be killed entirely unless it is destroyed. Mundane object of your choice.
25	Flask of Polyjuice	Harry Potter CYOA	Transmutation	A flask of polyjuice potion. Likely enough for 20 uses.
200	Animagus	Harry Potter CYOA	Transmutation	You are an Animagus, allowing you to turn into an animal at will. You may choose any non-magic animal as your alternate form.
400	Giant-Blood	Harry Potter CYOA	Transmutation	You have some giant blood in you. You are half-again as tall as you should be and proportionally broad. You are significantly stronger than a normal human and have tough skin which protects against minor physical and magical attacks.
400	Metamorphmagus	Harry Potter CYOA	Transmutation	You can choose your facial features, hair, and shape of your body as you wish at will.
600	Philosopher's Stone	Harry Potter CYOA	Transmutation	A stone that allows you to turn any metal into pure gold and produce the Elixir of Life, which grants indefinite lifespan to those who drink it regularly.
0	Basic Gear	Naruto Jump Chain	Artifice	Basic ninja gear, enough shuriken, smoke bombs, kunai, caltrops, explosive notes, ninja wire and other assorted gear to last you a while. Also includes three small re-usable storage scrolls.
50	Fuuinjutsu Kit	Naruto Jump Chain	Artifice	Basic equipment to start fiddling with sealing techniques. Has enough provisions to create 50 explosive notes. Their overall quality depends on yourskills to make them, though.
200	Chakra Weapon	Naruto Jump Chain	Artifice	A weapon made from a special metal which allows for easier infusion of chakra with various effects like highly increased sharpness with Wind chakra, or somewhat increased cutting power and numbness from the weapon's high-frequency vibrations with Lightning chakra. The weapon will be in whatever form you specify.
200	Chakra Weapon Infusion	Naruto Jump Chain	Artifice	Modify a weapon from a previous jump to make infusing it with chakra for effects identical to Chakra Weapon efficient, possible, and effective without damaging it.
300	Puppeteer	Naruto Jump Chain	Artifice	You're trained to use a puppet controlled by thin strings of your chakra in combat. With training you'll be able to use more complex puppets and perform more complex maneuvers with them, maybe eventually using multiple puppets at same time. Includes training to care for and repair your puppet, a battle puppet to use it on, and increased skill with designing and building mechanical things (such as ninja puppets). Puppets usually rely on mechanical weaponry, such as poisoned blades and nalpam to dish out the hurt. Particularly sturdy puppets can be used as shields and front line fighters instead though. The chakra strings used to control the puppets are constructs made from concentrated chakra so they can be seen with a naked eye, though a skilled user can suppress the chakra so that the strings become hard to see, or even invisible. They essentially act as an extension of the user which allows the manipulation of whatever is attached to their strings, such as hidden weaponry in a puppet as they please. They can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. Chakra can also be transferred via the strings, such as to activate techniques that the puppets can use. If you purchase this, you may select Sunagakure as your starting location for free, as the art of puppetry originates from there.
400	Chakra Armor	Naruto Jump Chain	Artifice	You have a set experimental chakra power armor. Powered by seals, this is a very durable suit of armor that can absorb enemy chakra from both genjustsu and ninjutsu, though it does have limits of how much it can drain at once, and also increases your physical abilities. It also come with a few built in tools: a deployable set of chakra wings mounted on the back, and a wire gun mounted in each wrist which can be used to swing in a manner reminiscent of spider man or bind your enemies. It's only down side is that if it receives too much damage it will explode. If you're wearing it at the time that can be very problematic. A seal master may well figure out how to recreate and improve this suit of armor.
400	Sword of the Seven Swordsmen	Naruto Jump Chain	Artifice	You have acquired a perfect copy one of the Seven Swords. All of the swords effectively function as a chakra weapon in addition to their other abilities. Be prepared for people to come after you in hopes of defeating you and claiming the Sword for themselves. Take the Hunted (Kirigakure) drawback.
600	Fuuinjutsu Progidy	Naruto Jump Chain	Artifice	You are one of the very few who are talented in the art of Fuinjutsu, an esoteric discipline combining all the complexities of calligraphy and physics. Despite the difficulty in learning fuinjutsu, skilled practitioners find it well worth it. Fuinjutsu, or sealing, is at it's most basic storing something with in something else through symbols to be released at another time. More advanced techniques still follow this same principle, but to great effect. Seal masters can seal away the elements, chakra, form summoning contracts, teleport, or even summon and bind souls using these principles. It's only downside is that this art is massively difficult to learn even for the talented, and will take years of intense study to master. You start off knowing how to make the two most basic of seals: The storage seal which allows you to store items in slips of paper much smaller than they are, and the explosive seal which is basically a few glyphs on a piece of paper the size of a greeting car that explodes like a small amount of plastique.
300	Summoning Scroll	Naruto Jump Chain	Conjuration	You have signed the summoning scroll of the animal of your choice. All the animals can speak, have basic ninja abilities, and most of them have a special ninjutsu that only they can use. The animals now has at least one member who is their 'boss' and is much more powerful than the rest. The animals you summon come in two basic categories one of which you must choose. The first category are the huge summons. As your summons age they grow much larger, some of them reaching a hundred meters tall. They are of course massively strong, and even their weaker techniques can do serious damage to entire towns. Their more powerful techniques can level them. The second type are the human like summons. They become anthropomorphic with a set of hands that may as well be human. While they aren't as strong as they giant summons they can go indoors, and are significantly faster over short distances. They are generally more useful for one on one combat, and can teach you more of their skills, beings they are more like humans. Whichever you choose, they can teach you a powerful set techniques called Senjutsu, though it will take some time to convince them to teach you this. By drawing in natural energy you become much faster, stronger, and ridiculously more durable. You also gain much better chakra control and some limited chakra sensing capabilities. The only drawback is that you can only hold so much natural energy at once and have to remain perfectly still to gather more. You may be able to get around this by fusing with some of your smaller summons or draining it out of others. You also take on at least a few physical traits of the animal you have a contract with. Someone who summons cats might have elliptical pupils in yellow irises for example. Which might be a drawback or bonus depending on your tastes. You should be aware, however, that the contract works both ways. The clan that you've formed a contract with can summon you as well. They might well summon you to their home to train you or give you a safe place to hide, but they may also summon you to help them fight their enemies as well. Though you can resist this as they can resist yours, it's doubtful doing so will endear them to you. Summoning requires a lot of chakra. The more powerful the being you wish to summon, the more chakra you must use to summon them. You may purchase this a second time at a discount two receive a summon contract with species that has members falling into both categories. You may only sign one summoning contract, unless you've bought the Rinnegan.
150	Crystal Ball	Naruto Jump Chain	Divination	This allows you to view any individual with whom you are familiar, regardless ofdistance.

300	Lost Hyuga	Naruto Jump Chain	Divination	You, somewhere in your ancestry, are linked to the Hyuga clan by a bastard. Your Byakugan will work identically, but you will not be taught anything of the Gentle Fist style. At least you won't have to deal with glorified slavery. Be careful to hide your eyes from the Hyuga clan, lest they try to kill you. If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.
300	Sensor Ninja Training	Naruto Jump Chain	Divination	You're capable of detecting other people through chakra. With enough training, you'll be able to tell who specific people are from miles away.
500	Pure Hyuga	Naruto Jump Chain	Divination	Konohagakure based. You possess the Byakugan, an eye-based Bloodline-Limit which, when activated, gives you a 359 degree field of vision, the ability to see through solid objects, view the chakra as well as the chakra circulatory system, to expel chakra through any tenketsu point in your body, and makes you extremely resistant to genjutsu. If you focus on your sight you may also see things as if your eyes were telescopic. You can also learn the Gentle Fist combat style, which focuses on attacking an enemy's tenketsu points to disable their use of chakra, directly damage their internal organs, and striking pressure points to disable limbs. For three hundred points you are born a branch member, and a slaves seal that can be used to cause you sever pain, or even outright kill you is inscribed upon your forehead. The main branch also keeps all the best techniques away from your filthy plebeian hands. For five hundred points you are a member of the head family, giving you access to the best techniques and a bunch of your family members as slaves. Of course, most of those 'docile' slaves hate you for it. Your irises are now a pale gray, almost indistinguishable from the sclera, and when you activate your byakugan the blood vessels leading to your eyes visibly bulge upon your face. If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.
400	Aburame	Naruto Jump Chain	Enchantment	Konohagakure based. You are a living nest of bugs called kikaichu. You can control the ones inside your body which have can do many things like tracking other kikaichu using pheromones, consuming a target's chakra, to poisoning others, destroying poisons with in yourself and others, and talk with different kind of bugs and insects. People are going to find you a little creepy, beings you have a bunch of beetles living inside of you.
400	Nara	Naruto Jump Chain	Enchantment	Konohagakure based. This clan is renown for it's lazy geniuses, and now you're one too. While your work ethic takes a serious hit, your intelligence is increased into the mesa genius range. In addition you gain the ability to manipulate your own shadow. You start out only knowing how to force people to copy your movements by linking your shadows, but you will be able learn how to strangle people with your shadow, stitch theirs to the ground so they can't move and more. They get along famously well with the Akimichi and Yamanaka clans.
400	Yamanaka	Naruto Jump Chain	Enchantment	Konohagakure based. A clan renown for it's prowess of invasive mental techniques. Joining this clan will at first merely give you the ability to posses a single enemy you manage to strike with a slow moving but invisible technique, while leaving your body unconscious and vulnerable. With time and effort though you'll be able to posses multiple people, read minds, and communicate telepathically with multiple people at once as if you were all in the same room. They get along famously well with Akimichi and Nara clans.
100	Melody Arm	Naruto Jump Chain	Evocation	An odd metal vambrace that can amplify and store the sound made by your arms moving through the air and some of the vibrations caused when the vambrace being struck. These vibrations can be released and controlled via chakra. You'll need to be up close and personal to cause damage with this but the vibrations can be used to give your foes a concussion or destabilize their balance by damaging their eardrums.
200	Boil Release	Naruto Jump Chain	Evocation	Kirigakure based. You gain the ability to create and manipulate deadly clouds of acid that looks like steam. It's difficult to control, but even the most durable of things will be quickly dissolved in a cloud of your acid.
200	Elemental Chakra Affinity	Naruto Jump Chain	Evocation	Most ninjutsu rely upon manipulating the elements, and you've discovered what element you're naturally inclined towards and have some basic training in using it. Further training will increase the power and efficiency of the techniques using your element. You can use techniques for affinities you aren't naturally inclined towards, but they'll be significantly weaker, less efficient, and the most powerful techniques will be beyond your grasp entirely.
200	Explosion Release	Naruto Jump Chain	Evocation	Iwagakure based. Your chakra gains explosive properties. There aren't many fancy applications for these explosions, but it raw power shouldn't be underestimated. You can also store your chakra in items to make them explosive.
200	Ice Release	Naruto Jump Chain	Evocation	Kirigakure based. This allows the user to create and manipulate ice with their chakra, forming it into various structures. Extremely resistant to fire-based attacks. Using it drops the surrounding temperature enough to cause snow to fall. Skilled users can jump inside of the ice they create.
200	Lava Release	Naruto Jump Chain	Evocation	Kirigakure based. You gain the ability to create and manipulate molten stone. The transference of heat is much higher than those fire release techniques, so touching it for even a split second will cause horrible burns. It will also keep around a lot longer than a fire release technique. Making solid forms of lava is also possible for an advanced user, though they won't be quite as durable as an earth technique anything living touched by them will regret it. Briefly.
200	Magnet Release	Naruto Jump Chain	Evocation	Sunagakure based. You gain the ability to manipulate ferrous metals infused with your chakra. High level users will be able to create and manipulate magnetic energy for just about any use you can think of.
200	Storm Release	Naruto Jump Chain	Evocation	Kumogakure based. You can shoot freaking lasers beams. Or more accurately, you can make electricity that flows like water, effectively making plasma that will dance to a skilled users whim.
400	Dust Release	Naruto Jump Chain	Evocation	Your chakra can create three dimensional shapes that expand and disintegrate things.
400	Wood Release	Naruto Jump Chain	Evocation	Konohagakure based. This allows you to create and manipulate well, wood. Your wood techniques combines all the strength and durability of earth with the fluidity of water. You can make wood tendrils to attack, bind, and even wield weaponry for you. The greatest wielders of wood release can drain and restrain chakra, even that of the nine great demons with their wood based techniques.
500	Raijin	Naruto Jump Chain	Evocation	Is this. . . a light saber? No, but it looks a lot like one. This is a hilt shaped like a Vajra that projects a blade of of solid lightning chakra. It can cut through most things, and blocking it with something made from metal is obviously not going to work very well. It can also help you generate and control additional lightning chakra. This weapon works the best in the hands of someone with a natural affinity towards lightning techniques.
600	Singular Reality	Naruto Jump Chain	Illusion	You won't be fooled, not by such petty tricks. You can barely tell when an illusion is taking place, and certainly can't be bothered to actually be affected by it. Genjutsu, lies, body language; you see the truth behind all of it.
100	Fine Control	Naruto Jump Chain	Metamagic	Using your chakra efficiently comes naturally to you. This effectively gives you more stamina as well as giving you a natural affinity at medical ninjutsu and genjutsu.
200	Nin/Tai/Gen/Bukijutsu Specialization	Naruto Jump Chain	Metamagic	You are particularly skilled and talented in an area of the ninja arts. You will start out knowing one basic technique for the category, and one dangerous, forbidden, and powerful technique from the category you select. The techniques you learn from this may be of up to A rank. In addition, you will learn things that fall under your category far more quickly, and all techniques from your category will be faster, stronger and more efficient. Can be taken once per category. **1. Taijutsu:** Hand to hand combat. With enough training, a taijutsu user might be able drive their boot through a foot of steel, and punch the air so fast and hard the air friction creates fire balls. 2**. Ninjutsu:** A broad range of techniques which utilize chakra and often hand seals to be effective. Varying greatly in purpose, with simpler ninjutsu such as transforming the user or allowing them to evade attacks. These techniques are often second-nature for experienced shinobi, who can use them at will. More complex ninjutsu manipulate one's surroundings or utilize the elements, respectively serving such tasks as healing others or manipulating nature transformations. With enough training a ninjutsu master may be able to wring the necessary element for their technique out of this air and then flatten a city block with it. 3**. Genjutsu:** Illusion techniques. While employed in the same fashion as ninjutsu in requiring chakra and hand seals, they differ in that the effects of genjutsu are illusory; instead of attacking the victim's body, like taijutsu, ninjutsu or bukijutsu, genjutsu techniques manipulate the flow of chakra in the victim's brain and cause a disruption in their senses. Most frequently used to create false images or to cause pain from trauma, though there are plenty of other uses. A genjutsu master might be able to cast an illusion with a single movement. **4. Bukijutsu:** Weapon techniques that cover the use of hand held weapons, whether the user be shinobi or samurai. Academy students are all taught the use of basic ninja weapons and tools like shuriken and kunai, learning how to wield them through target practice. With this you can become a true master of weaponry. Can be used in combination with all other weapons, chakra flow, fuin-, nin-, tai- and genjutsu to increase its effectiveness. A bukijutsu adept might well be able bounce shuriken off of each other in mid flight to hit different enemies who are completely out of sight or decapitate someone with a spoon.
600	Jutsu Mastery	Naruto Jump Chain	Metamagic	The vast majority of ninja require both hands to make the seals for their techniques, but not you. They also usually need to use far more hand seals than you. Now you can wield a sword in one hand, and throw a fireball with the other. Do one technique twice as fast, or two techniques at once! With this it's all possible. The major strength of this though, is you ability to layer multiple jutsu on top of one another. With the proper training you'll be able to create your own combination techniques, which are far more effective and powerful than the individual jutsu that went into making them.
300	Medical Ninjutsu Training	Naruto Jump Chain	Necromancy	You are enrolled in a medic-nin training class and know how to heal small cuts, stopping or at least slowing bleeding, and how to encourage natural healing to happen more quickly. You have also learned more mundane methods of healing. With practice even wounds that would be normally fatal can be healed in a few minuets. Includes training on poisons and antidotes. You're also quite proficient in controlling your chakra as this discipline heavily favors those with good chakra control.
0	Basic Ninja Training	Naruto Jump Chain	Origin	You know how to use kunai and shuriken, a basic taijutsu style, how to walk on any solid surface regardless of petty things like gravity, how to walk on water, create a non-physical illusion of yourself, and change places with a previously prepared log or another generic item to dodge attacks. You can also reinforce yourself with chakra, making you significantly faster, stronger and more difficult to hurt, and if you apply yourself, you will be able to keep up with Captain America. You also gain the ability to jump ludicrously far, on the order of dozens of meters. It's all topped off with some serious stealth skills too. As in keep yourself from being spotted while wearing a bright orange jumpsuit and defacing Mount Rushmore levels of stealth.

0	Rinnegan	Naruto Jump Chain	Origin	**Requires Senju, Uchiha, and Mangekyou Sharingan Perks.** The lineage of the Sage of Six Paths been reunited through you, and both of your bloodlines are enhanced. The gifts of the Senju are retained and increased with even larger chakra reserves, which are now equal to You Have Reserves, increased physical ability, and all of the basic elemental affinities though you haven't received training in any of them. Your Uchiha blood is enhanced by allowing you access to the Six Paths, though it will take you decades to master them all. When using any of these abilities your iris swallows your sclera, turns a color of your choosing, and becomes divided by five thin black rings surrounding your pupil. The Deva Path will grant you the ability to manipulate gravity. The more powerful the gravity manipulating technique you use the longer you will have to wait to use another without destroying yourself. The Asura Path Grants you the ability to create metal, summon any object that you've infused with your chakra, and temporarily give you two more sets of arms. By piercing something with your chakra infused metal, you can control it like a puppet. The living will likely be able to shrug this off. The Human Path allows you to read the minds of your defeated enemies by pulling their soul out of their body. This is always lethal. The Animal Path allows you to sign as many summoning contracts as you like and to use them without hand seals or blood, which normal summoners must use. It is also the only way to summon humans, though you'll still need some way of forming a summoning contract with them. The Preta Path allows you to create an invisible shield that absorbs chakra, including chakra already being used in techniques, and by touching someone you can directly drain their chakra as well. The Naraka path allows you call for the 'King of Hell' who has the ability to restore anything to a prior state, though it will take at least one day, and will preserve the memories of any living being that goes through the process. This ability can not be used to resurrect the dead. The 'King of Hell' also has the ability to force others to tell the answer your questions truthfully or die trying not to by grabbing their tongues. You may also force the 'King of Hell' to resurrect the dead- at the price of your life. You may only make use of one path at a time, though you can switch between them very rapidly. If you take Jutsu Mastery you may use two paths at once. When you are summoning, you only count it as using the necessary path while you're summoning it, not while it's summoned. You must take the Hunted drawback for all villages save your starting location if you purchase this, reflecting the legendary status of your bloodline, the fact that everybody wants it, and the fact they can't stand the thought of their competitors having it. You get a free S-Rank mentor who will protect you to the best of their potent abilities though they won't automatically take you on as an apprentice. This reflects the fact that your village is aware of your blood-line's status, is in fact very happy with the fact that you are a member of their village, and would like to keep it that way.
100	You Have Reserves	Naruto Jump Chain	Origin	All ninja can increase their reserves with training, but you've won the chakra lottery. Even now at the start of you journey some ninja with years or even decades of experience on you still have less chakra than you do naturally. This effectively enhances your stamina as well as letting you use more powerful ninjutsu than others. Other options increase you're chakra reserves, but You Have Reserves increases them by a much larger margin. Unless otherwise stated, any other choice that increases you chakra will give you one half the affects of You Have Reserves.
400	Mangekyou Sharingan	Naruto Jump Chain	Origin	Do you really desire power that badly? . . . It's your choice, but it will cost you something even more valuable than CP. To receive the Mangekyo Sharingan you must watch someone you truly love die. You must take the drawback Before My Eyes. . . to reflect this. The power you received from this terrible act is impressive, and there are some who would argue it's worth it. You have gained three abilities that are all very costly chakra wise, quickly exhausting your reserves. You will, of course, need training to use them effectively. The first is Susanoo, a giant, durable, but also unmaneuverable suit of transparent armor that surrounds you. It has a powerful blade and nigh invulnerable shield. This technique is vulnerable from techniques originating below it though, at least until you've fully mastered it. You may also select two of the following: Tsukuyomi, an genjutsu that forces one person you have made eye contact with to experience a world that is completely under your control for the equivalent of seventy-two hours over the course of a few seconds. It's victims tend to fall into a coma afterwords. Amterasu, a fire based ninjutsu of terrible power. You can bathe a target in chakra by glaring at them and ignite them in black flames of incredible temperature that will burn for seven days and nights. You will also receive Kagutsuchi, a technique that allows you to shape and manipulate the flames Amterasu creates. Using this causes the eye that cast it to bleed. Kamui, a space time ninjustsu that allows it's user to become intangible and teleport themselves and others. It does this by shifting the affected thing into a pocket dimension, and allowing the caster to remove them back into their original dimension as well to other locations of their choosing. It can be used at range as an attack, but it's very difficult to aim and requires set up. Things in Kamui's dimension are held in stasis, so storing people is possible. Kamui can be synced with other dimensions, but you won't be able to use this to travel to other settings until post spark. Kotoamatsukami, a subtle and powerful genjutsu that can be used to compel the target to follow a single command without them even realizing it's not of their own free will. While technically possible to resist, it's highly unlikely, but the wording of your order may be twisted against you. This technique requires you to make eye contact, and puts a great strain on you and may not be used more than once every twenty four hours. Kuraokami, a fire based ninjustu that absorbs and redistributes heat. You can cover a target in blue- white fox fire that quickly drains heat off from it, frequently leaving all it touches frozen solid and covered in frost. The stolen the heat is stored in your opposite eye, and can be released in a burning lance launched at what ever you're glaring at. The fox fire is easily blocked by solid objects, the lance, however, is another story. Or it is once you've absorbed enough heat. Kamimusubi, a genjustsu that inserts it's user into their victim's memory. The victim will believe the wielder to be an essential and irreplaceable part of their life, as well as their greatest ally that has always been there. You too have these memories, but you know that it is merely something created by your technique, the better to manipulate them with. They will also view everything you do in as positive of a light as possible. This technique overwrites their memories, replacing and suppressing their actual experiences. If they are part of an enemy organization they will believe themselves to be a plant within it. If dispelled their real memories will return, but the fake ones will persist as they've “experienced” them, so they're likely to have an existential crisis. This technique requires you to make eye contact, and puts a great strain on you and may not beused more than once every twenty four hours. When using any of these abilities, your eyes take on a unique windmill pattern. You may choose to have the windmill pattern be shown whenever your Sharingan is activated instead of it's standard appearance at will. Your eyes will not degrade with use, though the other sets usually do. They may not be awakened due to events before this jump takes place. The drawback reflects a new and painful trauma.
400	Pseudo-Jinchuuriki	Naruto Jump Chain	Origin	You have been infused with the power of one of the nine great demons. This increases your chakra reserves equivalent to You Have Reserves, increasing the rate at which you heal, and allows you to draw upon the energy stored within you. Drawing upon the demonic energy coats you in the malevolent chakra of the bijuu whose power has been siphoned into you, constantly damaging your body while making you far more difficult to hurt, vastly boosting your strength, and allows you to heal and move much faster. You can expect to laugh off a tank shell before closing and throwing the tank that had the temerity to fire it's cannon at you. It will take a lot of work to be able to hold back the innate blood-lust of your demonic energy; telling friend from foe will be all but impossible at first. Using any jutsu you know will be even more difficult still. This option gives you far more raw power than the Cursed Seal of Heaven, but is much more difficult to control. You must take the Out of Control drawback. Can't be taken with True Jinchuriki.
400	Uzumaki	Naruto Jump Chain	Origin	You are a member of the scattered and decimated Uzumaki clan, you are naturally inclined to fuinjutsu and sensory techniques and have an incredibly strong life force, giving you great endurance, longevity, and increased chakra reserves. With training, you might be able to create chakra chains from your body which you can manipulate at will. You may now change your hair color to red at no cost, reflecting your lineage. As this clan is nearly extinct, if you select this to bethe clan you've been born into only your immediate family is alive and well.
600	Senju	Naruto Jump Chain	Origin	Konohagakure based. You possess an almost supernatural life force, stamina and physical energy, and are a generally talented ninja. You gain a lesser form of the specialization in each and every ninja discipline and increased chakra reserves. As a bonus, if you start in Konoha you are considered the next best thing to royalty. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.
800	Uchiha	Naruto Jump Chain	Origin	Konohagakure based. You possess the Sharnigan in it's beginning stage, an eye based Bloodline-Limit that allows you to see chakra, gives you a photographic memory of anything you see with them, and alters your perception of time making things seem like they are moving much more slowly. Once your Sharingan has fully matured it will manifest to more abilities. The first is less well known around the elemental nations: the ability to cast your genjutsu through nothing more than eye contact. The second is the most famous: the ability to copy anything with somatic components you see the entirety of. Your copy ability will let you instantly learn whatever you see with your Sharingan, so long as it is a thing you could feasibly learn with training, but it will only be technical proficiency and you'll still need practice to truly master what you've seen. If this is purchased with the Hyuga blood-line, then you have may choose how both bloodlines aesthetically manifest. You must take the Angst drawback if you selected this with the Clan-Born discount, reflecting that all the other bearers of this bloodline were wiped out very recently, and you are one of three survivors. One of the survivors is the perpetrator who trapped you in a powerful illusion that forced you to experience your family's deaths again and again for three days. The other one was put through the same thing that you have been, and likely feels clingy and overprotective of you. You are considered to have immigrated or been kidnapped shortly after the Uchiha massacre if you start somewhere other than Konohagakure. When your Sharingan is activated your irises turn blood red and your pupil is surrounded by three tomoe. The tomoe spin increasingly quickly as you grow agitated. It's said that there is a way to increase the Sharingan's power, but it comes at a steep price. . .

1000	True Jinchuuriki	Naruto Jump Chain	Origin	Instead of having some of a Bijuu's chakra sealed with in you, you have the whole package. You now have a bijuu appropriate to your location sealed with in you. Alternatively you may roll a nine sided dice or pay 100 CP to choose. Either way you gain all the same benefits and drawbacks of a Psuedo-Jinchurki in addition to the specific abilities of your Bijju. As a Bijuu's number of tails increase so does the amount of raw chakra it contains. So your upper limits can blow a pseudo Jinchuriki's upper limit out of the water; be warned though. It will grow ever harder to control and after three tails worth of energy it starts to heavily damage you body. As you draw on the Bijju's chakra the abilities it grants you become more powerful. Once you've mastered using your Bijuu you can also create and fire tailed beast balls; vastly destructive techniques that can be charged to become even more powerful. Take the Hunted (Amegakure), Reviled, and Out of Control drawbacks. It's not impossible to come to terms with your Bijjuu, but it's not going to be easy. Expect it to take years. If you manage to do so you'll be able to use your Bijuu's chakra and abilities freely; they can even collect natural energy for you to use Sage techniques if you teach them how. You take the canon Jinchuriki's place, though that Jinchuriki is still around, they just don't have their bijuu. The exception is the nine tails. Can't be taken with Pseudo Jinchuriki.
50	Hoshigaki	Naruto Jump Chain	Transmutation	Your skin turns gray, you have gills, and can breathe underwater.
100	Chakra Enhancement Specialization	Naruto Jump Chain	Transmutation	Every Ninja enhances their body with chakra, but you have focused on a particular area to great effect. Other ninja compete with Captain America, but in at least one sphere of physical ability you blow him out of the water. The only problem is that it's a temporary and can be exhausting to use. You have two choices: Strength: You lift, bro. You lift a lot. Benching a SUV Is not out of the question. If you train hard enough you'll be able to then throw the fore mentioned SUV as a make shift projectile. Your durability is boosted to keep you from damaging yourself with your own strength. Speed: Are they holding still? Oh wait, it's not hem holding still, it's you not being slow. You can expect to move faster than most ground based vehicles if you put your nose to the grindstone. Your reflexes are boosted to keep up with your increased speed.
300	Akimichi	Naruto Jump Chain	Transmutation	Konohagakure based. You have great physical strength and ability to convert calories into chakra. The main combat ability of the Akimichi clan is increasing the size of their body parts to greatly increase their strength. With enough training you might be able to increase your strength without changing your size. Your family makes three medicinal pills that convert fat into vast reserves of power at the expense of your health. Taking the third pill is generally considered to be suicide. You are going to be pretty hefty, but as a bonus you'll know how to cook pretty well. They get along famously well with the Nara and Yamanka clans.
300	Inuzuka	Naruto Jump Chain	Transmutation	Konohagakure based. Expert trackers with enhanced senses, the Inuzuka live and work with their nindogs. They enhance their bodies and you powerful melee justsu, which affect both the human and their nindog partner at the same time. You may also temporarily fuse with your nindog, creating a giant Cerberus like monster that you jointly control. Yes, that takes a lot of team work. Your nindog will join you on your travels as a companion if you choose to move on.
400	Hozuki	Naruto Jump Chain	Transmutation	Kirigakure based. You can turn your body into a liquid form, but requires you to be hydrated at all times. You can fuse with surrounding water, though it is extremely tiring. Though it quickly drains your water and chakra reserves, you can also temporarily strengthen yourself far beyond your normal physical abilities. You are extremely vulnerable to Lightning jutsu, and when passed out, your body turns into a jelly-like substance.
400	Purified Seal of Heaven	Naruto Jump Chain	Transmutation	A seal born from Orochimaru's twisted research, the original that your seal is based off of is addictive and will makes it's user mentally unstable. But it also vastly increased the user's chakra levels and physical abilities with the use of natural energy. It also has a second level, further increasing your chakra levels, physical abilities, giving you a pair of wings, and changing your appearance. Your purified Seal of Heaven is not addictive, nor does it cause you to become unhinged, but retains the other abilities of the Cursed Seal of Heaven. On the down side it will also attract attention from Orochimaru, a dangerous and probably insane S-ranked rogue ninja from Konoha.
400	The Eight Gates	Naruto Jump Chain	Transmutation	The Eight Gates exist with in every human, regulating their body and chakra pool to keep them from tearing their own body apart. But you know how to open them. A forbidden technique that progressively damages the user's body while very temporarily, but very dramatically increasing their chakra pools and physical ability. Opening each gate will increase your abilities for about half a minute. Opening the first gate will leave you tired, opening four will leave you in need of a hospital stay, opening six will leave you in need of physical rehabilitation. Opening seven will make it hard for even the most powerful of ninja to keep up with you, but it will cripple you. Opening all eight of the gates will render you a virtual godling, but it will also kill you.
600	Kaguya	Naruto Jump Chain	Transmutation	Kirigakure based. You possess an abnormal skeletal structure making medical treatment somewhat difficult, and can manipulate it at will. Infusing your calcium with chakra, you can manipulate the growth and properties to your liking. This can render you effectively immune to all damage from kinetic energy by growing an armor of bone immediately beneath your skin. This also comes with some minor regenerating abilities. Selecting this allows you to turn your hair white. Bone white, at no cost. This clan is renowned for it's blood thirst, and was one of the first clans put to the sword in Kirigakure. Take the Hunted (Kirigakure) Drawback. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.
100	Raiment - Boosted	Generic MG	Abjuration	For 100 CP (even for Mahou Shoujo) the raiment will become actual armor, increasing your toughness while you are transformed. **(CG Note: Requires Raiment - Generic MG first.)**
150	Defensive Determinator	Generic MG	Abjuration	Yes, the tank is an important part of party composition. You tank via forcefields, which allows you to tank at a distance and tank even when your enemy is so rudely attacking someone else. You start with basic forcefields that you and your allies can move and attack through, while those you don't want to have free lines of fire and movement have to break them first. Put in time and practice, get out new forcefields and tricks. If you want to create defensive barriers to protect an environment, then this is a good start.
600	Anti-Magic	Generic Magical Girl	Abjuration	You can just shut down any magic less powerful than your own. Attacks vanish, curses break, animated statues stop moving, and spells in progress stop dead. If the source of the magic is stronger than you, you'll still manage to disrupt it a little, but you won't be able to break it completely unless it's a very delicate spell. Starts out weak, but as with other powers gains strength with practice. Tires you out a lot to use it, you can only manage this once a day at the start.
600	Juggernaut of Light	Generic MG	Abjuration	Stopping you is extremely difficult. Up to three times, you may keep going after being otherwise taken out of the fight. Magic depleted? Actually, your tank is suddenly full. Spine broken? Just pop it back in place. Decapitated? Well, it'll leave a scar, but that's fine. This takes a moment to kick in, with lethal blows taking several critical moments. Using a charge will, in addition to reversing whatever took you out of the fight, partly replenish your other combat resources. (Such as magical energy, physical and mental stamina, and health.)You can recover charges at one every week (if from nonlethal K. O. s) or one every year (if from lethal K. O. s). Charges used for nonlethal K. O. s will recover first. If you use a charge, you'll be exhausted the next day as your system recovers from the strain, but this has no long-term consequences. Charges also recover at the end of a Jump. (**CG Note: The remainder of this perk requires The Power of Friendship - Generic MG first.)**The Light In All Of Us (The Power Of Friendship)When your allies fall in battle, you can bring them back. Whether it's non-lethal or lethal, you can get them back in the fight, applying the effects of a charge of Juggernaut of Light on them without using up one of their own. It takes a moment for nonlethal K. O. s and several moments for lethal K. O. s. In addition, your allies can also do this on their own, so if you get downed they can get you up. You maintain awareness of the battlefield even while "K. O. ed," and if you want, you can delay using Juggernaut of Light to let your allies get you back up.
600	Magical Purification Blast	Generic Magical Girl	Abjuration	Purge the evil and/or mind control from your enemies with a massive burst. Turn enemies into allies! Purge possessing demons! Turn sentient concentrations of evil into a bad memory! Make sure you only use it to end the whole fight, because it will wear you out so badly you'll usually pass out and sleep in late the next morning the first time you use it, but that bad guy definitely won't be bad anymore. With a lot of practice, you'll be able to stay awake after using it, but it will still wear you out.
600	That Did Not Happen	Generic Magical Girl	Abjuration	With a supreme effort of will on your part, you can use your power to prevent the damage caused by battles with the forces of evil – by locking the battle into a barrier field where the damage won't affect the outside world. Once you've defeated the enemy, you can release your barrier and the world will revert to what it was before. Normal people will be sealed outside the barrier, and won't notice anything going on inside, but people with magical abilities or powers may be able to walk right into it, suddenly finding themselves in the middle of a war zone. Also, be careful - if you lose the fight, your barrier will collapse, and all of the damage will suddenly appear in the real world. Typical barriers start out around the size of a football field, but with practice you can probably get them to cover a square mile or more.
0	Armaments	Generic MG	Artifice	For most girls, this is a simple scepter or wand. But different girls are different people with different weapons. Some might have swords, some might use some might just have brass knuckles integrated into their raiment. Take up to as many power packages have been purchased. You can import any of your personal weapons into your armaments, and can later import armaments into future weapons. Armaments can be materialized to hand while transformed. Materializing a weapon will also repair it, though that will cost a small amount of magical energy.
100	Armaments - Boosted	Generic MG	Artifice	For 100 CP your armaments can boost one of your power packages at a time, and you can switch between them at will. **(CG Note: Requires base Armaments - Generic MG firs**t.)
100	Communicators	Generic Magical Girl	Artifice	Be able to discreetly contact your allies at any time with your magical communicators. They communicate on a secure magical channel, so they have essentially unlimited range and can't be intercepted or eavesdropped on unless someone's leaning over your shoulder. You get one for you, and one for every ally or companion you take.
100	Magical weapon	Generic Magical Girl	Artifice	An enchanted weapon of some sort, which lets you hurt even magical enemies who ignore normal weapons. Will never need sharpening or get rusty. Ranged weapons like bows and guns will still have limited ammunition/arrows, but you'll be fully restocked when you transform the next time. As an added benefit, you don't have to cart it around town in your backpack, because it vanishes when not in your magical form, and always reappears with you when you transform. If you took Always On Duty, you'll be able to make it appear and vanish at will, and ammunition will restock after about an hour.
200	Item of Power	Generic Magical Girl	Artifice	You've got some kind of item which allows you to create short term magical effects like illusions, summoning magical beasts, or gaining skills you normally wouldn't have. You can also lend it to your allies to use, but be careful, it can be stolen or lost, and used against you. Additional simple powers can be added to the item at half price for each power past the first one.

200	Weapon of Power	Generic Magical Girl	Artifice	This magical weapon has some additional powers, like being able to chop through concrete walls like butter, or parry incoming magical attacks. If it's a thrown weapon, it will always return to your hand afterwards, and ranged weapons like bows and guns will shoot magical blasts instead of arrows, so you never have to worry about running out of ammunition.
600	Gear Up to F*** That Noise	Generic MG	Artifice	Transformation trinkets are the backbone of a magical girl's combat abilities. And someone has to make and upgrade them. That someone is you, by the way. You know everything about the magical artifacts of this world. This isn't just rote knowledge of what to do, you have the experience and intuition like you personally have made all kinds of transformation trinkets. This leads into you being able to innovate and improve transformation trinkets well beyond what they can already do, if you put in the time and effort. In addition, you can combine other kinds of magic besides this world's into personal equipment you make (not just transformation trinkets.) Though you don't gain any extra experience, using aspects from another magical system shouldn't take you more than twice as long as normal. Finally, you can create transformation trinkets that awaken magic in the user, even to those that have no innate talent or potential for it. Users awakened this way will be completely dependent on the transformation trinket to start with, but after a decade of use will be able to use the magic on their own. More complex items will take more time, material, and resources to create. In addition, it will take roughly a decade before you can make transformation trinkets that grant a basic level of skill. (C**G Note: The remainder of this perk requires The Power of Friendship - Generic MG first.)**Intelligent Devices (The Power Of Friendship)What better friend is there in combat than a weapon? You can make sapient equipment, and the better you know the intended user, the better you can tune the new personality to work with the user. The more compatible the equipment is with the user, the more comfortable the user will be using it, and the less training they'll need for it. In addition, with a sufficiently compatible personality in the equipment, it will become bound to the user, constantly returning when needed and incapable of being destroyed while the user still lives. And if the user returns from death, so can their gear. The level of sapience is up to you to decide during the design stage. You may want an armor that only gives feelings of danger to allow the user to dodge better, or a staff that is not only a good magical focus, but a peer to the wizard that uses it.
100	Monster Sense	Generic Magical Girl	Divination	You can feel when a monster or evil magical source is nearby, and generally what direction it's in. Starts out very short ranged, but at least you'll realize the new ice-cream shop is a trap before you eat the sundae, instead of after your energy is already being drained. Eventually you'll be able to spot them from a mile away, but at first you'll need to be right in the trap before you notice the evil energy floating around.
200	Magical Detection And Ranging	Generic MG	Divination	The ability to detect magical phenomena is certainly useful for someone whose job depends on magic. You have a sense for magic, being able to detect heavy usage (like, say, a fight or a bunch of attacks) of magic at long range (across town, roughly) and being able to tell the magical power levels of others at close range.
300	Prophetic Visions	Generic Magical Girl	Divination	When a new enemy arrives or major attack is going to take place, you'll have a vision telling you at least some of what to expect. You'll be caught by surprise a lot less because of it, but sometimes it may just be a false alarm brought on by too much spicy food and the scary movie marathon at that slumber party.
300	See the Truth	Generic Magical Girl	Divination	Sometimes the bad guys hide themselves or their bases behind illusions, making it hard to spot them. This power lets you see through those disguises – at first it won't be very strong, only letting you notice that there's something off about that wall, or that stranger in the crowd looks a bit blurry, but eventually you'll be seeing through their illusions as though they weren't even there. A word of warning though – stronger opponents make stronger illusions, so if you want to see through the enemy leader's disguise, or even notice it, you'll need a lot of practice at this.
600	Target Analysis	Generic Magical Girl	Divination	You know just from looking at them, what an enemy's strengths, weaknesses, and powers are, and how much health and energy they have left. You might just "know" it, or you might see pop-up health bars and stat readouts, but whatever it is, it's a massive tactical advantage when you realize that the dread Youma Lord you're facing is deathly allergic to shellfish and peanuts, or that the evil robot's fuel hose is exposed. Major fights will go faster because you know how to really hurt your enemies, and what tactics aren't worth trying.
150	Crowd Control	Generic MG	Enchantment	While this won't take someone out of the fight for good, sometimes you need some space to breathe. This package includes a variety of methods for making people stay still or go over there. Zones of force, magical manacles, slowing spells, it's mostly there. You can figure out new tricks for this with time and practice.
200	Mercenary Retainer	Generic MG	Enchantment	A contract entitling you to use the services of a dark mercenary corporation. It appears you have a credit with this company, letting you use them a fair amount without needing to pay. Or, this is an agreement with your superiors to let you borrow some muscle. You can request a dozen armed human mercs, or six "weak" monsters, for use in your schemes. The troops aren' t elite, but they are professional. If any of them die while carrying out your orders, you'll have to wait a week before requesting more firepower.
200	Mercenary Retainer - Boosted	Generic MG	Enchantment	If purchased twice, you have access to a team of up to 36 humans or half of that in weak monsters. **(CG Note: Requires base Mercenary Retainer - Generic MG first.)**
200	Summoning Specialist	Generic MG	Enchantment	Sometimes you just need backup. The summoner package allows for summoning or creating temporary allies. It starts at two allies just below your own power level, or a dozen weaker allies. At the start, you will have to micromanage them. Time and practice will raise the (absolute) power level of the summons, their numbers, and their ability to act independently.
300	Aggregate Impact Psychotherapy – AKA: Befriending	Generic Magical Girl	Enchantment	After an enemy has been beaten into the dirt, you can use your magical powers of friendship to cure them of their evil ways, and possibly even convince them to join your team!
100	Basic Elemental Zap	Generic Magical Girl	Evocation	This is your standard magical girl magical energy blast attack – follows whatever theme you and your team use, be it the classic elements, colors, fruit flavors, or something else. Starts out pretty weak, able to knock out a normal person, a low level mook, or break a window, but still weak enough that major enemies will be able to just swat it aside. Grows in power the more often you use it, but using it more than a few times in a fight will tire you out. Work at it enough, and you'll be knocking holes in brick walls when you want to.
200	Arcane Attacker	Generic MG	Evocation	Let's face it, shooting your enemy before they can punch you in the face sounds like more fun than getting punched in the face. You shoot bolts of magic, maybe from your hands, or maybe from a crossbow or bow. It doesn't exactly matter what you're using. You start off with a basic magic attack at range, and with time and practice can figure out new attacks and tricks to make your enemies lives unpleasant (and hopefully short.) The basic shot starts with the power of a rifle shot, an effective range of a couple blocks, and a fire rate of one every other second, on average.
200	Elemental Evocation	Generic MG	Evocation	Giving offense, defense, and crowd control in one package, you have the ability to manipulate and generate one element, like fire or metal. This starts with fairly basic manipulations - reshaping, splitting, merging - and a limited amount that can be generated or controlled -approximately a ball big enough to fit yourself in. Time and practice will allow for more complex manipulations, a broader category of what you can manipulate, and greater generation of your element. Still, your element will have one area (offense, defense, or crowd control) that is comparable to the dedicated package, with the other areas starting weaker.
100	Magical Disguise	Generic Magical Girl	Illusion	you've got a magical item which lets you cover yourself with an illusion to look like someone else. Useful for sneaking into places you shouldn't be, but be careful not to bump anyone or talk too much, as it's a visual illusion only.
100	Masquerade	Generic MG	Illusion	A filter added to your transformation that makes it impossible for anyone to connect your transformed and untransformed appearances unless they actually see you transform, or you tell them.
400	Creepy Moth On Your Window	Generic MG	Illusion	You are a master infiltrator. Not only does this cover short-term infiltration, but also long-term infiltration. Acting, knowing how to lie, and a few other topics that form the basis of infiltration operations. You could become a respected member of a magical girl's support team if you put in the time. This also allows you to cloak your power, either making it feel like a normal human or just making yourself feel weaker to those that can sense magical power. If you use power above the set power of your cloak, it won't work and your full power will be detectable for that time.
Free	Raiment	Generic Magical Girl	Illusion	The raiment of a magical girl is usually frilly, will probably have ribbons or a bow, and almost always has a skirt. (I suggest you follow my lead and at least wear shorts or something underneath. See?)While those might sound impractical to some Jumpers, especially those with more combat experience, don't worry: your raiment will never get caught in something, trip you up, or interfere with your movements. It'll even make sure your hair never does that either. In addition, the raiment is technically a form of armor, so you can import existing armors into and import the transformation trinket into other armors later.
50	Talent - Arcane Attacker	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Arcane Attacker - Generic MG first. Obviously.)**
50	Talent - Conniving Corrupter	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Conniving Corrupter - Generic MG first. Obviously.)**
50	Talent - Crowd Control	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Defensive Determinator - Generic MG first. Obviously.)**
50	Talent - Defensive Determinator	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Defensive Determinator - Generic MG first. Obviously.)**

50	Talent - Elemental Evocation	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Conniving Corrupter - Generic MG first. Obviously.)**
50	Talent - Healing Hands	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Healing Hands- Generic MG first. Obviously.)**
50	Talent - Melee Master	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Melee Master - Generic MG first. Obviously.)**
50	Talent - Summoning Specialist	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Summoning Specialist- Generic MG first. Obviously.)**
300	Conniving Corruptor	Generic MG	Metamagic	Rather than going for a direct approach, you go for the sneaky approach. This package covers destruction of magical effects, as well as hostile manipulation of magical effects. Turn a summon against its creator, or just cause a forcefield to fall apart. Put in the time and practice and be able to pick magical locks, or spoof the identification systems on artifacts. With decades of practice towards one goal, you could alter the type of energy someone has or alter the way their mind works.
400	Exposition Truck	Generic MG	Metamagic	Bringing a magical girl up to speed on the monsters she's about to fight is tricky. Fortunately, you can condense infodumps by a factor of a dozen, somehow conveying all that information into a mind much faster than the brain can handle. In addition, you know pretty much all of your faction's history. Even the bits lost to time. Even the incidents buried under countless lies. Even the facts that couldn't have written down because the person who knew them was killed right after they learned them. All included. Make sure your magical girl is never caught off guard. This doesn't give you enough detailed knowledge about all of your enemies' abilities unless your faction was able to figure them all out. It doesn't give details of lost technology or lost magics either. It would let you know that such things are possible, though it would be up to you to figure them out again.
500	The Power Of Friendship	Generic MG	Metamagic	The power of friendship is strong. Not only do you simply gain strength from your allies being on the battlefield, you also gain strength from each other's emotions. The stronger you feel about your fight, the greater the boost to your abilities, and the less you tire in battle. Your friends and allies also benefit from them, for what is the Power of Friendship but something that can be shared? Not only will the boost automatically be mirrored to your allies on the battlefield, but you can also permanently gift a copy of this to any of your friends and allies. While there is no upper limit to the boost, it fades once battle ends. If you have not yet reached the limit of your power, you may keep a small fraction of this boost as a permanent gain. This also acts as a training booster, increasing gains in power and technique, when you train with friends. This is the capstone booster, extending the power of the 600 CP perks for each origin by unlocking special subperks if those perks are purchased. Sharing the Power of Friendship will not unlock those subperks, though.
150	Healing Hands	Generic MG	Necromancy	Let's face it: you are going to get beat up here. Same goes for your friends. The basic powers of this package are healing injuries, and with time and practice you'll quickly master healing illness, and eventually get to reversing curses.
400	Everything Is Gonna Happy	Generic MG	Necromancy	There is no point at which things are so bad you can no longer fix them. No one is too far gone for your redemption, though they must accept it. No one is too dead for you to heal or resurrect, though you have to take the time to heal them all the way up. No curse can resist your purification in the end.
100	Lucky Charm	Generic Magical Girl	Origin	Most people have some kind of lucky charm like a rabbit foot, or a lucky coin that they think gives them good luck. Yours actually works, because it's real magic – you can use this even when not transformed, and since it's so lucky, it won't accidentally be lost or stolen, even if you live in the slums.
200	Silver Millennium Lining	Generic MG	Origin	Where others see unmitigated disaster, you see hope. You can find the good in any situation, the ray of light in darkness. You are more cheerful and harder to afflict with despair, sadness, or terror. In addition, regardless of what kind of mental afflictions you do have, you can always overcome them and make a full recovery given time.
0	Physical Enhancement	Generic MG	Transmutation	Magical girls have to be fit. But when a monster is bearing down on you on your first night, that's a bit late to hit the gym. Fortunately, your power includes some basic enhancements. Muscles a dozen times as powerful, capable of letting you lift cars without hurting yourself, tossing people through walls, and running across rooftops. A full-body reinforcement by the same factor, protecting you from your new strength, as well as making most enemy attacks into lighter punches. Not completely ignorable, but you'll take a good beating without going down. Enhancements to balance and reflexes, as well as some acrobatics training settled into your mind so you can use your new abilities to roofhop and stand on telephone poles without issue.
50	Work-Life Balance - Low Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 50 CP, you retain Physical Enhancement at all times. In addition, you also retain passive benefits from other alt-forms in all alt-forms.
100	Henshin	Generic MG	Transmutation	You gain two more forms at the start of this jump, for a total of three. One will be an ordinary human form (or at least easily disguised as such,) but the other two are obviously not human, and are related in some way. For example, a wolf and a puppy. The two nonhuman forms have boosted attributes in some way. For example, a tougher wolf form and a puppy form with boosted healing magic. At the start of future jumps, you may adjust your forms and boosts they provide.
100	Physical Boost	Generic Magical Girl	Transmutation	In your magical form, you're easily five times as fast and strong as a normal person your age and size, and can jump twenty feet in the air, and land without breaking your legs. You're also much more resistant to damage. If you focus your power, you can exceed even those limits, but doing so is tiring, so you should save it for emergencies.
100	Transformation Trinket	Generic MG	Transmutation	You know what this is. The amulet or whatever that a magical girl uses to transform. Although recent series have started turning the girls' phones into the transformation trinkets. Weird. Most magical girls have a different appearance when transformed, but there are plenty of examples where the "transformation" is just an outfit change and instant hairstyling. Uses this once transforms you into your magical girl form. Using it again transforms you back. For most girls this also enables them to use their powers (see the Powers section and Work-Life Balance).
100	Work-Life Balance - Mid Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 100 CP, you can use your active powers even while not transformed, but they are harder to control and weaker. This also applies to powers that would otherwise be locked to other alt-forms.
200	Form of the Monster	Generic MG	Transmutation	This isn't a form, but a super mode for whatever form you currently have. You grow bulkier, more fearsome, and possess a more intimidating presence. Your clothes follow suit. In this form your enemies lose their nerves and confidence in your presence. In addition, your strength increases by half again from activating this form. You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.
200	Form of the Queen	Generic MG	Transmutation	This isn't a form, but a super mode for whatever form you currently have. You grow taller, more regal, and more commanding in presence. Your clothes follow suit. In this form your allies gain clarity of thought and strength of will from your presence. In addition, your strength increases by half again from activating this form. You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.
200	Form of the Toy	Generic MG	Transmutation	Let's face it, if you have to assist your magical girl while in school and you're some small cute animal, you're probably going to run into trouble from the rules. This makes you smaller, cuter, and completely unremarkable. If you activate this mode while as a human, you'll wind up as a child. If you activate it in an animal form, you'll wind up as a smaller version or potentially looking like a plush toy. But this mode does make you magically and physically weaker, so if you need to fight you should probably drop this.
200	Melee Master	Generic MG	Transmutation	You are a martial artist of some sort. Whether that be through a sword, staff, nunchucks, or some other weapon, you get up close and personal with your opponent before beating the stuffing out of them (potentially literally.)Or maybe you follow the path of Hibiki Tachibana, Kokoro Aichi, and Subaru Nakajima and just CAST FIST. Either way. You gain proficiency in one martial art, as appropriate for your weapon. Not true mastery, but that will come with time and practice. You also receive a bit of experience in a few related styles, just so you have a few options if your normal moves aren't working out. This package also doubles your strength and triples your toughness when active, because you are going to be getting hit quite a bit when you go to zero range. At this level, it takes rifle rounds or similar to leave bruises, and your blows hit like a car crash.
200	Work-Life Balance - High Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 200 CP, there is no difference between your transformed and untransformed state, except for your appearance. And there is no difference between your alt-forms, except appearance.
200	Bottle of Enchanting	Generic Minecraft	Artifice	This strange bottle seems to be full of a green-yellow fluid-gas. This bottle is actually full of XP orbs which are used for enchanting and for powering certain enchantments on objects. This bottle can be used to convert various mystical energies into XP Orbs and vice versa without any loss of energy and can store an infinite amount of the Orbs.
400	Enchantment Mastery	Generic Minecraft	Artifice	Normally, enchanting is an. . . abstract practice at the best of times and completely up to the whims of fate at the worst here. However with this knowledge you have been granted and this Perk, you're able to streamline the process, removing ambiguity and chance from the equation so you're able to choose exactly what you wish to enchant. Also you're unlimited on how much you can enhance a given object with enchanting. . . as long as you can pay the price in Magic or lifeforce, or whatever you're using to enchant the item.

400	Minecraft	Generic Minecraft	Artifice	I mean, this is a rather obvious pun isn't it. Purchasing this Perk grants you the ability to Mine and Craft much, much better. As in you can gather resources at twice the speed, quantity and quality of resource gathered and craft with twice the item's quality and speed. This Perk also applies to any operations you oversee to do the above and is also the Capstone Booster for this Jump.
400	Portable Portal Space	Generic Minecraft	Conjuration	Wait, how did you get this? Well, regardless, you've somehow managed to get a portal. . . without a portal frame. This portaless portal takes the form of a square panel of purple magic that can transport things to a set dimension where you've scouted the location for the other side. You can produce as many of these as you wish.
600	Wholesome Knowledge	Generic Minecraft	Metamagic	Sometimes when dabbling in the arcane or in esoteric technology, there might be certain consequences that are perhaps unwanted for. Yet they can themselves be the necessary price paid to access even more power. With this Perk you can avoid paying such prices and harness the true power of the arcane and technology. Mind-bending effects that would cause you to see things that aren't there and generally become less sane are nullified while any info that could be garnered from such states are written down in a notebook in your pocket. Thus you can be assured that no matter what happens in your quest for knowledge, you'll remain whole and sane while reaping all the rewards that might be locked behind anyway. **(CG Note: The remainder of this Perk requires Minecraft - Generic Minecraft first.)--(Capstone Boosted)** With such deep knowledge, it becomes possible for you to harmoniously merge various facets of reality together into a whole. Whether that be merging magic and tech, or combining different technologies together to create a new whole, You'll be able to do it if you just put your mind to it. And remove any anti-synergies in the process.
400	Totem of Undying	Generic Minecraft	Necromancy	This dark artefact will save you from death once, if it is in your possession upon taking a fatal blow. Once taken, this artefact will break, healing you up to fill and will not return until 10 years has passed or the start of a new Jump, whichever comes first.
0	Weapon Materialisation	Genshin Impact	Artifice	One ability that is not talked about much, yet is worth taking note of, is the ability for those with Visions to store their weapons away in a flash of light. With a simple flick of their wrist, they are able to materialise and dematerialise their chosen weapon away in the blink of an eye. This is not something that all Vision users are proficient in though, a certain red ranger occasionally leaving her bow at home. As a wielder of a Vision yourself, this is an ability that you too share. You can summon and de-summon your 'main' weapon away at your leisure. Should you wish, you can change which weapon that you are able to summon.
100	Enhancement Ore	Genshin Impact	Artifice	Legend has it that this refined ingot contains the memories of battles past. It is not known how or why, but weapons are able to absorb this special ore and become stronger for it. It is even said that the weapons that benefit from these memories naturally become sentient. Whether that is true is yet to be seen, but one fact that has been proven time and again is that it does make the weapons better. You have received a dozen chunks of fine enhancement ore, as well as a steady supply of a dozen more each month.
100	Mora	Genshin Impact	Artifice	Mora is more than just a coin used to trade. Every single piece of mora was created by the Geo Archon, Morax, and as such every single piece contains some of his power. This power allows it to act as a catalyst for physical transformation. When paying for a potion to be made or a weapon to be forged, you aren't just paying for the service, you are supplying an ingredient. For 100CP you will gain a few thousand mora each month, enough for a family to live on comfortably.
100	Plaustrite Chunk	Genshin Impact	Artifice	A mysterious floating type of elemental rock that is much enjoyed by the denizens of Liyue and is a key part of their lantern rites. Some old ruin guards use them for flight, and when buried in the ground the ore may give rise to Bloatty Floatty plants. You have received a rather large boulder of the stuff, about the size of a cart in fact. By itself this would let you float a good amount of things, but with a slow and steady supply of more such rocks, perhaps you will be able to match the floating Jade Chamber in years to come.
200	Adeptal Speed	Genshin Impact	Artifice	Adeptal energy, like elemental energy, can be captured. It can be stored. Within this little vial is a small amount of a specific type of adeptal energy. This particular type of energy is used specifically for creating the structures found within the Adepti pocket realms. Where without it might take hours or even days for the structure to form out of the requisite material, this vial can be used to finish the task almost instantaneously. In future jumps, you will find it has a similar sort of effect when used on other structures being constructed via magical means. You have received half a dozen of these vials, each only usable for one structure. Should you run out, you will receive a new lot within a month.
200	Alchemist's Assistant	Genshin Impact	Artifice	Alchemy is an ancient art. Entire branches have been created and then lost to the annals of time. But when its secrets are cracked, you will find the ability to shape the world itself at your fingertips. Most simply know it as the art that lets people glue stuff together, but something like that is merely the beginning. With a few key ingredients and a touch of magic, you can do wonders. Albedo, famed alchemist of Mondstadt, is proficient in the art of Khemia, a branch of alchemy focused on the creation of life. His assistant, Sucrose, focuses instead on the modification of existing life. The powerful skeletal dragon Durin, equal to the Anemo Archon, was said to be the product of such life alchemy. You are knowledgeable in a branch of alchemy of your own choosing, whether this be the study of life, or of another discipline.
200	Crystallization Of Power	Genshin Impact	Artifice	These are the crystallised teardrops of a great elemental being, one that in days past might very well have fought toe-to-toe with the gods. Contained within these tears are an incredible amount of pure elemental energy, of a type matching that of the spirit it came from. What exactly that type is, is up to you. This would be a rare and incredibly valuable prize for any able to handle the energy within, enough to power an instrument of the Archons.
200	Mora - Boosted	Genshin Impact	Artifice	For 200 extra CP, however, you can add two zeros on to that number. Now you would be playing in the big leagues, alongside the likes of Childe and Ningguang. The kind of people who could throw around money without caring about expenditure. **(CG Note: Requires base Mora - Genshin Impact first.)**
400	A Focused Vision	Genshin Impact	Artifice	A Vision is used to channel magic, but this does not mean that that magic can't then be channelled into something else. You have a strong talent for infusing your tools with the magic that you wield. In the right hands, this can be used to terrifying effect. As the Yuheng of the Liyue Qixing likes to think; even a hairpin can be turned into a dagger of unmatched sharpness once charged with Electro, capable of cutting through wood and bone and rock. The type of magic you channel will obviously have slightly different effects. Geo is naturally going to have a notably different use than Pyro.
400	Divine Artifact	Genshin Impact	Artifice	The gods of this world might not have relied on artifacts but that does not mean they did not have them. Whether it be from your own godly making or from finding it in one of the hidden resting places for a fallen god, you have acquired your own artifact. The Goddess of Salt had a chalice of never ending salt and a ruler that could summon forth a tide of salt from the ground. The God of Anemo had a lyre filled with great amounts of Anemo power. You have something of this ilk. By itself it wouldn't change the world, yet it is still the artifact of a god and as such has power beyond most mortal ken.
400	Favoured Weapon	Genshin Impact	Artifice	A good weapon is a strong force multiplier. If you could cleave through trees with a normal steel sword, then imagine the havoc you could wreak with one that was capable of cleaving through stone when wielded by normal mortals, let alone one imbued with its own power. These kinds of weapons are the type that appears once every few decades or even lifetimes, but those lifetimes add up. You have acquired your very own legendary weapon, the kind used by heroes of eras past. Incomparably sharp, incredibly sturdy, and filled with elemental power, this weapon puts you in good stead for the journey ahead.
400	Magical Coagulation	Genshin Impact	Artifice	You will find that areas of abundant elemental power will start to spontaneously create elemental lifeforms in this world. Most often this will take the form of some kind of elemental slime, though can take other forms such as small crystal butterflies or the towering Hypostasis cubes. When hunted down and harvested, these creatures will often leave behind crystallised fragments of the very magic that formed them. Hilichurls like to use the slimes for many purposes in their day to day lives, from crafting shields out of Dendro slimes to keeping food cold with Cryo slimes. As you go to other worlds, that little aspect of Teyvat will follow you. In areas of high energy density near you, if you so choose, the magic in the air may start to coalesce into magical lifeforms.
600	Living Weapon	Genshin Impact	Artifice	That which is not living will not grow. That which is not living may accumulate power, but it will ever be constrained. Made from the remains of a long dead dragon that once did battle with the gods, and infused with the leftover life force of its heart, this weapon could truly be considered to be alive. The form this weapon will take is up to you, be it a spear, sword, bow, or something else of the like. This weapon has formed a connection with its wielder, with you, and so it grows in strength alongside you. As you grow stronger, you will find its form growing sturdier, its edge more keen. This is a weapon you can keep beside you no matter how far you go.
200	Fruits Of The Forest	Genshin Impact	Conjuration	There are many different ingredients and materials in this world that you are unlikely to find in any other. With professions such as alchemy relying on these very things, it would be remiss if you didn't have access to those items later. As and when you wish, you may enter into this moderately sized space filled with lush plant life and creatures in a variety of environments. In many ways this space would appear similar to that of a pocket realm or domain. Every few days any plants or animals that have been harvested will reappear, though rarer species such as regisvines and the like will take longer. In future worlds, you can add other species to the space by simply bringing them inside.
200	Mountain Of Rock	Genshin Impact	Conjuration	A blacksmith is worthless if they don't have any ore to work with. Teyvat is home to many kinds of ores. Some ores are mundane, while some are far less so. You have gained access to a space containing a rather large mountain. Dotted around, on, and inside the mountain is a veritable cornucopia of ores waiting to be mined. From common iron and white iron ores, to crystal chunks and jadeite deposits, to even the rare starsilver and electro crystals, they all can be found in varying amounts. Any ore harvested will reappear in a week or so. When you enter new jumps in the future, new mountains will appear. Unique ores can be added to those mountains by simply bringing some raw samples inside the space.
400	Chamber Atop The Clouds	Genshin Impact	Conjuration	This work of art is something you might expect to see in the realm of an adepti, certainly not in the real world. Almost as if it wishes to meet Celestia among the clouds, this great structure hovers far above the ground. The original Jade Chamber was an iconic sight in Liyue, built over decades by the hard work of Ningguang. As such, one can imagine the staggering cost it took to build. Arrays below and around the base of this structure allows it to travel through the air at quite a respectable pace. This particular structure comes with a Guizhong Ballista, a weapon originally devised by the God of Dust but capable of great destruction when wielded with the right knowledge and power.

400	Ley Line Sapling	Genshin Impact	Conjuration	The Irminsul is a rare species of special silver-white tree. The roots of these trees form the very leylines that encompass the world. It is said that the truly ancient specimens of this species can grow miles high. Through the roots of these trees flows elemental power and the memories of the past. These roots can then form Ley Line Blossoms on the surface in response to a person's powerful desires. If the roots are revitalised, the blossoms can then produce items from the solidified memories within themselves that in some way fulfil the want of the one who restored them. You have received one such tree, to place in the world, and future worlds, where you see fit. While small for now, it may grow to great heights in the future.
400	Serenitea Pot	Genshin Impact	Conjuration	While the materials required to construct a pocket realm are rare and expensive in the current Teyvat, you don't have to worry about all that. You have already been given a perfectly serviceable one by the skilled Madam Ping. It may not be testing the very limits of this ability, but this pocket realm still contains a rather massive space within. Easily enough for a town or two to fit in. Both the inside and outside of this pocket realm are up to you to decide, though unlike the former, the latter is far less malleable once set. Importantly, this specific teapot comes with its own Teapot spirit to help with the running of things. Once in a while, a travelling teapot merchant will pop in to sell their wares, usually in the form of some kind of blueprints you can use for your realm.
400	Sub-Space Creation	Genshin Impact	Conjuration	Long ago Rex Lapis 'illuminated' the adepti. He gifted them with the knowledge and ability of sub-space creation. To put it simply, this is the ability to create small, autonomous, pocket worlds. These realms are anchored to and inside physical objects, be it an innocuous door or a small teapot. Perhaps one of the adepti chose to pass this knowledge on to you, or maybe it was a gift from the Geo Archon himself, for you have also gained the knowledge of this skill. With the right materials and a bit of magic you can create your own pocket realms. They are only fake worlds, providing only a respite from the real one outside. But seeing as they are 'fake', the insides of the realms is entirely up to your whims. You could as easily make islands floating in the sky as you could a quaint bit of land on the ocean. The size of the realm depends on the anchor itself, as well as the materials used in its creation, but even a teapot could comfortably hold an entire hamlet inside of itself.
400	Teleportation Waypoints	Genshin Impact	Conjuration	To the denizens of Teyvat, the teleportation waypoints are a series of mysterious 'gimmicks', their purpose unclear. But to those in the know, they are a valuable array. A strange network of devices scattered around the world, allowing one to teleport between activated waypoints. These appear to be linked in some way to using the leylines of the land, though the exact mechanics are not fully understood. A network will appear in future worlds, allowing instant travel for those that know how to use them. Naturally they have to be activated to be used first. Along with this, you will gain several portable waypoints, which allow for temporary use of the network wherever you place them.
600	World Traveler	Genshin Impact	Conjuration	As a Jumper you are one who crosses the Celestial Atlas'. You hop from world to world, wander between universes. Some of that power has rubbed off on you, gifting you a modicum of control over your ability to travel between cosmos. You can find certain paths through the worlds that allow you to cross from the border of one to another. While the bridge between jumps is too great for you to cross by yourself, you will find that 'closer' worlds are still within the realms of your ability.
100	Elemental Sight	Genshin Impact	Divination	This is an ability that, while rare, is not unheard of in Teyvat. Those with this ability are able to see the world through the lens of elements, and detect the traces of the various elemental energies. The material world will turn more grey to your sights, while the various elemental energies will shine with their respective colours. Using this, one can track the movements of objects marked by the energies, or see the innate elemental properties an object may have.
100	Nirnama Detector	Genshin Impact	Divination	By all rights, this is a rather odd device created by Lisa using a selection of dangerous materials from Sumeru. Shaped like a simple monocle, or perhaps a pair of spectacles if you would prefer, this detector allows one to see the imaginary friends of those within its view. You may be surprised by the types of friends you see, and it is likely to give you some level of insight into their personality. But overall, this is more of a fun trinket than anything else.
200	Astrologist Of The Century	Genshin Impact	Divination	Authentic astrology is a rarely seen art. It is not a simple discipline to learn. One will use the stars and the heavens to seek answers about the world below. A mystic art whose roots set themselves in mysticism and the state of mind of the user: it is said by some that the more you use it for menial or trivial questions, the less effective you will find the art. A noted side effect of studying this magic that seeks the truth of the world is that a little bit of that magic rubs off on the user. Practitioners will instantly spot a lie, and some can tell other people's intentions with a mere glance. You studied under the same teacher that Mona did, and so could be called her sibling in learning.
200	Treasure Compass	Genshin Impact	Divination	Every Treasure Hoarder's dream would be to have one of these. It is a magical compass, constructed from rare and expensive resources. Rather than using any kind of magnetic field, the needle of this compass taps into the local ley lines in order to lead the user towards the nearest treasures. With so many treasure abound in this world, that needle will be almost guaranteed to be pointing to something. It is said that some adventurers vehemently dislike these devices.
100	Slime Bait	Genshin Impact	Enchantment	Distilled by an innovative new process from the corolla of mist flowers, this extract is a particularly potent mix. But the attention it attracts most is not of human variety. Slimes feed off of elemental particles to survive, and with such a strong source of it concentrated into one place, it is little wonder that they are drawn to it like moths to a lamp. Just sprinkling a small amount of it on the ground would immediately lead to these magic sensitive creatures springing out of the woodwork to investigate. In future jumps this would work as an incredible bait for any likewise mana-sensitive creatures. Don't use too much at once though, lest you find yourself swarmed in minutes.
600	Ceremony Of Corruption	Genshin Impact	Enchantment	The Abyss have had a long time to plan their war with the Archons. They have developed no end of tricks and traps to further their ends. They even went so far as to devise a ritual that would allow them to corrupt the minds of great spirits and old gods. This is what they had used on Dvalin, and what they had planned to use on Boreas. You have come into possession of a scroll detailing how to carry this ceremony out, as well as any items you might need to do so. While you will need to start the rite first, which is no easy feat against a god, once begun it would be near impossible for them to break free, barring outside interference. Once complete, you will find these once great beings much more. . . agreeable, to any cause you may have. How long the ceremony takes is entirely dependent on how strong the willpower of the victim.
200	Volatile Potions	Genshin Impact	Evocation	While those humans without Visions cannot control the elemental energies, they can still make use of items that contain them, with all that entails. The simplest of reactions is often the most violent one. Treasure Hunters will often make use of 'potions' that will explode when the vial they are in shatters, spreading the energy within to the immediate vicinity. When one combines this with the manner in which different elements can conflict, you will find a surprisingly effective weapon.
100	Fake Vision	Genshin Impact	Illusion	The Gods, and other mystical creatures of the land, do not need to use a Vision to use magic. However, this also means they do not have a Vision, which would be a conspicuous sight should they use their powers. As such, the Gods will occasionally make use of a fake vision. By all appearances it would look and feel identical. Yet it has no function other than to look real. For whatever reason, you have picked up your own. If you wish, in future jumps, this fake vision could change to suit the local equivalent, be it a wand, tome, or staff. It is a useful trinket for avoiding awkward questions.
100	Personal Touch	Genshin Impact	Metamagic	Some people have a look that is just so 'them'. A look that goes beyond mere clothes or hair style. Even their magic itself has shaped itself around them. Razor can summon the Wolf within him in the form of a beastly wolf phantom. Meanwhile Hu Tao, ever the director of the Funeral Parlor, can summon a fiery spirit to burn her foes. Like them, your own magics have been influenced just as much as they have influenced you. They will often take on a shape that just fits who you are. Not just the magic of Teyvat, but your other abilities can do this too.
100	Slice Of Life	Genshin Impact	Metamagic	Visions are blessings gifted by the gods to the mortals of Teyvat. But these blessings were not given simply so that men could wage war. Anything can be used as a weapon, but conversely any tool can be used for entertainment instead. You have a particular knack for figuring out uses of your otherwise dangerous abilities that are far more benign and focused on quality of life. Use fire for fireworks, ice for sculptures, or lightning for acrobatic feats. Bring a smile to those around you.
200	Elemental Reaction	Genshin Impact	Metamagic	When you entered into this world, a little of this world entered into you. It has left your abilities changed in a small but significant way; the phenomena of elemental reactions has permeated throughout the rest of your abilities. When utilising the elements with your powers they are liable to react in much the same way as in this world. If you were to mix the powers of fire and lightning, rather than just being shocked and burned, these two elements would react most explosively. Similarly, should you mix something like Ice and Water, you would find the freezing power of the ice magnifying manyfold. Who knows what reactions might be generated as you visit new worlds and gain command over entirely different elements?
400	Building Connections	Genshin Impact	Metamagic	Most beings in this world are limited to only a single element. The vast majority of users of elemental energy, be they human or spirit, can only use a single one. But this is not a set rule. Delusions can allow mortal men to wield more, and several gods as well as godlike spirits are known to be able to use two. Perhaps the most impressive is the Traveler from another world, who by all rights appears to be able to wield all of them. As a world traveler yourself, this is a trait you share: you are able to resonate with multiple elements with no negative consequences. In future jumps too, you will find that as long as you can find a strong source to resonate with, you will be able to wield the various supernatural energies that exist in those worlds even when most would be limited to just one.
400	Pure Magic	Genshin Impact	Metamagic	The magic of Teyvat is not something that needs dedicated teaching to learn to use. There are some arts that may require more knowledge to use proficiently, but simply wielding elemental power is an instinctive process. But even still, like with all things, there are some who are more talented, more adept at its use than others. You are one such person, to stand alongside the likes of Lisa or Albedo. Magic comes easily to you. Whatever magical path you walk, you will find it a simple and straight road. Perhaps this talent is one that pursues a less academic nature but rather one of pure power, akin to the likes of Beidou.
200	The Support	Genshin Impact	Necromancy	Who says that only the gentle elements can be used for healing? Each type of element has its ways of helping people, and you know this better than most. However destructive or shocking the elemental power you may be using, you will find that you can find ways of using it to help rather than hurt should you choose. Rather than use the power to tear down others, you are instead adept at using that same power to build up you and your allies. You could use the power of pyro to provide a healing warmth, or convert the biting cold of cryo into a soothing chill that fades the aches and pains.

400	Damnation Eternal	Genshin Impact	Necromancy	Some people's greatest wish is for them to gain eternal life; Immortality. Others though, they know it as a curse. Forced to watch as all they know and love ages and dies, while they keep on living. You have been cursed with this eternal life by the powers of Celestia. You are entirely unaging and substantially harder to kill. But even this has a limit. Not even the gods can escape death, so how could they fully deny it to others? That said, a death of natural causes is one that is barred to you. Only by blade or magic could your death come.
0	Vision	Genshin Impact	Origin	To be able to use the magic of this world, most need a Vision. This is a seemingly indestructible gem, a gift from the gods themselves. The Vision, or gods eye, appears like a coloured glass orb. It allows those it is gifted to to wield the elemental power of the god that granted it. It is only gained by those who have gained recognition of the Gods by their deeds or resolve. What is known only to the gods though is that every wielder of a Vision is one who can attain godhood and ascend to Celestia. Be careful though, your Vision can be taken from you or otherwise stolen, preventing you from using its power.
100	Inert Visions	Genshin Impact	Origin	When a Vision user dies, their Vision does not simply vanish with them. It becomes inert, losing the glow it once had. For most it would become a simple trinket, good for little other than decoration. However should someone 'worthy' pick up one of these Visions, they have a chance of reawakening it for themselves. You have collected several dead Visions. Seven in fact, one for each element. Each jump you will receive another seven, which you can distribute around to see if someone worthy awakens them.
200	Delusion	Genshin Impact	Origin	Where the Archon of Inazuma takes away Visions from their users, the Archon of Snezhnaya does almost the opposite. She has gifted the especially exemplary members of the Fatui with Delusions; artificial Visions that can be wielded by anyone. However, unlike Visions, Delusions can backfire to cause harm to their users. A small price to pay, some would argue, for an item that in some ways is even more powerful than a Vision. You have gained your own Delusion of an unspecified element. Perhaps you could try to replicate them. Some have noted that the faint scent of mist grass emanating from it implies that that is somehow used in its creation.
200	Innate Connection	Genshin Impact	Origin	Visions are what allow mortal men the ability to use the elemental powers of Teyvat. Yet despite this supposedly steadfast rule, there are those who are able to use this power without any kind of focus. The most obvious example of such a person would be the Traveler, though as a world traveler they are something of an anomaly. As a world traveler yourself, your nature allows you to use the power of Teyvat without the need of a focus. In other worlds and jumps too, you will find that you do not require some kind focus such as wand or staff to use your magic. It is simply part of who you are.
200	Steps In The Air	Genshin Impact	Origin	Some of the beings within this world have the ability to float. Spirits of the elements, abyss mages, and even the Traveler's trusty companion Paimon are able to walk through the air as if it were solid ground. Like these beings, you too have the ability to float. By expending your energy in a minute but steady flow, you can levitate off the ground and move about as fast as if you were on land. Doing this does drain your stamina in the same way walking or running the same distance would, but it will make navigating up rocky mountains and plains much easier.
400	Illumination	Genshin Impact	Origin	While humans use Visions to manipulate the mystical energies of the world, that is by no means the only way to manipulate magic. As the 'illuminated beasts' the adepti have a type of third eye that acts in much the same way as a Vision within their body. As these are not the gifts of the Archons, the power of this third eye is not so restricted in its usage. Often this means that the adeptal energy of the adepti each have their own unique effect, ranging from boosting the abilities of the body to generating shockwaves with each attack. Furthermore this energy is potent, such that ordinary mortals cannot withstand its power for long, both their body and soul feeling the strain. You have been illuminated too, opening your 'third eye' and gaining your own unique adeptal core.
400	Purification Power	Genshin Impact	Origin	When the Traveler awoke from their centuries long sleep, they soon encountered the corrupted form of Dvalin. It is because of this that a unique ability of the Traveler was discovered; the ability to purify corruptive, or corrupted objects. This is an ability that was even admired by the Anemo Archon himself. Like the Traveler, you are able to purify the poisonous and corruptive. It isn't even a conscious or hard act to do. Simple contact with you will quickly work to cleanse what has been corrupted. This has the added benefit of making you immune to corruptive forces and poisons.
600	Archon's Blessing	Genshin Impact	Origin	Vision's are gifts from the gods. This is a known fact of Teyvat. As a Jumper, your nature is closer to that of a god than a mortal. You might potentially even be one. As such you have become able to bless mortals yourself. Just as the Anemo Archon could bless people with the power of anemo, the Geo Archon and likewise other Archons being able to do the same with their respective elements, you are able to share one of your magics with those you choose. They will gain a focus akin to a Vision and will be able to use this power as long as they possess it on their person. This gift is not necessarily limited to the magic of Teyvat, and could be some other power provided it is one you possess.
400	Strong And Small	Genshin Impact	Transmutation	Sometimes big things come in little packages. The big thing in this case would be your physical strength. You are impressively strong for your size. Your elemental power acts to empower your body without any conscious effort. This isn't just at the level of being slightly stronger than normal; you could easily and comfortably lift entire carts filled with luggage with little strain. You may need an incredibly sturdy weapon otherwise they are unlikely to last long with the strength you are swinging them around.
600	Environmental Strength	Genshin Impact	Transmutation	The Hilichurls know your type as the Lawa, the top of the Hilichurl hierarchy. Their 'king' or ruler. After living for years in areas abundant with elemental energy, that same energy has permeated throughout their bones, muscles, and blood. This energy has mutated their bodies to make them bigger and stronger. Essentially becoming partially an elemental being, they are able to wield that magic through their body. Even teams of seasoned adventurers are hesitant to go near areas where a Lawachurl is known to roam. This is the potential you contain within yourself too, the ability to take in the power of the elements and become stronger for it. Should you be able to contain more than one element, who knows how strong you could become? It should be noted that this is not a fast process, and could take years to fully realise.
300	Timelessness	Golden Sky Stories	Abjuration	There are some things in life that don't change regardless of circumstance. A little town that remains rural despite the efforts of industrialization, a group of animal spirits that don't seem to vanish, even if people don't believe in them as much as they used to. You are timeless – in the sense that you don't age at the same pace as the rest of the world around you. The effects of temporal magic and shifts don't seem to affect you, as if you are detached from the same time frame that the magic would otherwise affect. Be wary – immortality isn't as wonderful as it may seem, especially if the rest of the world continues to age around you.
600	Rejection of the Supernatural	Golden Sky Stories	Abjuration	There's a difference between seeing the paranormal and accepting the paranormal, and for some people, they would much rather forget the paranormal once seen rather than accept it as a part of reality. Perhaps you are amongst these people – an individual who would rather have peace and quiet than ghosts and magic. At will, you can manifest your wilful ignorance into a field around you, and both magical and supernatural phenomena will occur at a distinctively reduced frequency – if it occurs at all. Don't want ghosts haunting your house? Just pop that field up and banish them away. Granted, this ability won't work as well in a world where magic or supernatural entities are a norm – but at least it does afford you a substantial level of magic resistance!
50	Magatama	Golden Sky Stories	Artifice	A comma shaped stone that looks to be rather worthless on the surface. Humans consider them as a sort of collector's item, but for spiritual creatures it acts as a sort of currency. You could trade it in for a good sum of money regardless of whether it is to a human or a Henge, but gathered in large quantities, they have a strange effect of amplifying holy magic. That being said, it would seem that there are certain parties who might be interested in these relics. . . Each purchase nets you a sum of 50.
50	Magic Dorayaki	Golden Sky Stories	Artifice	Dorayaki is a special type of sponge cake, made with a red bean paste filling inside. A notable favourite of kids, foxes, and a special blue cat robot, this bag of dorayaki comes with a sizable amount of cakes inside; still warm from the oven regardless of how long you've left it alone. I did say it was magical didn't I? Should you finish it, and there should be enough inside to feed several people, you'll find that the bag will refill after a day or so.
100	Amezaiku Crafting Anthology	Golden SKy Stories	Artifice	Amezaiku is typically viewed as more of an art form than an expression of culinary ability, though kids might argue that there is no shortage of the latter. Essentially the art of moulding candy into specific shapes, like animals or symbols, this crafting practice originally had religious implications, but has since become an artistic demonstration. This book teaches you this craft, and as you get more practice you'll be able to craft them more proficiently. With sufficient magic, you might even be able to awaken the spirit within them – and bring these living taffy sculptures to life.
100	AN OFFERING PEDESTAL	Golden Sky Stories	Artifice	Well, it's not really accurate to call it a pedestal – it's more of a small collections box on top of a pedestal, but you will find that over time, as you build more connections with people, you'll find little gifts and trinkets left inside the box. Generally, the items left behind will reflect the individual who came by, and while the items are generally of little monetary worth, having them will reflect the strength of your bond with them. In times of duress, having such memorabilia can help take away the stress. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	Hachikou Statue	Golden Sky Stories	Artifice	A statue dedicated to a dog which displayed legendary dedication to its deceased owner, this statue once bought, seems to appear in inconspicuous locations everywhere you go. Though its legend seems to bend slightly from locale to locale, one fact holds true – should you ever be in a tight pinch, the statue will animate and come to your aid.
100	Teru Teru Bouzu	Golden Sky Stories	Artifice	In the past, farmers used these dolls as weather charms, in hopes that they would act as wards against bad weather. With the passage of time, this set of dolls has adopted a spirit of their own, and though their magic still isn't too powerful, they can indeed ward off storms, rain, and all sorts of bad weather away from your location without much effort. In places with heavy concentrations of magic, you might even swear that you saw the dolls move. . .
300	Munechika's Legacy to Future Smiths	Golden Sky Stories	Artifice	These are the notes of one Munechika Sanjou – one of the blacksmiths who forged the five swords under heaven – blades of renown in this land. Though his notes are rather tattered and sparse, they still possess a wealth of information for any aspiring blacksmith. Any piece you create is far more likely to become a recognized masterpiece, and should you inscribe a signature onto a piece, you can weave an ability into the weapon to empower them. Any who read these notes can perform such a task, but the quality of their work will be dependent on their own skill.

300	Techniques to Doguu Making	Golden Sky Stories	Artifice	The majority of these clay figurines are ancient, detailing animals or small humanoids, and to date, it's still unclear why they were made in the first place. This short primer teaches one how to faithfully reproduce these artefacts, even with modern materials. However, with a bit of extra magic, you'll be able to bring them to life – though this is where the primer seems to become a bit unclear. Doguu and Haniwa are distinctly different objects – though they may be visually similar in some cases. The primer goes to indicate however that these doguu you create can serve the same function as a haniwa would, acting as a container for the souls of the dead. In time, you'll be able to animate the figurine and bring back fragments of the dead soul as well. . . I'm not so sure they would be happy to find themselves stuck in a clay figurine, and that's assuming that the Doguu captures their soul intact. You may alternatively choose to insert a soul into the figurine, though it is best if you have some expertise in manipulating souls and spirits before you do so.
50	A PLACE OF WONDER	Golden Sky Stories	Conjuration	As a Henge, without having to worry about hiding your appearance, your Domain allows you to concentrate on building a connection with others. Granted, it won't be often that a human or another Henge actually intrudes on your Domain – but you could invite them in temporarily of course. So long as they remain within your Domain, it becomes much easier to bond with them and the same goes for your companions as well. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
50	Natural Domain	Golden Sky Stories	Conjuration	As a Henge, you'll likely find yourself living out in the wild for the most part, and chances are you'll have to look for a place to set up camp. You can go and see if the humans are willing to lend you shelter of course, but I can also help you out by allocating you a section of the domain around town, a place for you to rest easy at night. Just don't expect it to be much larger than an apartment suite – you're sharing the forest with other Henge too! Though. . . to think of it, it's really strange to describe your domain as an apartment suite. Should you eventually depart, you should decide for yourself how this follows you.
50	Natural Elements	Golden Sky Stories	Conjuration	In places overflowing with nature, it's said that sometimes, the lines between the "modern world" and the "spiritual world" blurs a little, resulting in strange supernatural locales. Choosing an element of nature, you can exemplify this element beyond its limitations in the "modern world". A river of stars that only appears above your domain, a sprawling forest of bamboo that blocks out the sky; it's up to you to decide what element suits you best. Each time you take this, you can choose a new element (Though it does have to be something natural), and the size of your domain grows by half. For each 100 CP you place into this, you'll also find that natural animals will show up, appropriate to the element you've chosen – and with time, these little critters may also become Henge as well. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	SHIMENAWA	Golden Sky Stories	Conjuration	Often used in conjunction with Torii gates, the Shimenawa binds your territory with sacred rope, acting to repel off evil spirits and supernatural individuals alike. On top of that however, should you take a length of Shimenawa and bind it around an object – say a tree or a rock – in time spirits will inhabit that object. Perhaps you could use it as a way to gather the souls of the dead? Thankfully, using the Shimenawa like this will allow the removed section to replace itself over time. When both the Torii and Shimenawa are combined, the Shimenawa will actively restrain those who would bear ill will against you even if they manage to cross the boundaries of your domain. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	TORII GATE	Golden Sky Stories	Conjuration	A marker to divide the outside world away from your domain, the Torii gate exists to clearly identify that this is your domain – and as such it actively repels mundane folks, preventing people from accidentally wandering in. A helpful defense mechanism for those who would prefer to be left in peace, by inscribing a name on a Torii gate, you can utilize the gate's magic to bless the individual in question. Naturally, the blessing improves one's luck. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	Tourou Nagashi	Golden Sky Stories	Conjuration	Lanterns serve as guideposts for lost souls and lost folk alike. Illuminating pathways both mundane and supernatural, for some, lanterns illuminate the pathway towards another world. With this, you'll be able to conjure forth stone lanterns, which will serve both as a static guide marker for individuals at night – and also serves as a guide marker for spirits and souls alike. In places without a netherworld for spirits to pass on to, the lanterns will still calm undead beasts and spirits – it can also serve as a holding place for them.
200	Jichinsai「地鎮祭」	Golden Sky Stories	Conjuration	The Jichinsai is a human ritual to call the guardian spirit into the area – but the humans never realize that the guardian spirit was probably there all along. As a guardian spirit, you can claim a territory as your own, up to the size of a small village. This is your domain to protect, and once you decide on one, you can't change it until a substantial amount of time has passed. Within your domain, your rate of recovery for all matters such as health or magic improves dramatically, and you gain the respect of those who enter the domain. However, that isn't the point of being a guardian spirit – you defend this area, and as such, it will flourish under your stewardship. For as long as you mark a domain as yours and protect it, all life will grow vibrantly within it.
400	Guardian of the Earth	Golden Sky Stories	Conjuration	As the name suggests, you are the guardian of a very specific domain – but this part you already knew. Embracing your role as a guardian, your abilities have improved to reflect your resolve. So long as you remain within the general vicinity of your domain, you can freely adopt the body of any animal within and utilize them as both a mouthpiece and a means of observation. That being said, as a guardian spirit, your body and spirit are more attuned to the domain than others. When the domain thrives, so will you, and vice versa. As a consequence of this, you'll age slower than the mortals around you.
100	AURA OF ACUITY	Golden Sky Stories	Divination	Wild animals often seem to have keener senses – perhaps a survival instinct that domesticated animals don't seem to have. Not saying you're an animal – well. . . that wouldn't be inaccurate, but within the space of your Domain, all of your senses are similarly sharpened. Furthermore due to your familiarity with the surroundings, if any changes occur in the surroundings, you' ll be aware of it – even if it's just a stray human wandering close by. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	Ethereal Sight	Golden Sky Stories	Divination	Caught up in the rigors of life, most people don't see the beauty and oddities in the world around them. Your eyes however, can peer one layer deeper into the world around you, allowing you to perceive both life force and emotions of sentient creatures about you.
400	An Eye for the Bizarre	Golden Sky Stories	Divination	In the modern world, technology has shed light upon many of mankind's mysteries even dating from long ago, but there are still some things that escape our understanding. Things that seem to lurk in the shadows, or just in the corner of our eyes – things that seem to happen when we have our heads turned – all of the things that usually go about unnoticed. You however, seem to have a knack not only for seeing these things, but also attracting them to you on occasion. Things that don't belong, things that would otherwise be hidden away, these don't escape your eyes. A talent that at first only manifests as an odd sensation when you notice something amiss will eventually become a trained skill to discern what is off. Naturally, this works on mundane people as well, and you'll be able to discern when there is something wrong with them.
400	The Miko's Art	Golden Sky Stories	Enchantment	Times have changed, and with it, norms have also changed. The Art of Mikos, once commonplace in this land, have now become a form of witchcraft that is no longer considered a norm. Still, it's a skill that might be useful for you when it comes to helping another. The art itself might not be commonplace anymore, but that doesn't mean there aren't spirits that plague people from time to time. As a Miko, one of your specialities lies in purging out these spirits, driving out the negative emotions dwelling inside a person. However, when it comes to wandering spirits and restless ghosts, you can also demonstrate a capacity to guide them into willing bodies and temporarily give them more than just a spectral form. If it is absolutely necessary – you can even form sacred boundaries to ward spirits away.
600	Hyakki Yagyou「百鬼夜行」	Golden Sky Stories	Enchantment	Some people might think that there can't be shadows without light, but you've seen first hand that one shadow can call forth another. With but a short ritual, you can call forth other Mononoke, their presence will henceforth be permanent in the area until they physically expire. Though typically they seem inclined to parade about, when the ritual stabilizes the Youkai called forth will typically settle in an area and guard it. The strength of these spirits is largely dependent on how much magic you would dedicate to them and thankfully, they're friendly with all of your allies as well. Just be wary that regardless of how strong they are, all conjured Mononoke are weaker in the daytime than they are at night. The ritual works best when conjuring other Youkai of the same type as you.
600	Hyakumonogatari Kaidankai「百物語怪談会」	Golden Sky Stories	Enchantment	There are times and places where the reality and folklore intertwine, and with a little pull, things that used to be tall tales can come to life. Working off of rumours and myths, this ritual can bring them forward – though you'll have to understand that they may not be as accurate to their mythical background as you might think. Though this ritual can be performed without a catalyst, to give your conjured spirits a permanent hold on their surroundings, you'll want to use a catalyst of a hundred candles. So long as at least one of the hundred candles remains lit, your field conjuring these mythical creatures will maintain itself. Should the creatures venture away from the field, be wary that they won't last very long.
50	Atmosphere	Golden Sky Stories	Illusion	Ever get the feeling when you wander into a specific section of the forest that you're not supposed to be there? Maybe a tingling sensation in your spine or the hair on the back of your neck rises? Well, you can inspire sensations like that in anyone who wanders into your domain. Of course, the effect is largely dependent on both visual elements as well as audial elements, so by taking this, you can expect some parts of your domain to shift in response. Fear isn't the only thing you can inspire of course, and depending on what feeling you want to inspire, you can expect different physical changes to your domain. You can take this multiple times for multiple sensations at once, but this might leave people very confused. Thankfully, the effect is selective, so you can choose who is affected. (CG Note: Requires Natural Domain - Golden Sky Stories first.)
200	AURA OF TRANQUILITY	Golden Sky Stories	Illusion	Your Domain should be a place where your mind can be at ease – a place where you can relax and unwind after a long day of helping out the people in the village. So long as you're inside your domain, your mind remains at ease regardless of what happens – this effect extends to individuals nearby. A clear, calm mind makes things easier to understand and interpret things easier – so long as you remain in your Domain, the effect of your spiritually related skills and abilities are improved significantly. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
200	Inconspicuous	Golden Sky Stories	Illusion	But standing out of the norm doesn't mean you have to be noticed for it. When you need to act under the cover of anonymity, you can selectively blend in to your surroundings – becoming so out of place that people simply ignore your existence. Your ability to control this works both ways, and with some expertise, you'll be able to slip yourself into conversations and major events without being noticed.

200	Noh Mask	Golden Sky Stories	Illusion	A set of masks depicting people of different ages, Kabuki actors commonly switch between these masks to depict themselves as different characters during a play. In such a fashion, a single actor may become multiple people, though this is really more of a testament to the actor's skill. When worn these masks will make others believe you are the individual depicted in the mask. This swap occurs seamlessly even if you put the mask on in front of people, but be wary that individuals with paranormal capabilities may be able to see through it. You may customize these masks accordingly, but be wary that the masks can be rather sensitive, so it is best that you leave it to an artist to make a proper modification – or it could lead to some rather peculiar situations if your artistic capacity happens to be. . . sub-par.
200	Taketori Monogatari	Golden Sky Stories	Metamagic	This old and tattered book illustrates a folk tale of a Lunar Princess who temporarily sought refuge on the Earth, and those who came in search of her hand. Though she would return to the moon in the end, she left a blessing to the man she had grown enamoured with during her stay. He would reject it in the end, but a fragment of the blessing still remains. Whoever reads this ancient tome will attain the blessings of the moon, and under moonlight, their natural capabilities improve dramatically, including their magic and their body's natural capacity to regenerate. One would wonder how different things might be had the Lunar Princess' lover chosen not to forsake his beloved's blessing. . .
200	Whittling Away the Time	Golden Sky Stories	Metamagic	Time seems to fly whenever you're having fun doesn't it? One moment it seems like you just started, and the next it's already over. To be honest, it seems that the older you get – or rather, the more experienced you get – the quicker everything seems to move along. For a brief period of time, you can accelerate any actions you are performing, whether it is casting a spell, or just reading a book. This extends to even group activities as well, affecting all of your allies involved.
100	Old Soul	Golden Sky Stories	Origin	Most guardian spirits have existed since long before the humans inhabited the land, and arguably, they're the original inhabitants even if the humans may claim otherwise. Spirits for mountains and rivers, spirits for forests and fields – all of them have had ample time to develop their spirituality. You're a bit of an odd case, while you're a bit newer than the other guardian spirits, you still benefit from a similar boost to your magic capabilities. In addition to this, whenever you travel to a new area, you'll be able to glean a little bit of information about it from the animals nearby. You could try talking to plants too, but you have to realize that plants generally don't give you very much information, being static as they are.
200	Blessing of the Spirits	Golden Sky Stories	Origin	Separated from all the stress and hardships of urban life, people often consider the rural lifestyle to be one "blessed" by nature. Without a doubt, these folks have their own sets of hardships to face, but sometimes a simpler life is indeed a blessed one. In any case, the rural villagers certainly appear to be more in tune with nature than other folks. You too, can adopt an aspect of Nature to request a blessing from. Be it the wind, the waters, or the sun or the moon, whatever aspect you adopt will serve as a primary element for you. All elemental magic or skills related to your aspect is enhanced, and you generally perform better when in the presence of your chosen aspect.
200	Stress Management	Golden Sky Stories	Origin	In modern society, there is constant talk about "converting your stress into productivity" and "managing your stress properly". Yet for all this talk, people seem to be growing more stressed on a whole. Well, you can do something about it – unlike other people, converting stress into a different form of energy is possible and while the conversion isn't perfect, under stressful situations you can replenish a portion of your other energy pools.
200	Uchide no Kozuchi	Golden Sky Stories	Transmutation	A mallet of fortune, whose original owner has been lost in the annals of folklore and mythology, this tool is believed to have once been in the hands of a fortune god. Strangely enough however, bearing it doesn't seem to make you feel any luckier. Instead, strange size manipulating magic has been woven into the hammer, and it seems that whatever this hits may grow twice its size, or shrink by half. This effect doesn't stack however, but you can freely shift the size within the range by tapping the target with the mallet again.
200	Dark Edge	Hyrule Warriors	Artifice	Just as Warriors of Light have their finely crafted armaments and Sorceresses have their magical relics, so too must the Forces of Darkness equip themselves for battle. Choose whatever weapon or object you like to receive a weaponized extension of your darkness resembling it. A spear, a ring, even a pair of objects that count as one like a sword and shield. The Dark Edge will become more durable based on the strength of your darkness. Your tool of choice has acceptable durability. More importantly, you may summon and dismiss the Dark Edge tool of choice as you like, doing so repairs it and allows you to recover it if disarmed. Break, overwork, throw or expend as many of your tool as you like, then simply draw a new one.
200	Greater Boomerang	Hyrule Warriors	Artifice	This appears to be a wooden boomerang with a red gem in the center of it. More than what it appears, when the Greater Boomerang is thrown it grows several times larger, spins extra furiously and duplicates itself twice over. The Greater Boomerang can be used to cut down enemies, though because of its magical nature it has a very tight flight path, quickly returning when thrown.
200	Magic Infused Object	Hyrule Warriors	Artifice	There's placing enchantments on something that exists, and then there are objects with magic woven in throughout their creation. Now you may have an item like this in your hands to defend yourself in the ongoing war. On purchase, choose an item, you gain a magical equivalent with properties relating to what it is. A harp could be played to manipulate magic easier than what you could do on your own, allowing the manipulation of multiple elements at one time. A branch from the Great Deku Tree could call upon fabricated nature spirits. A magical tome, each page dripping with mysticism, could literally be used to project its pages as deadly weapons. These are just a few examples of the tools and weapons allowed by this option.
200	The Smithy	Hyrule Warriors	Artifice	The Smithy is a structure resembling a standard, though well-funded, workshop for blacksmiths. On first glance, the facilities are impressive but nothing out of the ordinary. When you look in the back however, you'll find an old Hylian man next to an anvil with a hammer in hand. This man is the source of the Smithy's powers. Not only does he do fine work as a normal blacksmith, but he has the ability to actually fuse weapons of the same type into a new weapon. The new weapon can appear as either component weapon and will have the sum of its component's abilities, such as elemental affinities or variable enchantments. As for type, this only works when fusing similar weapons such as two swords, two hammers and such. The Smithy will be attached to your warehouse after leaving this Jump, though you will also gain the option to simply place it in the world at your discretion.
200	The Warrior's Tool	Hyrule Warriors	Artifice	The warriors of light cannot defeat monsters, spirits and evil conquerors with their bare hands. On purchase we'll give you something to swing. Choose whatever melee weapon you like within reason. Swords, maces, spears, greater variants of such things, whatever. You will receive a magical, masterwork version of the weapon you chose, which comes equipped with enchantments to sustain its condition and edge. It will also have a powerful elemental enchantment of whatever element you like, besides darkness.
400	Weapon Magic	Hyrule Warriors	Artifice	It isn't uncommon to find weapons imbued with magic in this world. Most everyone of importance you'll see has an armament that has some sort of special abilities, and those warriors will display those abilities splendidly no matter their magical talent. With this perk you are able to harness and enhance the magic power of enchanted weapons. What does that mean? Well it varies based on the magic of the weapon. A common example is a weapon with an elemental enchantment allowing for simplistic elemental magic based on the weapon. Weapons with less straightforward abilities may exhibit unique capabilities however. Gauntlets that strengthen the wearer may allow for heightened strength or transmission of that strength over an area, while generic magical enhancement may work to emphasize odd traits of the tool with this perk.
600	Arrows of Light	Hyrule Warriors	Artifice	Zelda used her light magic to permanently enchant the bow and arrows she gifted to Link in a future that may or may not come. Ancient sorcerers crafted the great magic ring that would become Wizzro. Now, so too can you bestow upon objects a form of permanent magic power. This is an enchantment style ability allowing the infusion of either innate magical power, such as Zelda's divine light, or learned magical power, such as Zant's twilight sorcery, into objects to permanently bestow new or heightened abilities. The most basic application is making weapons with an elemental affinity based on the Sorceress' own mastery of the element. This can allow more esoteric effects such as infusing some summoning magic into an item to be able to call it back to you at a whim. Objects can only handle so much power, and must be stripped down of their magic before they can be gifted with something new. Fortunately, you know how to do that too if you're itching to retool your favorite staff.
200	Greater Summoner	Hyrule Warriors	Conjuration	Summoning, the act of bringing forth something or someone from somewhere else. The most powerful being Cia who brought forth entire eras and armies, though more than a bit of an outlier considering her reliance on the Triforce and Gate of Souls for such feats. Summoning is arguably the most widespread of magic with members of every army having more than a few. Perhaps it's because it is so valuable in war that it's fostered among varying militaries. Summoning, to put it simply, is bringing something from somewhere else to where you are now. The larger and farther away the object, the harder it is to summon. The less familiar you are with an object, the harder it is to summon. Normal summoners within this war are used to summon reinforcements as a result, limited to bringing forth allies one at a time from nearby camps. You have a bit more skill in the art and can summon several allies at a time or call up objects as large as an elephant, and put them back too.
600	Great Fairy Fountain	Hyrule Warriors	Conjuration	The Great Fairy Fountain appears as a large, stone structure resembling a temple with a vaulted ceiling, magic circle on the floor, and a single, large room. Beyond the heavy double doors, in the back of the great room inside, is a pool of crystal clear water that sparkles in the light streaming through the stained-glass window behind it. By praying at the magic circle, you may summon a Great Fairy that lives invisibly within the sparkling waters. Request what you will of her, if she likes you she'll use her incredible magic to aid you in an incredible show of force, though only once a day. The Great Fairy could blow away a thousand enemies by dropping a gestalt of bombs, fabricate a copy of Hyrule's moon just to smash its nose into a dragon or conjure pumpkin soup into existence that could reinvigorate a god like Levias. Fairies are fickle however, so the exact way she helps might vary. The Great Fairy Fountain becomes a warehouse attachment post-jump, or may be placed as a structure within future worlds if desired.
100	Battlefield Communications	Hyrule Warriors	Divination	Everyone tends to gloss over how they can have conversations from two or more sides of the battlefield. Perhaps it's just magic, but either way it's damn useful. With this perk you can now establish short range communications across the area between yourself and allies. With this, you can talk to them as if they were right beside you and get constant status reports as they besiege a keep while you fight in the trenches. In addition to basic conversation, you and others connected by this perk's communications will also be able to tell the basic status of the others connected, allowing you to march to their aid even if they don't speak up for themselves.

400	Lens of Truth	Hyrule Warriors	Divination	A magical relic appearing as a purple mirror with red barbs sprouting from the top of its frame. It has an incredibly potent ability to dispel illusions by revealing the truth, allowing it to easily dispel even powerful illusions. Simply hold it up to what you believe is deceiving you. The Lens of Truth is also able to reveal other forms of deception, as it can make the invisible visible, or highlight camouflaged objects that blend in with everything else in their surroundings.
600	Gate of Souls	Hyrule Warriors	Divination	Like the anomaly found within this world, you too now have access to a kind of personal Gate of Souls. The Gate of Souls is a portal that connects to all of time, but it requires someone skilled with magic to truly pull on its potential. Someone with some skill can use the Gate of Souls to peer into the past whenever and wherever they please, watching whatever and learning whatever they can find while scrying. More powerful Sorcerers and Sorceresses however can do more than just look though. Those with great magical skill and power can use the Gate of Souls as a conduit for summoning objects, individuals and creatures from past eras into the current one. It was through this application that Cia was able to swell her army's ranks with monsters. Beyond the incredible abilities of even Cia, only made possible with something as powerful as the completed Triforce, the Gate of Souls can even be used as a gate for transporting entire places from past eras as they existed back then, with all they contain, and juxtaposing them over the current era.
400	Heart Attack	Hyrule Warriors	Enchantment	The corrupted sorceress Cia was able to draw on the darkness within Link's darkness to conjure copies of him, "Dark Link. " Just like her, you are able to sense and grab what lurks within the hearts of monster and man. This perk essentially allows you to sense darkness or light within someone's heart, whatever makes up the minority, and draw it out. Supplemented with your own magic, you are able to make temporary copies of an enemy made of their darkness or light and assault them with them. You are able to summon more as time goes on, but there are caveats. The dark/light clones are not truly permanent and although not insanely costly, they do take effort to sustain. Additionally, if your target is able to somehow eliminate the darkness or light within their heart, you will be unable to use this magical power on them, as there will be nothing to draw on.
400	Quirk of a Copy	Hyrule Warriors	Enchantment	Lana is the personified light that once existed within Cia, before Cia was completely overcome by darkness and that light was forced away. Because of her nature as a being born of emotion and magic rather than flesh, she has a strong ability. This perk gives you that ability as well. This allows you through magical power to divide your power into two or more equal copies. These parts are all equally you and yet not you. In this way, death will only truly come if all the versions of you are slain. This allows you to split up and run if you face certain death. That said, you will be unable to return to your full power until all versions of you have either fused back into one being, or there is only one of you left. If the other yous died to get to one remaining, your power will come back slowly, over time.
600	Friend of Fairies	Hyrule Warriors	Enchantment	Fairies, magical nature spirits that favor the light, though fickle and unorganized beings with no shared culture or civilization. The threat of their magic potentially supporting Zelda's armies was enough to have Cia begin hunting them at the dawn of the war. In this world, fairies can be roughly divided into two groups of beings. Normal fairies like Link's speaker Proxi resemble small girls that could fit in the palm of your hand, each with insect wings and a magnificent glow that makes them appear as balls of light to those not close enough. The other kind are Great Fairies, resembling giant red headed women with bizarre, revealing clothing and aquiline noses. Normal fairies live in the woods, while Great Fairies reside within fairy fountains and appear when prayed too. Now, they and any other nature spirit you may find just loves you. Outside of just not being tricked by the more mischievous ones, you'll often find them coming to see you and generally being friendly unless you go out of your way to upset them. This is great, since both types have powerful magic, with Great Fairies turning the tides of numerous battles in the war.
600	Lord of Darkness	Hyrule Warriors	Evocation	More than some run of the mill monster, your heart and soul are as black as the new moon's night. Just as Ganondorf's existence is itself a curse of dark hatred, there is no shred of light within you, you are just a being of darkness. On purchase, you become a being entirely composed of darkness, both metaphorical and conceptual darkness that is. Emotions or mentalities that shine with the purity of light such as mercy or loyalty are purged from your soul, preventing others from using such soft sentiments against you. You are like a walking black hole, your body and soul devouring any light attempting to purify you and crushing it into nothing, only the most divine of light acting as it should. More importantly though, is your ability to command the all-consuming darkness that makes up your form. Darkness crushes, it consumes, so casting it upon your attacks, your defenses, your equipment, so too will they borrow these properties of darkness. Everything is more likely to break and fracture after encountering your darkness, with light feeling it doubly so. (C**G Note: The rest of this perk requires Tempered by Light - Hyrule Warriors first.)**Purchasing both "Tempered by Light" and "Lord of Darkness" together will transform you into epitomized Twilight. A perfect balance of Light and Darkness with all that brings with it. Light and darkness, positivity and negativity, altruism and ambition, love and hate. You will be able to blend the light and dark powers you get from these perks into twilight energy, like a Twili Sorcerer.
100	Master of Disguise	Hyrule Warriors	Illusion	During the beginning of the war, Princess Zelda was forced away from her armies. To distract her enemies, she disguised herself before returning to her army. With this perk, you are able to put together extensive disguises before storing them away, just like magic, probably because it is. To put them away is as simple as putting them on. By focusing on which disguise you want and doing a little spin, you can immediately put on the outfit, accessories, makeup and whatever else was on you at the time while storing what you currently have.
200	Wraith Ring	Hyrule Warriors	Metamagic	Steeped in darkness, this is a cursed magic ring. While you wear it, it empowers whatever magic you cast, doubly so for dark aligned magical abilities, but that is not its true power. The Wraith Ring is most interesting when given away. After being cast into circulation, when a wielder of the magic ring's power dies the essence of their soul and emotions is absorbed. As bits and pieces of souls and emotions of deceased past wearers are absorbed over time, a gestalt of spiritual impressions will begin to form and may even become aware. Each bit and piece absorbed will somewhat empower the ring, which only further entices those who wish for it themselves.
50	Heart Container	Hyrule Warriors	Necromancy	An ornate piece that appears to be made by a gifted artisan, it looks like a heart made of red glass and golden filigree. Not just for show, the Heart Container is full of magic. On use, by resting it upon your chest, it permanently increases your health. This makes it harder for you to die from wounds that aren't immediately lethal, or blood loss, basically. You may give these to others for use, or purchase more for 50CP each
100	Poe Lantern	Hyrule Warriors	Necromancy	An ornate lantern stolen from a Big Poe. The lantern contains the Poe's Soul, and as a result the flames within will burn eternally with the fire light fueled by that soul. The evil soul within the lantern can also be used to project volatile balls of dark magic at enemies, though they're neither fast nor far reaching. Useful for lighting your way and as an improvised weapon.
400	Emperor of the Damned	Hyrule Warriors	Necromancy	A dark art wielded by Cia, a dark power shared by Ganondorf. Extensively used when he came into power to build his army, Ganondorf raised the dead to serve as the rank and file, every enemy slain only adding to his forces. You now have the ability to raise the dead, quite well actually. When it comes to expendable pawns like Stalchild, you can spawn entire platoons at a time. Greater under like Big Poe and Stalfas take more effort at first, only one or two at a time being possible. Who knows what will happen if left alone long enough, maybe you can build your own army. You are right now unable to raise anything more powerful than a Stalmaster, but just give it some time and then we'll see.
600	Tempered by Light	Hyrule Warriors	Necromancy	The conflict between good and evil, light and darkness, seems to wage without end. Still, few can say they are wholly aligned with one side or the other. Even the hero of legend must be tempered before he may eradicate the darkness within his soul. On purchase, you become a being wholly aligned with light, in both a metaphorical and conceptual sense. Emotions or mentalities steeped in darkness such as arrogance or hatred are purged from your soul, preventing others from using them against you. The corruptive influences of darkness gain no purchase on your mind, body or soul leaving you pure and pristine. Most importantly however, you gain the remarkable power of cleansing, purifying light. It is this light that keeps your soul pure, and it is this light that allows you to combat the darkness. The light may be harnessed in a variety of ways to imbue objects with darkness banishing properties, infuse attacks with the powers of light, or simply empower your body to allow you to move and act faster than you naturally could. You stand now as a paragon of the forces of light. (**CG Note: The rest of this perk requires Lord of Darkness - Hyrule Warriors first.)**Purchasing both "Tempered by Light" and "Lord of Darkness" together will transform you into epitomized Twilight. A perfect balance of Light and Darkness with all that brings with it. Light and darkness, positivity and negativity, altruism and ambition, love and hate. You will be able to blend the light and dark powers you get from these perks into twilight energy, like a Twili Sorcerer.
200	The Magic Touch	Hyrule Warriors	Origin	Magic is incredibly prevalent among the more powerful enemies and allies you'll meet during your stay. As an up and coming Sorcerer or Sorceress yourself, it'd be silly to be without it, now wouldn't it?The magic of this world is capable of quite a few things and feats. The most basic application is transforming magic into one of a few elements like light, darkness, fire, lightning or water as examples to combat enemies or for normal utility. Magic is also capable of enhancing objects or manipulating magical objects and things. This can be used to reinforce an object's toughness, animate things such as commanding the pages of a magic tome to fly out at your direction, willing magical relics to activate and work on command and so on. Lastly, magic is able to summon familiar objects or people from far away, as well as conjure objects out of thin air. Conjuration is quite difficult without intimate familiarity in what you're trying to fabricate however, more so if you want some form of permanence in it. Magic runs off of stamina and knowledge for the most part, with greater feats being more taxing. While the basic principles of magic are bundled into the Sorcerer/Sorceress origin, this perk allows you to leap ahead with your knowledge in elemental manipulation and master an element of your choice.
100	Cursed Shackle	Hyrule Warriors	Transmutation	A strange hunk of metal that looks nothing like a hair tie. You're going to be using it like a hair tie. When using this thing as a hair tie, your hair will swell in response, becoming so voluminous that the hunk of metal will stay in place. While wearing this thing that isn't a hair tie, you will be able to manipulate your hair as if it was an extra limb, and even lengthen/enlarge it several times over as desired. The application of magic can enhance the stated effects. You may optionally have your hair glow as well while wearing it.
100	Mystic Agility	Hyrule Warriors	Transmutation	From Lana who bounds across the battlefield to Zelda who appears to dance through her enemies, the magical ones of this world use magic to enable agility. Your body is naturally enhanced with magic that improves your agility, allowing you to more easily move with grace and speed. With this effect alone, you can move far faster, taking long leaps with each step and gliding back to the ground. Alternatively, by actively pushing magic into the ability you can levitate at running speeds like fairies or the evil wizard Wizzro, ignoring such things as rough terrain and hot ground.

300	Item Spirit	Hyrule Warriors	Transmutation	Wizzro, the evil sorcerer of Cia's dark armies. Fi, the spirit of the Master Sword from ages past. Ghirahim, an ancient demon general. These are people, yes, but the form you see them speaking in, fighting in, acting in, that is not their true form. On purchase, you may select a type of item of your choice, a sword, a ring, a harp, a bottle, nothing too complex. This object is in reality, your true form. You are the spirit of a magical object. Depending on the origin you picked, this object is either heavily empowered by light, pure magic, or darkness, with this nature spreading to the form you use to interact with the world. That other form resembles the race you selected, with an aesthetic influenced by the energy that empowers your true form. It is empowered as well, but less so. You are freely able to swap between these two forms, though not if your racial choice was taken as a drawback. Your true form is more than just a magically empowered object though. It has an ability relating to its form, like a sword being extra great at cutting, or a bottle being exceptional at sucking up and containing things. You are also able to manipulate in this form, though it's not as comfortable as your normal form.
600	Focus Spirit	Hyrule Warriors	Transmutation	For when your best just isn't good enough, for when you need to push past those limits for just a bit to tear down whatever's in front of you, there's this. It would be a common technique if this place was a game, but fortunately for you it isn't. This perk allows you to build up a reservoir of magical power within your body. At any time you desire, you can release that reservoir to enter an empowered state. This state will rapidly burn through your storied magic, but causes you to become excessively stronger, faster and magically empowered. This magical empowerment aids with casting magic a bit, but its primary purpose is mixing everything you do with the volatile burning magic. This causes whatever you're assaulting to deteriorate faster than just the beating it's receiving, allowing you to plow through enemy attempts to protect themselves. Alternatively, if a super mode isn't to your liking, you could draw on this reserve into a single attack. This release has the same magic burn quality, but amplified several times over since the internal reservoir will push everything it has into that instance of offense, as if popping like a balloon.
400	Nonbeliever	Jackie Chan Adventures	Abjuration	Magic is simply less effective when used against you. You become more capable of shrugging off subtle spells like mind control and surviving destructive magical attacks.
200	Research and Reagants	Jackie Chan Adventures	Artifice	You gain a large amount of well-perserved supplies that cover most basic spellcraft. It comes with a small library of occult knowledge, which can give guidance for actually performing magic.
200	Dragon Talisman	Jackie Chan Adventures	Evocation	Allows the wielder to unleash powerful blasts of fiery combustive energy from the talisman. It also grants some pyrokinesis and heat resistance.
200	Pig Talisman	Jackie Chan Adventures	Evocation	Grants you thermal vision and the ability to use laser-eye blasts.
300	Snake Talisman	Jackie Chan Adventures	Illusion	Grants the power of invisibility.
400	Name?	Jackie Chan Adventures	Illusion	You can prevent anyone from learning your name unless you expressly give it to them. People will inevitably come up with something else to call you. At your discretion, this can clear old records and make others forget your name upon taking this perk. This can effect old aliases if you choose.
100	We must do research!	Jackie Chan Adventures	Metamagic	You can dig up obscure facts, information, and even recipes for useful spells or potions when you put your mind to it. Lengthy research sessions will always provide usable results, though not always the results you expect.
600	Magic Must Defeat Magic	Jackie Chan Adventures	Metamagic	Your spells and supernatural abilities cannot be fought off by mundane methods. Only things that are supernatural in nature can stop them.
400	Horse Talisman	Jackie Chan Adventures	Necromancy	Grants the power of healing. When activated, it can immediately heal physical injuries or sickness, or even repair objects. It fixes magical ailemtns that damage health and relieves pain.
500	Sheep Talisman	Jackie Chan Adventures	Necromancy	Provides astral projection. In this form, the user can enter the dreams of others. A secondary power of this talisman is the ability to force others into an astral state. When you leave your body in spirit form, you can possess vacated bodies.
600	Dog Talisman	Jackie Chan Adventures	Necromancy	Provides immortality to the one that carries it - protecting them from any attacks that would outright kill them (but not the sensation of the injuries) and also giving a plenty of youthful energy.
200	Chi Wizard	Jackie Chan Adventures	Origin	You can choose to be either a young apprentice or an older master of chi wizardry. Either way, you will gain a peculiar fondness for tea and mungbean based foods. You often come across as bookish and eccentric. You gain: familiarity with spells and supernatural creatures; should you encounter something unusual, you have a library of information to draw on. You will be able to teach the use of chi magic to others, depending on how you are in the craft.
300	Ox Talisman	Jackie Chan Adventures	Transmutation	Grants super strength and durability.
300	Rabbit Talisman	Jackie Chan Adventures	Transmutation	This talisman grants the carrier with super speed. The carrier may also focus to grant super speed to other people or objects as long as they focus.
300	Rooster Talisman	Jackie Chan Adventures	Transmutation	Grants the wielder the power of levitation and telekinesis. When combined with the powers of the Rabbit Talisman, it can allow for supersonic flight.
400	Monkey Talisman	Jackie Chan Adventures	Transmutation	Allows you to change the shape of any person, animal, or object of your choosing into an animal of your choosing. You must say the name of the animal for the power to function. You can cancel the effect at will.
500	Rat Talisman	Jackie Chan Adventures	Transmutation	This powerful artifact allows you to grant life to inaminate objects. It gives animated objects the personalities, powers, and memories that were intended by the creator of the object. The talisman's power can only be used on one object at a time.
600	Tiger Talisman	Jackie Chan Adventures	Transmutation	When the talisman is split, allows you to split into two bodies. Your traits will be dispersed between the two different bodies, usual in polar opposites, so one half is unlikely to get along with the other. Some traits may seem amplified due to the absence of other qualities. It seems to balance the power of the other talismans.
100	Meditation	Justice League Dark	Abjuration	You know three dozen different ways to meditate, focus, or otherwise quiet the mind. Useful not only for magic, but for long-term mental health. Good to occasionally take time and decompress, y'know?
400	No Trap Can Hold Me	Justice League Dark	Abjuration	Well, not for long in any case. No situation is utterly hopeless for you, no prison inescapable, no magic too binding. Every minute your enemies leave you alive, torturing or gloating, is a gamble, and not one likely to pay off. This doesn't simply apply to physical prisons: trapped in another dimension or adrift at the end of time, there is always a way out and you will always be capable of finding it. Escape is simply a matter of when, not if.
100	A Good Blade	Justice League Dark	Artifice	A fine sword, forged by a master blacksmith and woven with enchantments, it is preternaturally sharp and durable and will never dull or rust.
300	Merlin's Staff	Justice League Dark	Artifice	Was this really Merlin's staff? Who knows. But it is a powerful focus, capable of magnifying the potency of any spells cast through it, so I don't think it's overly important.
600	Pandora's Box	Justice League Dark	Artifice	The real Pandora's Box was long believed to be a chest which held within it all the evils of the world and was opened by the eponymous Pandora -- because goddammit, you don't just give someone a box and expect them to not be curious, right? In reality, the box was a portal to an alternate universe, where everything was twisted and villains ruled the earth. In any case, this is not that box. It's not a box at all, point of fact. This is simply a replica of the real thing, which takes the shape of a human skull – with the addition of a third eye socket in the center of the forehead and the fact that the top of the skull is removeable. Instead of leading to an alternate earth, this particular skull simply acts as a doorway to a dimension of endless pure magic. Any attempts at travelling through to this dimension will inevitable fail, but when opened, the magic will flow unceasingly from the skull – at least until it's closed again. You can use this magical energy for whatever, from powering artifacts or rituals to simplyrecharging or amplifying your own power. Just so you realize, just because the amount of magic in the other dimension is infinite, the amount that can flow through at once is very much not so. After all, just because you hook a fire hydrant to the ocean doesn't mean you can instantly flood a city, does it?
600	The Books of Magic	Justice League Dark	Artifice	Long rumored to be artifacts of immense power and quote possibly the source of magic itself. These legendary artifacts have been coveted for millenia by everyone from two-bit sorcerers yearning for more power to the greatest mages of all time, such as Merlin himself. Split into four volumes – Order, Chaos, Life, and Death – it is said that possessing these books would give the wielder near absolute power over those concepts and over magic itself. However, contrary to their name and the rumors long spread about them, the Books of Magic are actually more science than magic. Forged long by a powerful mage known as the Hunter, he researched methods of fusing magic and technology in an attempt to escape the persecution of his people. The Books, in addition to serving as a gateway to Epoch, the Hunter's home world, also contain all of his research. Armed with this knowledge, you would be able to become the world's foremost expert on fusing magic and technology.
600	The House of Mystery	Justice League Dark	Conjuration	This mansion, appearing as a relatively normal large house from the outside, has existed in some form or another for at least as long as mankind. On the inside, it is much larger than the outer appearance would suggest – how large? That is unknown; perhaps it's infinitely so. – and constantly shifts to accommodate your Desires. But that isn't what makes this house truly special, nor is it the fact that it is filled with entire societies, or that it is alive and bound to you. No, what makes this house truly unique and of singular value is that it is a crossroads of reality. The House is connected to every single point in space and time and this gives it the ability to slip between the layers of reality and appear anywhere you wish, be it a planet on the other side of the great black beyond or another dimension altogether. There are few places the house cannot go and it'll be all too happy to do So. The final noteworthy abilities that the House possesses is that it can be summoned to your location with nothing but a mental call and that in a similar way, anyone who accepts your invitation into the House can be summoned back into it at any time you wish. Couple more things worth mentioning: this house cannot be permanently wrested from you; your bond may be temporarily blocked to prevent you from summoning it, but no one else can usurp it and you may allow inactive companions to roam inside of it.
600	Croydon's Compass	Justice League Dark	Divination	Made in the dirty thirties by a sadistic wizard the name of Angus Croydon. Croydon was mostly known for squandering his power on arranging satanic orgies and cannibalistic rituals with England's blue-blood, but did manage to make this one legitimately powerful artifact:A large antique compass capable of pointing to each and every notable source of magic in the world. Anyone in possession of it could be first on the scene of every mystical awakening and the first to dig up every artifact that's worth anything. Though it'd be practically worthless in a world without magic, it's an artifact of immense value in this one.

600	The Gift Of Sight	Justice League Dark	Divination	You are an Oracle of near unparalleled ability. The past, the present, and the future are all laid bare before you. You can peer into the minds of others, scry any location or any person, and make impressively accurate prophecies. And your powers aren't simply deep, but also wide. Any related abilities are also within your grasp: reading auras and palms, acting as a medium, communicating mentally with anyone, conjuring illusions, astral projection, and contacting beings on entirely different planes of reality are all possible for you. Your Sight is also incredibly clear, meaning all but the most potent of illusions fail to affect you at all and obscuring things from your view requires powerful magic. Even gods would struggle to hide from your mind's eye for long.
200	Demon Butler	Justice League Dark	Enchantment	A demonic butler, bound to your will and your property. Completely and unerringly loyal, this demon is quite well mannered and skilled and looking after your belongings. He is also able to shift into a more powerful form to defend them. Does not take up a companion slot, but must stay within property or vehicles you own or inside your warehouse. Can teleport between any such places. **(Free With House of Mystery)**
300	The Blade of Ma'at	Justice League Dark	Enchantment	This ordinary-appearing dagger is actually a powerful magical artifact of an ancient Egyptian goddess of truth. The magic of this knife prevents it from physically cutting any living being. Instead, when the dagger is plunged into the heart of a being, they are bound to truth so long as it remains in place. They may still lie, but if they do so, the full divine power of the goddess will be delivered upon them, either simply destroying or driving mad all but the most powerful beings. Of course, the dagger takes a lawyer's view of the truth. Careful wording will allow the effects to be sidestepped and as the dagger doesn't compel them to speak, they can simply choose to either say nothing or only give part of the story.
100	Enchanted Zippo	Justice League Dark	Evocation	Got a light? Now you always will. This classic Zippo has been enchanted, turning it into a mystical flamethrower. Just flip the lid, start the flame, and you can manipulate the fire with your will. Also comes in a Bic version, if you prefer to flick your Bic at ghoulies instead.
100	Fancy Clothes	Justice League Dark	Illusion	You have an entire wardrobe of impractically flashy or revealing clothes. From extremely tight dresses to over-the-top stage magician uniforms, they're sure to catch peoples' eyes. They're also enchanted to be self-cleaning and self-repairing, of course.
100	Stranger	Justice League Dark	Illusion	Some strange magic enshrouds your form. If you so wish it, your features shall become. . . distorted. Nothing truly changes, but onlookers will only be able to recall you as an extremely generic version of your race or species. They would be able to recognize you on sight, but attempting to describe you to someone else would only result in their frustration.
200	Supernatural Appearance	Justice League Dark	Illusion	Something about your appearance is. . . off. It may be blatant or subtle, but something about your appearance just isn't normal. You could be inhumanly tall, timelessly beautiful, or instinctually terrifying. Up to you, really, but whatever it is means you're sure to be noticed if you decide to go for a stroll through town.
100	Fluency	Justice League Dark	Metamagic	Magical spells can be a real tongue twister, you know? Luckily for you, that's not a problem. Whether it's speaking in ancient Latin, backwards English, or [illegible], you'll never trip over your words or mispronounce a spell. Rather handy to make sure you never summon a demon when you're trying to wash the dishes.
200	Potential	Justice League Dark	Metamagic	Magic is a force of nature, of creation itself, and it is a vast and wondrous source of power. For as long as life has existed, there has been those who attempt to harness it. You are one of the few who managed to do so. Or, rather, you have the potential for doing so. As of now, you have only a rudimentary ability to manipulate magic and even less knowledge of spells. You're also not exactly the second coming of Merlin, but you have more talent than the next Joe Blow walking down the street. You will need to find a teacher or other source of knowledge if you wish to advance your skill and ability with the arcane.
200	The Fog of Ages	Justice League Dark	Metamagic	One of the things that can make a supernaturally long life hard to bear is the gradual loss of memory. Over time, family, friends, and lovers all fade from the mind. Your happiness and sadness, your highs and lows. All that makes a person who they are slowly slips away. For you, that isn't a problem. Your memory of events from ten-thousand years ago are as sharp as those from ten minutes ago.
400	Arcane Expertise	Justice League Dark	Metamagic	You're very knowledgeable all sorts of things on the spooky side. Off the top of your, you can name two dozen types of spirits, rattle off twice a dozen regional tales of folklore, and identify the minute differences in two magical circle traps that could mean the difference in escaping them and ending up with your soul strewn in the aether. In fact, you're one of the world's foremost experts on the arcane. Any number of people or organizations would be willing to pay handsomely to have you on payroll. And that's not all. This also means it is much easier for you to learn more information of a similar vein, whether in this world or any other, and any intuitive leaps made while studying magic or the like tends to be far more accurate than it otherwise would be.
400	Prodigal Sorcerer	Justice League Dark	Metamagic	Learning spells has never been difficult for you. With nothing more than bare-bones instructions, you can easily piece together what you need to cast a difficult spell. Hell, even just seeing a spell once would be enough for you to recreate it, or come pretty damn close. But your talent extends farther than just learning old spells. You have a natural ability to create new pieces of magic of surprising complexity and potency – the types of rituals spells you'd expect to find in ancient tomes and millennia-old scrolls. There's a very good chance you could go down in magical history as a genius of the Art.
600	I Am	Justice League Dark	Metamagic	In your time, you have seen things beyond imagining, stared into the heart of the abyss and watched it blink first. Your willpower is enormous, your mind impregnable, and your sense of self inviolable. Nothing that walks upon this world or any other can truly break your mind or shatter your will. Attempts to possess you simply fail – and often backfire, for the things that attempt it can even be trapped within your own mind.
600	I Cheat	Justice League Dark	Metamagic	The truth about magic is it's all a great, big, bloody lie. Really, it's simply telling a lie so great that the universe itself hands you the effect without the cause. What does it matter which dead language you chant in or where you draw your power from? It doesn't, because when you get down to it. . . it's all the same. Your realization of this has given you the skills required to mix and match different forms of magic. From spells to entire magic systems, you can pick them apart and put them back together in whatever form or fashion you want. That's not all, either. Your grasp of the way magic works lets you make adjustments to spells on the fly. Changing the size, scope, or to some extent, the actual effects of spells is child's play for you. And this doesn't only apply to your spells; you have an innate talent for understanding any spells or enchantments you come across, immediately discerning both their purpose. This innate ability to understand the structure of spells also allows you to find their weak points, and most spells, like diamonds, can be shattered if tapped in just the perfect spot.
600	Primordial	Justice League Dark	Metamagic	You're not some common ghoulie. Something about you is greater than others of your kind, enhancing your abilities beyond those of your kind and granting new ones altogether. But that's not all; this isn't simply limited to the monstrous forms gained here. Any alt form you assume will be pushed to the absolute apex of their potential. Vampires' normal abilities are twice again as powerful and their weaknesses are lessened. You are hardly weakened by sunlight and need a fraction of the amount of blood required before. As well, any vampires you create are no longer mere fledglings, beholden by their hunger, but are instead similar in strength and ability to what is described in the Vampire perk above and can easily be created en masse, allowing you to create large armies of powerful vampires in a short amount of time. . But the true strength gained from this is an entirely new ability. You gain the ability to absorb the ambient magic from around you, sucking it right out of the air – or potentially even pulling it directly from the grasp of others attempting to wield it -- to drastically enhance your own abilities and weaken anyone else drawing on it. You are even able to channel this stolen magic into your vampiric to enhance their abilities as well.
100	Untouched By Time	Justice League Dark	Necromancy	Given enough time, all injuries you experience will heal perfectly, refusing to leave behind scars. This doesn't give you any ability to heal anything you couldn't before, it just makes sure any healed injuries do not mar your appearance. This also means that -- if you age -- you'll damn well age gracefully.
300	Rod of Asclepius	Justice League Dark	Necromancy	An ancient and potent artifact. This golden rod is imbued with incredibly powerful restorative magic. By simply channeling magic through it, even a novice magician would be able to heal nearly any physical or spiritual malady short of death. It is also bound to you, meaning it can be summoned with a thought.
400	The Curse of Immortality	Justice League Dark	Necromancy	Well, a curse from the perspective of some. Your opinion may differ on the subject. Whether due to your nature as something inhuman or the effects of some strange magic upon you, you have been rendered ageless and immune to mortal disease. Your natural lifespan is effectively infinite. If you aren't killed, you'll walk to the end of time without a wrinkle in your skin or a single grey hair upon your head and you'll never so much as catch a cold for as long and you live.
200	Circles and Symbols	Justice League Dark	Origin	Rather simply, this is knowledge of how to construct various magical symbols. Runes, circles, glyphs, you have an expansive knowledge of them, their uses, and how to modify them. On their own, they don't have a ton of use besides warding away certain beings, but they are often important parts of other rituals or enchantments.
600	Magical Blood	Justice League Dark	Origin	You're no two-bit magician plying parlor tricks and making pacts with bottom-feeding spirits. In your veins flow the blood of old – the blood that flowed in Atlantis before it sank beneath the waves. Drawing magic is as easy for you as drawing breath, casting spells is no harder than flexing your hand. Not only is your talent impressive, but you also have advanced training in some type of magic. There are any number of magical disciplines and traditions you could have been trained under, from backwards magic, to traditional eastern magic, to some hodgepodge style all your own. Whatever the case, you start off comparable to Zatanna in strength and skill, and have roughly the same potential she has. Given effort and training, you will grow to be one of the most powerful mortal mages alive. Or. . . you could take shortcuts, make deals and pacts. Take on the boons of outside forces to enhance your innate power. Though this, as I'm sure you can ascertain, would be costly and fraught with great risks. But remember, your power may be grand, but that means the cost of your power is, too, all the more grand.
600	The Path of Magic	Justice League Dark	Origin	The choice to walk the road of magic is not one to be made lightly. It is fraught with danger and terrible costs. . . but it is also one of magic and wonder. May just be worth it, yeah? If you wish, you may initiate someone into the world of the arcane. Doing so will awaken their potential to wield magic. How you accomplish this is largely up to you – it could be anything from formally accepting them as your student to a ritualistic sharing of blood. Most people won't have more than average mystical potential and will require lots of time and effort to see noticeable gains in ability. But given time and proper training, they could still be able to accomplish a great deal. Even a little magic, applied correctly, is a powerful and dangerous thing.

100	MP Rage	Kingdom Hearts	Abjuration	Magic allows you to do many futuristic, wondrous things, but only so long as you have the magical energy to keep casting spells. In the middle of combat, you don't have the time to let it recover by resting, and may not have time to quaff an Ether or two to power your potent abilities. Fortunately for you, there's another way to recover magical energy and you've just gotten the hang of it. Now, every time you take damage from an enemy you recieve a sizeable portion of that damage as MP. The more damge you take, the more magical energy you'll recover. Do note this is compensation for being hurt, it doesn't reduce your damage taken and you do actually have to take damage, not just get hit with ineffecitve attacks.
300	Terms and Condtions	Kingdom Hearts	Abjuration	Sometimes you set up shop in a bad part of town and need to ensure your customers are safe, and that you're safe from your customers. Well now you can. On a property you own and for a short distance around it, you're able to enforce a set of rules or a code of conduct. These restrictions take the form of an extremely powerful compulsion preventing all but the most powerful or strong-willed people from breaking them - yourself included - but must relate to the core purpose of the building. You can declare no violence around a hospital or no stealing in your shop. Each property you own can only support a few taboos with any real strength, attempts to apply too many will find them wearing so thin that they become more like guidelines. Some beings, such as animals, the totally insane, and some types of robots barely feel the compulsion at all. Making a building and enforcing nonsensical rules such as everyone who enters must obey you will have so little reinforcement that you may as well not bother.
300	Time Keeper	Kingdom Hearts	Abjuration	You are incredibly resistant - almost the point of being selectively immune - to the manipulation of time. Stopping, looping, reversing, whatever; it just doesn't work on you, you'll shrug it off like nothing had happened. Spells, superpowers, the environment, no matter the source, warped time has no effect on you. Although you can lower this effect to allow specific temporal effects (and only those effects) to affect you, it defaults to "on. " Do keep in mind that a God of time or similar fundamental being may be able to effect you anyway, but it will be significantly harder for them to do so and you'll almost certainly notice the attempt.
400	Barrier	Kingdom Hearts	Abjuration	You know those magically enclosed areas that videogames lock you into, so you can't get too far away from your enemies? Or when you can't leave an area until you've completed a puzzle or won a race or completed some other arbitrary task? Now rather than getting annoyed at it, you can do it to others, trapping people inside a barrier until they complete a challenge you set for them. Do note that the challenge has to be possible, that is to say possible for whoever is trapped inside, although it can be difficult to complete. Other than completing this rather obvious condition, the barriers are almost impenetrable, nigh-indestructible, and block all but the most powerful methods of transporting in and out. Should you set a task that cannot reasonably be able to complete or something like, "kill yourself" or "give me your power", the barriers will look flimsy, and a few hits will shatter them.
200	Crystal Concepts	Kingdom Hearts	Artifice	You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darknes, light, sadness, etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard to reach places. These concepts are typically related to the place or enemies you obtain the form, such as fiery enemies or locales holding Fire Shards or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you, they'd make nice jewellery, that's for sure, but I'm sure you can find a better use for crystallized fire or hope. In jump, this means you find significantly more Synthesis ingredients you cna either use or sell.
300	Oathkeeper	Kingdom Hearts	Conjuration	You know about the relationships between people and items, so much so that you can bind an item to someone's soul within a few hours meditation with them and the item. This allows them to summon and dismiss the bound item/s at will. To start with, you can bind one item per person, but given a few years practice, you might be able to bind up to six items to each individual. Items bound in this way will be repaired while resting in the person's soul, though it may take a while if the damage is too severe. Separating something can be done, but it's a very painful process unless you take a few hours every week for a few months to do so, so make sure you're really sure before binding something to someone's soul.
400	Chip and Dale's Protege	Kingdom Hearts	Conjuration	If you're going to sell your wares to the people of different worlds, you'll need a way to reach them and that way is the Gummi Ship. Composed of special Gummi blocks with unusual properties, a Gummi Ship is able to navigate the corridors between worlds and now you know how to build and maintain them. You can design and balance Gummi Ships for your preferred mix of offense, defence, manueverability, and even appearance with ease, and the ships you make tend to work a fair bit better than they otherwise might have. You can also identify components that would work well with Gummi Ships, such as weapons or engines and how to integrate them.
400	I Live Here	Kingdom Hearts	Conjuration	Seriously, how can you do that?! You have the uncanny ability of comfortably existing in places you have no logical reason to survive in. Planes of non-existence? Yep. Realm of darkness? Easy. Elemental dimension of edge? Sure, why not. However this unusual ability to survive only protects you from the natural conditions of the place you are in; intentional efforts against you using the environment are not nullified. This only applies to places of clearly supernatural (though not necessarily magical) origins: a plane of elemental fire is fine, the center of the sun is not. Some areas may still have hazards that can hurt you, such as falling rocks in a shattered realm or drowning in rivers of fire in the plane of elemental fire as easily as you would in a normal river. In essence, you treat hostile environments as if you were a native.
200	Our Hearts Are Connected	Kingdom Hearts	Enchantment	You instinctively know your companions' condition now matter how far apart. You can even send them boosts of willpower or energy if you focus on them. The effects of this vary with the strength of your relationship, so you could help a good friend find their second wind or give your best friend a small burst of power. So long as you're on the same planetary body, you have a vague indication of the direction the ally is in and roughly how far away they are, this functions more like a "getting warmer" feeling than a simple direction or distance. As an extra bonus anyone you have this connection to feels it toward you as well, letting them find you and help you out if you need it, sending energy and willpower to support you.
200	You Are Never Alone	Kingdom Hearts	Enchantment	A friend in need is a friend indeed, and you can help your friends in their time of need by lending the full extent of one of your perk abilities to one friend at a time. From keyblades to super strength, from healing to laser eyes. You cannot use this ability if you are in a confrontation yourself. It will take a little bit of time to swap over, both taking the previous perk back and handing out a new one take bout fifteen seconds each. Note this lending of power is temporary and during that time, you don't have access to the perk yourself. Not the second, you cannot lend a power that in turn lends or transfers powers.
300	Cosmic Arts	Kingdom Hearts	Evocation	Fire! Thunder! Blizzard! All offensive spells you cast are noticably more powerful. Magical fire will burn hotter and faster, magical blasts will hit harder, and your magic powered attacks will do more damage in general. This means you can throw your powerful magical spells at your opponents for significantly less magical energy than you otherwise would have, or use the same amount of mana to do a good deal more damage. In addition, you know Firaga, Thundaga, and Blizzaga right off the bat, isn't that nice?
100	Protect the World Border	Kingdom Hearts	Illusion	You mean "order!" In this case, the order is not to interfere with other worlds, and part of that is making sure you don't stikc out. These handy dandy spells will help you blend into any population, changing clothes, skin or even some minor bodily features to better suit the norm for your current location. This could mean adding spooky decals in a spooky town, energy lines and futuristic lights in a high-tech city, or even gaining a real-life colour filter to make sure you'll fit in. If you shift into another form, you can also have your clothes change with you, whether that's in size or shape such as fitting on a dragon or a shirt gaining extra sleeves if you have four arms. This only covers your appearance though; so you may still give yourself away through behavior or lack of common knowledge. You can cast these spells on others, should you want to help them fit in too.
200	Your Summer Vacation Is Finally Over	Kingdom Hearts	Metamagic	You probably should have done your homework already, now you have to rush to get it done in the last few days. Fortunately, you excel at cramming knowledge into your skull, or whatever it is your brain-meat or brain-like instrument is contained in. The point is that what would take others a week to learn or research only tkaes you a few days, cutting the time taken for most such tasks by almost a third of what it otherwise would be.
300	Forget-Me-Not	Kingdom Hearts	Metamagic	Your memory is inviobale. Not science, not magic, nor psychics, nor reality warping can alter your memories. Heck, even time travel leaves you with the memories of both timelines. The only thing that can cause you to forget something is yourself, as your ability to repress things is given a mental trigger only accessible by you, and only willingly at that. Do note that as drawbacks override perks, you may bring upon yourself powers capable of effecting your mind, but outside of these situations, you no longer have to worry about forgetting where you left your car keys or that you just uncovered an illithid illuminati. As an extra bonus you can craft small items that, when worn or carried by people you give them to, provides a significant degree of this protection to them as well.
600	A Key to Any Lock	Kingdom Hearts	Metamagic	Only a special magical weapon can hit something? Now you can too! A prophecy says there's one person in the world who can kill the bad guy? Their number of potential killers just went up by one. A monster can only be killed by silver? Your attacks may not melt it like that particular metla, but if you do enough damage, you can kill it anyway. When faced with a foe that can only be beaten a certain way, or by a specific person, you'll find that the effect of protecting it simply doesn't work against you. If someone can only be killed by the seventh son of the seventh son, you can kill them even if you're an only child. Do note that just because a being is weak to something doesn't mean it can't be killed by other ways; your punches won't hit vampires like a dose of sunlight, but if a vampire can only be killed by sunlight you could punch it to death anyway. This does still work if there are a few things they can be killed by.
600	Maniacal Magical Mixes	Kingdom Hearts	Metamagic	Your mastery of magic is such that you can do something few others can do: combine a spell with something else. You could mix two fire spells together to form a greater fire spell, or add lightning to a particular sword technique, even combine a healing spell with the act of blocking incoming attacks. The top range of combined spells tend to cover an area of a few square meters, and do significantly more damage than previous versions, but those with sufficient magical power may be able to surpass that peak. You can also create variants of spells, such as casting a generic ice blast as a cone of ice instead, or a piercing ball of frost as a falling sphere of frozen shards.

200	MP Haste	Kingdom Hearts	Necromancy	This is a dark secret, one that you'd best be careful with once you've learned it; you can recover magical energy by causing injury to living beings. The rush of restored magic is directly proportional to the amount of damage you deal with each hit - poison or other effects that cause damage over time do nothing. Should the damage be from a magical source, you'll find that at most you can only recover half of the magic used to cast the spell, even with the most magically efficient spells, and nothing at all from instant death or damage over time effects such as poison. Make sure you don't let the power go to your head; don't want to think it's okay to start hurting innocents to power your magic, do you?
400	Hyper Healing	Kingdom Hearts	Necromancy	No matter how good you are, in combat there's always a chance you could get hurt, and if you get hurt enough? I'm sure you know what that leads to. You on the other hand can get hurt, then immediately start to recover from it. You can heal fast enough that you can recover from broken bones mid-battle, and if you have a day to sit down and relax you could probably regrow a missing limb. While near allies, they'll recover a bit faster too, just enough to be noticable in combat.
0	Magical Potential	Kingdom Hearts	Origin	In this setting, everyone has at least a small pool of magical potential, measured in Magical Points or MP. These points power magical spells that can found and learned in-jump. You are no exception, getting a small pool of MP that adds to whatever other magica you had. Your MP will grow over time, and with use, but nonmagicians would need a lot of magic restoring Ethers on hand if they wanted to cast more than a few spells in a row.
0	Magician	Kingdom Hearts	Origin	Trained under a master magician, your magical prowess is exceptional, and your arcane might will surely suffice for the challenges ahead. You're well versed in not just how to fight with magic, but the theories and practices of it for all sorts of purposes.
100	Choose Wisely	Kingdom Hearts	Origin	The strength in your heart is brought out in one of three ways; you may gain power to help vanquish your enemies, inner strength to outlast your foes, or the strength to repel all attacks. Choose either the Sword, the Rod, or the Shield. If you choose the Sword all of your physical attacks will pack a little more oomph. if you choose the Rod, your magic will be a little bit more potent. If you choose the Shield, your defences may hold up a little bit better.
100	Heart Breaker	Kingdom Hearts	Origin	You know how Hearts work, how they function, and what drives and motivates them, what makes them stumble and fear. With just a little effort, you can tug at people's heartstrings, inducing emotions in people with superb skill and disturbing ease. I'm sure you're not planning to use this for nefarious purposes, are you?
300	The Sorcerer's Apprentice	Kingdom Hearts	Origin	You've studied the magical arts under Merlin, or maybe Yen Sid, or another such master, and have come a long way under their tutelage. Although your magic is more suited to making dancing furniture or animated brooms, you may find combat uses if you're creative enough, or are willing to throw all your flying tables at whoever you're fighting. You'll find whimsical enchantments are your forte, with charms and even a few curses under your belt for good measure. You can also make speedy getaways, packing up an entire cluttered house in only a minute or two, and set it up again in about the same time. At the edge of your range are rituals to create dark bramble forests and repairing entire buildings with a wave and a wish (and a huge chunk of MP).
300	Wielder	Kingdom Hearts	Origin	You are one of the rare few that can use a Keyblade, one of the mystical swords of legend that can lock and unlock the hearts of worlds. Not only do you have this potential, you've actually been chosen by a Keyblade as its wielder. Worlds are being taken by darkness, one by one, and you must find the cause and put a stop to it. . . Unless you fall to darkness, which could spell the end to all things as you fight against the Light itself.
600	Light My Way	Kingdom Hearts	Origin	One of the defining features of this world - of these worlds - is the struggle between Light and Dark. As of taking this perk, you're firmly on the side of the Light. The Light in your heart is bright enough you can call it to the forefront, bathing yourself in radiance and reaping the benefits. You can throw out exploding points of light, slash at people with blades of light, launch holy blasts that are either large and dangerous or small and rapid-fire, and channel beams that do devasting damage over time. This light invigorates and revitalizes your allies, suffusing them with strength and energy to let them hit just a bit harder, and exert themselves for just a bit longer. With practice, you could learn to wear protective shrouds of light that can stand up to ridiculous amounts of damage that are incredibly taxing to keep up, or use your light to drive out corruption and taint - note that this will of course be increasingly more draining upon you the more powerful the corruption is. Last but not least, this light inspires those who fight alongside you, raising morale and giving hope to your allies and inducing doubt and uncertainty into your foes. They'll think hard before attacking you and yours after seeing your gross incandescence.
100	Double Jump	Kingdom Hearts	Transmutation	You can now perform a second mid-air jump, literally doubling your jump height. Jumping in mid-air in directions other than up is certainly possible and will let you dash through the air as if you'd jump off a solid object. Jumping or air dashing a second time without touching the ground to recharge this ability will come after some serious practice. The uses of its two features are separate - you can jumpa nd dash before needing to touch down.
100	Glide	Kingdom Hearts	Transmutation	You can cruise through the air at a bit above your jogging speed with little effort, or just over your running speed if you push it. You'll slowly descend until about a foot or two above the ground, at which point you'll maintain that height, falling again if the terrain drops but not ascending if it rises, instead landing safely. If hit in mid-air, this perk cuts out. Given time and practice, you may be able to go faster, cruising just above your running speed and exerting yourself to go faster than you can sprint.
200	Flow Motion	Kingdom Hearts	Transmutation	Parkour is a quick and fancy way to what, isn't parkour good enough for you? Alright then, try you hand a Flow Motion, magical parkour that let's you jump your way up walls, bounce along alleyways, and even glide short distances. Flow Motion also excels at using the environment to get around and even attack, sliding along rails, spiralling rapidly along poles, and even swiftly circling enemies. When you activate Flow Motion, you glow in the color of your choice, leave a brief trail of light behind you, and release a flash of light every time you kick off a surface. Once you get the hang of this, you'll be moving even faster than you can run, even with the flashy tricks you're doing along the way.
400	Transformation	Kingdom Hearts	Transmutation	From teen to merman, or from human to lion, this perk helps you to blend into those locales with nonhuman populations. Of course, being able to transform yourself or others can let you do far more than just blend in - you could transform a companion into a bear for viscious strength or a cheetah for blinding speed. Do note that although the animal and bestial forms will retain the capabilities of normal animals, the fit in transformation spell is limited to be no more powerful than the target's base form. You also learn a powerful spell that allows you to turn into a monstrous form of your choice, like a dragon or a hydra or some other giant mythical beast. This will provide a good deal of the creature's intrinsic traits and abilities, but will not grant powers that are too esoteric. All forms keep some form of marking or colouration to indicate that it is you, such as a lion's mane resembling your hair.
200	PlaMonster Box	Kamen Rider Neo-Heisei Part 2	Conjuration	You've been able to get a handle on some very unique artifacts. . . these ones even work! They're small animated golems, bright colors and with animalistic and loyal intelligence. These PlaMonsters come in a few varieties and can be commanded to do anything their small(many can be held easily in your open hand) bodies will allow them too. You get one of each of the following:Red Garuda: A bird-like familiar powered by the Garuda Wizard Ring. It is used to perform aerial reconnaissance. Blue Unicorn: A unicorn-like familiar powered by the Unicorn Wizard Ring. This PlaMonster performs ground-based reconnaissance and can use its horn to dig into the ground to provide support by distracting the target. Yellow Kraken: A horned octopus-like familiar powered by the Kraken Wizard Ring. This PlaMonster performs underwater reconnaissance and exploration.
200	Proper Facilities	Kamen Rider Neo-Heisei Part 2	Conjuration	You can't get things done just by tooling around in a warehouse or out on the streets. You need the right place, and the right space to work and reach for the stars! For most(read: those who aren't Academics), this manifests as a small research lab with some eager interns. . . It's kind of an esoteric place, as the research is sort of renown as a Blue Sky facility. After all, you're looking into absurd-sounding power sources like Magic and Cosmic Energy. You have a good store of data on its historical relevance and the abstract theories of both, if not any practical usage. Academics, however, have a bit more responsibility in addition to this. . . but a lot more potential. Academics may find they're now in charge of or otherwise deeply able to affect the policies of a very well-off academy for talented and unique youngsters, with a good standing that is extremely difficult to tarnish. These students all have something to bring to the table, even if it's not immediately obvious. Perhaps you can bring out their inner star. . . or their last hope.
200	Jeweler's Special	Kamen Rider Neo-Heisei Part 2	Artifice	You've got a nice deal on Magic Rings. . . you can choose 5 magic rings you don't already possess that aren't purchasable from the "Custom Phantom Table", you now possess them and can use them with a Wizard Driver or cast them regularly by channeling mana through them.
200	Inert WizarDriver	Kamen Rider Neo-Heisei Part 2	Transmutation	It appears that this is the leftovers of some mad wizard's attempt to create a mass produced Wizard belt. . . but, unfortunately, without a sustainable source of magic it's not much more than a hunk of plastic with some pretty rings. The Belt itself seems to come with the Driver On, Connect, Barrier and Chain Magic Rings. If the user has a source of Mana or usable magic, they can activate the Driver On and transform into a Kamen Rider Mage. Though not as magically or physically powerful as the unique Drivers with Enslaved Phantoms as their power source, they provide quite a bit of strength and they allow the use of Magic Rings. . . As a bonus, they have a built-in weapon in the form of a Scratch Nail, a sharp gauntlet that can carve through enemies like Dustards and Ghouls in a few swipes of the hand.
300	Missing Piece	Kamen Rider Neo-Heisei Part 2	Metamagic	You've unlocked your inner potential. . . Leaping past your limitations and becoming someone new! The power is subtle, but the most noticeable power is the ebb and flow of magic in your body. . . You've become a Gate, a potential Wizard with a good source of mana in your body. You can't quite call upon it yet, at least not without a tool to use it. . . but this mana can be used in any fashion for magical rituals and arts. Not only that, but other abilities purchased here can become greater. . . your destiny is Infinite, jumper, and your will can be the one to create a Miracle where hope is lost. I trust you with it.
400	Ghoul Stone Velvet Bag	Kamen Rider Neo-Heisei Part 2	Conjuration	The strange shop you've gotten all your toys from appeared to have this in a hidden section, but, it looks like you finally got it. This small bag, like one used to hold marbles, has a magical seal on the front. When you look inside, you can see a series of ashy stones. . . By throwing and shattering one against the ground, a loyal Gargoyle-like beast is created! These are "Ghouls", creatures of despair that serve powerful Phantoms. . . however this bag gives you ownership of the Ghouls created from the stones inside the bag. The Bag itself can convert valuable gems into Ghoul Stones, at the very least they must be a precious stone to be turned. These ghouls are hardy warriors, resistant to small arms fire and explosions with only magic and supernatural energy guaranteeing easy defeat. You start with 30 Ghoul stones in the bag, which should let you repel many threats in this world!

400	Adaptation Specialization	Kamen Rider Neo-Heisei Part 2	Artifice	Through understanding, you've learnt to adapt. . . . Adapting what you have to work with what you've got. You can now make mundane 21st century technology run on cosmic or ambient energies with ease, starting with your ability to set up Cosmic Switches as power sources or add-ons for minor devices of your design. While another genius crafted his devices to resemble fast food, you're not limited to those kinds of designs. You also can take a step ahead and extend this adaptation to other energies you encounter, though you only know how to apply it to early 21st century tech at the moment. . . still, that gives you a wide array of things to improve.
400	The Scientist	Kamen Rider Neo-Heisei Part 2	Artifice	They say Science supplanted Magic in this world, but you know better. You know that it simply hides between the lines, where the laws of man can never reach. But you. . . you can reach it. You have ways of studying and analyzing the energy of emotions, able to measure the difference and weight of emotions as if they were temperature or electricity. You can use these principles in whatever you build, able to create despair detectors or a machine that is able to store ambient hope. . . You may not be a true Wizard with this knowledge, but you can at least understand the principles of hope and despair.
400	She's into Superstitions. . .	Kamen Rider Neo-Heisei Part 2	Origin	Black Cats and Voodoo dolls are your style. You have a set of minor rituals, which can handle any number of mundane tasks. Finding lost items, getting obtuse but always accurate fortunes, and otherwise being able to handle damn near anything that isn't outright 'magic'. Rule of thumb is, if sufficient amounts of dumb luck and coincidence could make it happen without it being undeniably "magic", you can probably accomplish it. The main drawback is that you'll have to use gross and bizarre materials or strange rituals, but other than that. . . it's a pretty expansive set.
400	Familiar Belt	Kamen Rider Neo-Heisei Part 2	Transmutation	This is a BIT of a transitional device. After all, your studies will eventually allow you to utilize much stronger and more effective ways of transformation. However, it'll do for now. This belt is 'empty', but can capture and contain a single Phantom with much the same rules as the Faust Driver. However, instead of turning the Phantom into a summon, it simply devours it and uses its body as the 'transformation. ' In effect, it allows you to eat Phantoms for a stronger form. However, you may only have one "Familiar" form at a time, so the best bet is to find a form that suits your needs, and stick to it. Don't worry, better times will come soon, as long as you work for them.
600	The Seal of Faust	Kamen Rider Neo-Heisei Part 2	Enchantment	A relic of a bygone pact, the Phantom inside was sealed away much like a Beast Chimera. However, due to. . . a few mishaps in the seal, the Phantom requires no mana to sustain itself. However, it does have a desire that you can help it fulfill. You see, this Mephisto Phantom wants nothing more than to bend other Phantoms to its will. While you may use some common magical rings(Connect, Chain, and Barrier) with this belt, it has a few specialties. For one thing, you are able to unlock and enter the Underworlds of Gates without needing to wait for them to enter a despairing state. And its greatest ability is the use of the "Pact" ring, which can seal a weakened Phantom or a Ghoul and enslave it to your will. Ghouls will become your servants while Phantoms are converted into rings themselves, which you are able to summon by passing them over the Hand Autor the same as any other magic ring. Phantoms stronger(or healthier, at least) than yourself will resist a Pact and can break out of the magic seal before being completely transformed. While this suit itself cannot fight well, the summons have no limit. . . so you don't quite need to be that strong, do you?**(CG Note: The rest of this perk requires The Missing Piece - Kamen Rider Neo-Heisei Part 2 first.)**Aha, you have the power of the Missing Piece?Excellent. You see, Phantoms are not that common in this world. . . Relying on them for summons when a Rider is around defeating and destroying them. . . It's not sustainable. Which is why now, you can force yourself into the Underworld of any person, not just a Gate, to bind their Phantom. They won't become a Gate, but you'll find SOMETHING to try and defeat in there, at Least. (**CG Note: The rest of this perk requires The Missing Piece - Kamen Rider Neo-Heisei Part 2 and The Sorcerer's Apprentice - Kamen Rider Neo-Heisei Part 2 first.)** Wait, if you've obtained the Missing Piece. . . Is it true?Are you also the Sorcerer's Apprentice?Then this art won't be a stranger to you…You're not limited to forcing the Pact on Phantoms anymore, no. You can force other supernatural entities into the form of Summonable rings as long as they're weaker than you(same as Phantoms), keeping them all in a safe and inescapable form as a Magic Ring. What a wonderful technique!
600	White Science	Kamen Rider Neo-Heisei Part 2	Artifice	Any sufficiently studied magic becomes an art as science. Your studies into the occult have allowed you to harness the powers of Hope and Despair. For one, you are able to create a Mage's Belt, a weakened WizardDriver that is capable of channeling a person's inner Mana through Wizard Rings to allow them to transform into a Kamen Rider Mage, as well as create the WizarSwordGun able to channel the power of the Wizard Rings through them for powerful attacks. These would both be fine, but you are able to utilize a few more pieces of forbidden science. . . including the creation of Artificial Phantoms. These Phantoms aren't as powerful as a 'natural' phantom(only twice as troublesome as a Ghoul) but with sufficient 'stored' despair and the proper rituals on hand you will be able to make them, both a useful source of Mana and an excellent minion. As a gift, you may take a Mage Wizard Ring, a Driver On Wizard Ring, and a Connect wizard ring to use with one of these Drivers although you'll need to provide your own Mana to activate them.
600	The Sorcerer's Apprentice	Kamen Rider Neo-Heisei Part 2	Artifice	Ah, your studies into the occult must have paid off. . . and not in the way that it 'paid off' for Tomoko Nozama. You learned the skills behind turning magic stones into wizard rings! These rings can do a variety of effects, from producing fire to donuts or creating magic gateways. . . By channeling 'mana' or magical energy through the rings, you are able to activate them! While the only source of magic here is being a Gate, that doesn't mean they're limited to only Gate mana. However, there are a few caveats. Firstly, magic stones aren't simple to find. You now have the skills to pick one out but it'll take a lot of searching to get a few good ones just like this. Secondly, you won't be able to know if the stone 'wants' to be that ring. Magic stones have a will of their own and it's liable that you could craft a stone that wants to be a "Bind" ring into a "Fly" ring. This doesn't have any overtly negative effects, per se, but they might not work as effectively as 'happy' stones. Still, with time you'll be able to figure it out. As a bonus, you also know how to make Plamonster Golems animated by the rings. They're small and low intelligence, but extremely loyal to you.
600	The Rituals	Kamen Rider Neo-Heisei Part 2	Origin	You've done it. After all this time and research, it's been made clear. The secrets of the universe have revealed a set of amazing powers to you. The first ritual is but a taste of the power, the ritual to create a Doll. Dolls are reanimated replicas of people, dead or alive. They constantly burn up small amounts of mana to sustain themselves, but are otherwise completely believable and in many respects "people. " The ritual to feed them mana is also included, and the materials to create a Doll are not difficult to find all things considered. (Insert your own comments about human transmutation.) However, that's not where the interest lies. The REAL interest lies in the Ritual of the Sabbath. You may through a half hour of preparation make a pretty wide area, about a city block, the location of a Sabbath. When a time of simultaneous day and night(Eclipses, Sundowns, Sunsets) happens, the Sabbath will occur and one of two effects of your choice will take place. You may either initiate a "White Sabbath" and have the Sabbath infuse and create Gates, or begin a "Dark Sabbath" have everyone in the Sabbath face their Phantom. By creating Gates, you've essentially introduced magic potential into a wide amount of people at once. . . even in worlds where magic doesn't exist. They won't be able to use it at first, but any system or method of magic becomes available to them and perhaps they'll even develop their own if left alone. However, creating Phantoms through the Sabbath is a much more immediately rewarding from a research point of view. They are able to directly tap into the power of Magic in ways Gates alone cannot, and as magically potent beasts with unique powers and capabilities. . . There's a lot of benefits to having a large number of Phantoms around for those who seek opportunity. Spare parts, a magically delicious snack, test subjects, new abilities to absorb or pure muscle. . . They can be a lot of things, if you're willing to have others pay the price. Unfortunately, the Dark Sabbath has two drawbacks. The first is that the Phantoms are not loyal to you as a matter of course, and may see you as just something in their way or to be used. Secondly, not everyone in a Dark Sabbath will die and become a Phantom. Though the capability is rare, those with the strength of will to survive and become Hope can tame their Phantom and become a Wizard. While this may be a benefit if you can get their loyalty, they will often also be the type to oppose you for initiating a Dark Sabbath. **(CG Note: The rest of this perk requires The Missing Piece - Kamen Rider Neo-Heisei Part 2 first.)**There is a "Missing Piece" to these Rituals that could complete their usefulness…Well, of course you've found it. When initiating a Sabbath, an additional component or two will allow you to create a Sabbath Seal on the Phantoms or Gates created in the meanwhile. Sealed Gates will already have a stronger idea of how to use their magic immediately, while Sealed Phantoms will become loyal to you (though they can break free if they are stronger than you, and Wizards will always be able to break the Seal.)
50	Mystic Eye Killers	Kara no Kyokai	Enchantment	One of Touko's special inventions, a pair of glasses in whatever style you prefer that seals the effects of Mystic Eyes on the person they're worn by. While the eyes retain their normal appearance, they will not affect anyone as they normally will and it eliminates the strain the wearer might feel from the normal effects. The glasses can be broken but seem to repair and reappear in their case nearby you when you're next in a safe location.
100	Waltzing with the Reaper	Kara no Kyokai	Origin	To be a Magus is to walk with death. The very act of using what we call magic, of mixing the Mana of the air with the Od of your body to create Prana and circulate it into your Magic Circuits, is something that has inherent danger. To accept that knowledge and revel in it is to take on the air of something more than human. The petty concerns of human life fade somewhat, making it so much easier to retain the sophistication and grace expected of a refined member of the Association. It requires a will stronger than normal people to brush up against death and that same will, in a rather less dramatic application, is something that allows most Magi to withstand the long hours of study, research and constant requirement for creative thinking when it comes to learning magecraft. Exam hell doesn't even begin to describe it, when you're studying to make sure you don't incinerate yourself from the inside out!
100	Magus Education	Kara no Kyokai	Metamagic	An official education! The proper way for a magus to learn his arts, to travel to the famed Clocktower institution and learn from the greatest, and most egotistical, minds of the Mages' Association. Even if you're some country bumpkin from the Far East, you've had the chance to get a formalized education and degree at the Clocktower over the course of four to eight years. It taught you all the basics of being a Magus, such as decent capability with Formalcraft, Reinforcement, Gradation Air, and Hypnotism. The core arts of any magus, as well as a general familiarity with the supernatural world. You also took on something of a specialty, possibly even a family legacy you inherited, in magecraft. In a field of modern magecraft, you've made a name as having decent potential. An amateur to any professional but in your chosen field, from a rookie Alchemist to a burgeoning Elementalist to a spirit user or something more specific, you've got a few years training on the other students with no ability at all. Your time there also lets you gain a few friends and contacts at the Association, mostly classmates and perhaps a faculty member or two. You can buy this perk multiple times, gaining another specialization of the same level each time.

200	Puppet Limb	Kara no Kyokai	Artifice	A high class prosthetic made through magecraft. At first glance, it appears to be no different than your normal arm, a function of a disguise spell. The arm acts for all purposes as your own, though it's more flexible than a normal human limb and can interact with the intangible as if it were fully solid. While only somewhat stronger than your normal limbs, the arm is very durable and even being sat on by an elephant wouldn't harm it. Several secret compartments big enough to hide a small knife are in the arm and the arm is even able to extend greatly in the form of a telekinetic projection, grabbing onto things from up to ten meters away. You can have the limb already installed in place of one of your own or as an extra. When it gets broken, you'll be sent another a few days later, sometimes even a little stronger than before.
200	Śarīra	Kara no Kyokai	Necromancy	Within one of your arms, the remains of a holy buddhist monk have been interred, fused to the physical form within. It makes the arm in question into a holy object, a force of significant power against unholy creatures of the night and even weakening weaker beings of such a nature by presence. It's presence in your body also grants a greater resistance to death, making it significantly more difficult for death effects to be applied to you. While you take damage and injuries as normal, it makes you appear quite a lot more enduring than a normal human, and abilities like the Mystic Eyes of Death Perception would require prolonged focus to see your lines of death.
200	Familiar Master	Kara no Kyokai	Conjuration	Most Magi are not fighters or soldiers. While they're certainly threatening in general, many lack experience in war and most see risking their lives like that as barbaric. So they rely on others. Most commonly, they rely on familiars, a category of being that you are oddly gifted with. Outside of just a specialisation in magic, you appear to get significantly greater results than normal in anything regarding familiars. Your efforts to create them result in more powerful creatures made for less costs, while attempting to attract existing creatures to become your servants most often ends in a quite powerful new ally who is rather lenient in their required contract. You'll quickly become well versed in using multiple familiars in your goals, particularly making use of them in combat instead of fighting yourself, and even find that maintaining familiars is relatively cheaper for you. A weak magus might not be much of a threat but if he had ten loyal spirits aiding him, they could most certainly take down even much larger game. In particular, any magecraft you know will soon reveal to you ways that it can be entwined with any familiars you have, sometimes stretching the boundaries of what's normally possible in those disciplines when used for your focus here. Often methods to enhance your familiars during creation or battle, it may also show ways to create entirely new kinds of familiars. Perhaps a Doll Making specialist would learn to make familiars out of their own selves with this, an army of one!
200	Blooming Terrorist	Kara no Kyokai	Evocation	Taking a knife to someone poses so much unnecessary risk. Getting that close means they have a chance to fight back against you, it means you'll be at the scene of the crime. Much better to use a more refined, civilised method of murder. High explosives. Most specifically, high explosives in the ways a terrorist bomber would make use of them. You have world class ability with all kinds of explosives, even finding yourself unnaturally talented with explosive magecraft spells, and your best skills lie in using your explosions to cause the emotions you desire. A righteously placed bomb that only spurs a riot of people who feel victimised on, a horrifying explosion that causes fear across the city despite causing no deaths, something to warn and force people to get ready without causing undue terror. Placing these explosives stealthily, even in high security areas, is no major issue for you and you rarely leave many traces. You're also very good at selling these skills, and any other less savoury abilities you have, to the highest bidder. Finding these clients, picking which ones aren't a trap and making sure you get paid and maintain good relationships is all in the toolset of a career bomber like you.
200	Original User	Kara no Kyokai	Origin	If the Origin is the very core of someone's character, wouldn't seeing the Origin be like understanding the person fully? Past all the lies, misdirection and facades, people can't change what they truly are. Being able to see that Origin becomes like playing with a full deck of cards while everyone else is left with scraps. You can visualise the Origin of any being you see, gaining an intimate understanding of their true character and nature from that experience. It makes it fairly easy to manipulate others, to cause them fear or lead them along into your plans, because you know what it is that drives them. Should you have their consent, you can even Awaken their origin by force. It draws out their potential, especially in magical terms, and can even result in gaining strange new abilities. But their Origin will affect them more and more, depending on how deeply you awakened them. Perhaps they might even be consumed by their own selves, a self eating snake that demonstrates to all others the folly of living for one thing alone. In future jumps, you'll remain able to see and awaken Origins and potentially even similar enough traits to Origins.
200	Clairvoyance	Kara no Kyokai	Divination	The mind's eye was opened to you during a particularly dangerous situation. You desperately needed to see the danger that approached you from a place you could not see and found that, almost like a miracle, the image would appear in your thoughts. With some practice, you've learned to move your senses and perceive locations within thirty meters of your physical form. It's difficult to move while doing this, keeping track of your normal senses at the same time as your clairvoyance is quite disorienting, but you can learn to adjust with more practice. In time, your range might even expand to cover several city blocks and allow you to pierce some magical wards too. Should you have some sort of magical power or other ability that requires line of sight to work, you'll be able to use it through your Clairvoyance as if you were actually looking at the target normally.
200	Bloodchips and Stock	Kara no Kyokai	Conjuration	Shirazumi's personal drug, his attempt at making others into those like him with a mix of his blood and supernatural compounds, was never going to work. It just became a very nasty poison, giving a long and slow death to those that took too much. You've got a supply of this deadly drug, as well as the tools to make your own. Your own private little drug making laboratory, tucked in deep to the hidden alleyways and warehouses, along with quite the supply of materials to use in making illegal substances. The supply restores, enough to potentially cover selling to a large section of Mifune City's underworld, and you even have a slowly restoring supply of low level supernatural ingredients, often the bodily fluids of Magi or minor supernatural beings.
200	Salamander Skin Glove	Kara no Kyokai	Origin	A starter tool that helps even the most amateurish of beginners with their magecraft studies. It's one of Touko's creations, made so that even someone without any magic circuits can start to gather a little magical energy and learn to make use of it through the glove. Even on a proper Magus, it'd be helpful, as the glove is attuned to one Element and makes it noticeably easier to control spells within that Element. The default is fire, hence the Salamander name, but you can have it refocus onto a different one when you buy the tool.
200	Origin and Element - Boosted	Kara no Kyokai	Metamagic	For 200CP, you can choose to have an Awakened Origin and have had the process go exceptionally well. Normally, the process of Awakening an Origin involves giving it far greater influence over you. It alters the personality in small, large or even totally overwhelming ways. But in return, it grants power. Unique abilities, especially in relation to magecraft, and an understanding of your own self. Whatever your Origin is, you've only gained quite limited mental changes from it. A Taboo origin would make you a fair bit more free with your desires and a Flame origin might make you more hot headed. In exchange, you'll find yourself able to easily combine your Origin with any magecraft you know. This ranges from the simple, like a Flame Origin adding flame attributes into any of your spells with little work, to the quite impressive, like a Stillness Origin allowing for you to count as if you were still in regards to Bounded Fields and unlock the secrets of creating mobile Bounded Fields. **(CG Note: Requires Origin and Element - Kara no Kyokai first.)**
200	Lesser Mystic Eyes	Kara no Kyokai	Enchantment	A general purchase for a wide range of low level Mystic Eyes, things that are relatively common among this category of users and not uncommon in Magus in general. Eyes of Charm that let one automatically cause infatuation and great appeal in those that see the eyes without much magical resistance, Eyes of Hypnosis that allow one to use the Hypnosis core magecraft solely through sight, Eyes of Empathy that allow one to see the emotions of people around oneself and better understand them. Each purchase of this grants access to one low level magical effect that can be bound into your eyes, with multiple purchases being possible.
300	Mystic Eyes of Enchantment	Kara no Kyokai	Enchantment	A much higher powered version of the eyes of Charm and Binding. The Mystic Eyes of Hypnosis are high level mind control spells, able to paralyse with a glance or dominate the mind and memories with a steady stare. Even without the application of magical energy, these eyes are able to tear through most magic resistance. It takes a powerful Magus to resist the eyes, someone capable of actively circulating large amounts of prana through their body to throw off your control, or someone with powerful Mystic Eyes of their own.
400	Fujo Blood	Kara no Kyokai	Necromancy	The arts passed down through the Fujo clan of Demon Hunters, a rare and mostly faded family, have awakened within you. Likely the result of a distant ancestor if you're not a clan member, it has several effects on your body and spirit. The first is an enhanced life-force, making it possible for you to survive wounds and illnesses that would kill normal humans quite quickly. Despite taking the same wounds, your body is unnaturally enduring. The second is an enormous natural talent for magecraft relating to the channeling and controlling of spirits, not enough to match a Risen Legend but enough to become quite well known should you be trained. More importantly, that talent is the basis of the core power of the Fujo. ESP, or the projection of their spirit from their bodies. Leaving your physical form resting behind you, you can move as a spirit in the world, your power dictated by your magical energy. Possessing and controlling humans directly becomes far easier and you already know how to bind the spirits of the recently dead to your service while in this form. More spiritual powers may appear with practice and power, though even now you're able to rapidly cross all of the city while flying along as a ghost.
400	Sealed Demon	Kara no Kyokai	Enchantment	A sealed case in your possession, such as a suitcase or video projector. Within is a potent combat familiar, the sort of creature that can tear through a whole gangs of thugs in seconds or pose a threat to a fairly powerful Magus, especially if it has the advantage of surprise. The primary example to use, in case you want to design a custom creature, is the sealed demons that Touko uses for combat due to her own degrading magic power. You might have a copy of her familiars, a freaky battle homunculus, a stitched together frankenstein beast or something less physical, like a bound fairy or a simulacrum made of living lightning. Whatever your familiar is, it's oddly affectionate with you and acts like a loyal dog, puppy like towards your friends and vicious to enemies. If it gets hurt, just seal the case again and you'll find it good as new in a few days time.
400	Mystic Eyes of Distortion	Kara no Kyokai	Evocation	The telekinetic eyes of the Asakami clan. Together, they exert great force on the world in their sights through the vector of spirals of force. The left eye forces rotation to the left, while the right eye does the same to the right. Any location that can be seen can be forcefully twisted in this way, immense force being emitted that's enough to tear a person in half or crumple up a car. Your eyes are stronger than most, equal to Asagami Fujino, and could potentially warp and distort an entire suspension bridge in a single use, though it may proving tiring to start out trying that.

400	Awakened Predator	Kara no Kyokai	Transmutation	Ah, more direct than most, are you? All this talk of predators and prey awoke an ancient lineage in you, a calling back to the days when we all had to crush and kill with our bare hands. When humans and beasts were no different. It might have been a miraculous success of the bloodchip drug or the result of an awakened origin, but you've become rather like Lio Shirazumi. Your body is powerful now, able to leap several storeys and tear through stone walls or crush human skulls with ease. Your senses have quickly come to match some of the best in the animal kingdom and the sharp fangs and claws that appear when you grow hostile slice flesh like it was just water. These traits slowly increase as time goes on and you hunt more, perhaps even new abilities sourced from predator animals appearing on you. Unlike Lio, you can halt and start the progress of this when you desire. Useful given it has an effect on your mind. Much more limited than the Shirazumi beast suffers but you still find that the more monstrous you become, the more your mindset begins to reflect that of a predator. Sheer force of will can restrain your urges to devour and kill, with magecraft perhaps holding keys to treat this mental affliction. Should you give into the power, you'll soon be more than a match for many of the denizens of this city.
400	Heirloom Weapon	Kara no Kyokai	Artifice	An ancient weapon of a Demon Hunting clan, perhaps even a replica of the Kanesada Kuji that the Ryougi treasure. A five hundred year old weapon, already a heavy weight of mystery, but with a particular bend towards damaging and destroying magecraft it comes into contact with, at least when younger and weaker than the weapon itself. A sword from this option might disband lesser bounded fields just from being withdrawn from the scabbard and swinging such a blade could cut through even powerful magical barriers that otherwise lock space itself tight.
400	Dark Benefactors	Kara no Kyokai	Origin	A mix of good fortune and experience in the dark side of the city have left you with quite the web of contacts. A wide range of criminal connections make obtaining illegal work of a high paying nature or access to black markets very easy, all across the country. You've even got some that consider your trusted friend or contractor, willing to help out with a few favours if you need a new identity, somemuscle for a job or a hefty loan. But your allies extend beyond the mundane world. You've done work for a number of powerful supernatural benefactors in the past, not very pleasant ones either. But they like you, or at least think you're far too useful to kill off, and they'll supply work that's dangerous, entertaining and highly rewarding all at once. Often, rather than just money, they'll payin favours or magical rewards, like Mystic Codes or using their powers to aid another task of yours. You'll always have this web of criminal and darker supernatural contacts in future worlds, usually your starting country. Extending the network once you have it, here or elsewhere, seems quite bit easier too. Your own suppliers, contacts and employers often recommend you to new allies if you do good work.
400	Eyes on the World	Kara no Kyokai	Artifice	Mystic Eyes are the term given to the unique powers and appearances found at times in the eyes of Magi and magical creatures. So many types exist, and such a reputation has built around them, that their possession has become both a status symbol and a sort of culture in itself. From the most simple and base Mystic Eyes of Charm to the almost sacred and miraculous Mystic Eyes of Death Perception, they are deeply desired and feared across the world. But they are ultimately just tools, that is what you have found. And tools can be broken, altered, even made new. Again, it is more than a field of study in magecraft. What you have is a universal gift relating to eyes and the magics they hold. You're already well studied on the many kinds of Mystic Eyes and their effects, with your immense talent regarding them allowing you to start to create tools to affect them or even make Mystic Eyes themselves. Glasses that seal their effects or enhance them, surgical tools to safely extract and transplant the eyes, contacts that focus their effects towards specific uses, eyedrops that reverse their powers for a time. New Eyes often involve binding some magecraft or power you are knowledgeable on into the eyes you know how to grow, then inserting and connecting them to the user. It's even possible to combine and stack eyes with each other, since your skills extend to biological alteration of ocular organs. Two Mystic Eyes of the same sort placed within each other could form an un-ending mirror, trapping their targets in a spell for eternity. Effectively, you have incredible skill in most medicine and magecraft relating directly to Mystic Eyes and immense talent in furthering that, both in this world and in regards to any other eyes you might encounter.
400	First Rate	Kara no Kyokai	Metamagic	Family is everything in the world of a Magus. Not out of love or loyalty but lineage. History. Legacy. Your family decides the number and potency of your magic circuits, the kind and depth of your magical specialisation, the unique traits of your magic and the potential you have to go further. Certainly, there may be some mutants here and there that buck the system but to the Association, a family as old and storied as yours is far more valuable than the transient nature of a one off prodigy. You hail from a line that is centuries or even thousands of years old. The heir to their circuits and knowledge, it's ensured you have an impressive amount of power at your fingers. Both quantity and quality of your circuits is among the highest found in Magi of this age and you are generally talented with all magecraft you try your hand at. You may have an exceptionally strong affinity for your Element to improve studies relating to it even more or choose to spread out more and appear as one of the rare Average Ones, of lesser talent in one field in exchange for talent and ability at all five traditional Elements. Your family inheritance ensured you are wealthy, influential and very well connected in the Association, with many would-be allies and mentors hoping to benefit from your name even before you arrived for your first period of study. Incantations come quickly to you, casting at much higher speeds than all but other prodigies, and your skill with the core arts of magecraft have significantly increased to an expert level. Your family arts are of course much more impressive, as the Magic Crest on your body holds the work of many generations of your forefathers on your one chosen specialty in modern magecraft. As an Alchemist or Elementalist or Spiritualist or whatever else, you'd be well-educated enough to capably run your own lessons in the Clocktower. You might even be doing that now, considering it's almost certain that you have at least one impressive Title from the Association to honour your achievements, along with a widely known reputation through the Association. A famous lineage in the same style will also optionally be your family in future worlds.
600	Master of Babel	Kara no Kyokai	Enchantment	A relic of a bygone era, a pure expression of the idea that mystery, that age, that the very weight of history itself cannot be conquered by mortal humans. The Godword, the Unified Language, is the original tongue that existed, but not necessarily spoken, before all living things were separated and categorised, before humanity was divided from the beasts and the plants and the dirt and the dust. It is Truth, something no human can reject. They'd have to reject their very existence as a human to do so. Those who speak this language, impossible remnants of a time that does not exist in this history, can thus command humanity. As one of only two living users of the language, you can take dominance over any human that hears your words. It is impossible to resist for true humans, though those with a connection to the Root or similar traits can mitigate the commands. For all others, it acts as an absolute hypnosis that lasts until a day after they last heard your command. It goes much deeper than just the mind or body however. Telling someone that they cannot see you would render you invisible to them. Telling someone that their magic cannot affect you would cause it to fail. These are orders that imprint on the deepest part of someone's being. Your words must be heard however and even simple earplugs can rob you of your power against someone. The Godword only applies to humans and even mixed heritage with non-humans grants the chance to resist, with non-humans ignoring it entirely. A sign some might take to prove humanity's destiny for civilisation and dominance over others. It also relies on intent, your desire to order others. If you wish, you can simply communicate across all language barriers with other humans without the control.
600	Mystic Eyes of Death Perception	Kara no Kyokai	Evocation	The eyes that see the path to the end. Among the highest grade of Mystic Eye possible, Death Perception becomes quite literal, They see the lines and dots that mark all 'living' things, anything that has any sort of direct interaction with the living world. An object, a person, a ghost, telekinetic force exerted by a psychic or even a timeline, if it were made certain and absolute enough to become solid in your eyes. Tracing these lines with something that cuts, even a blunt butter knife, will separate them without doubt. Cutting the target into pieces. Piercing one of the dots you can see, a single one on any being, is enough to destroy almost all things. While your eyes do not strain you, not all things can be cut so easily. Things that are resistant to death or associated with it will have faded lines, difficult to see or even requiring several minutes of focus to see at all. Dead Apostles, those who have achieved a deathless state of enlightenment, ones who practice death magic and, especially, beings who lack the concept of death at all on whom lines cannot even be seen. Your eyes do not strain you with their use, though you should always be careful with the cutting tools you hold.
600	Future Calculation	Kara no Kyokai	Divination	In your right eye, the future. In your left, the singular path towards that future. Among the most powerful forms of precognition known, this psionic abilities grants the right to decide the certain future at the cost of your own free will. With your right eye, you can see the future. Searching for any specific possible outcome from the current point in time, you can look through varying timelines up to six months in advance. The test scores on an exam, the result of a sports game, the way a foe you seek to assassinate will fight. It is not impossible to block this vision with powerful magic or other time-based abilities but such things should be very rare. More importantly, it is your left eye that dominates. It visualises a path to you that, if followed in your actions, will certainly lead to the future you have seen with your right eye. The longer you watch the specific future result you desire and the more information you gather, the better, as your path will have more information to act on. The left eye does not care for your interests, emotions or other goals and will simply pursue the ideal path to reaching the future you saw. By abandoning all restrictions on your morals and desires, you make that future utterly guaranteed, bar the intervention of immense magical forces or time interference. A quick glance to seeing a hotel destroyed would give you a random path to that result. Spending hours searching for the specific method and result for destroying that hotel would give you a path to achieving that. Keep in mind that you can only see possible futures, your paths will not lead you to things impossible for you to achieve. There are two limitations to this seemingly infinite ability. The first is that you must be present to witness the final result of the path with your own eyes. Whatever future you pursue, you must be within line of sight of the final moments. Without this quality, the future will always rebel against the control your left eye exerts and changes occur. The person you wished dead survives, injured but aware of you as their attacker. The desired to be destroyed hotel remains unscathed but the bombing plot is unveiled to the public. The second limitation is that, as a method of making the future certain and forcing a single timeline to occur, it becomes clear to those that can sense such things that you are taking action. It may even be possible, for those with truly rare powers, to destroy the timeline because you make it such a tangible, determined path.

600	Living Workshop	Kara no Kyokai	Conjuration	A workshop to make any Magus peer of yours jealous but combined with something much more valuable, at least to the less scrupulous Magi. You own a sizable building, likely a large apartment complex or mansion or mall of some kind. The main requirement is that it has space for a large number of people to live, or at least be stored. This is because that is the case, with up to 64 families living in the location at once. If they are not kept as cattle outright, the people here will be none the wiser as to what is going on. With the many secret rooms present in the building, it's easy to hide whatever you desire to do to them, and the building itself has some sort of effect that makes any resident extremely reluctant to leave and very easy to mould as you please. But the second and more valuable step to this is that the entire structure is your workshop as a Magus. The most immediate effect is that, due to incredibly unique enchantments and links to you, you are able to instantly teleport anywhere within the building and retain a near-omniscient awareness of all space and events within it. In at least one of the secret rooms of the building, if not several, you will find a fully equipped Magus Workshop of great value to a Magus of your skill and specific specialties. The tools, reagents, materials, peer research if any exists and more will be found. While rare consumable materials will be understandably rare and truly exceptional things for your level will not appear, the Workshop will slowly grow as your mastery of magecraft does and slowly resupply whatever might be used up that the Workshop itself spawns through this option.
600	New Agency	Kara no Kyokai	Conjuration	What is there for those who have no interest in reaching the Root, who look at the goal of all Magi and think it's just a big waste of time? There's money. Turning magecraft to mundane profit can be quite lucrative, as can be said for psychic powers or unnatural talents. You have a business of some sort that's well suited towards your particular talents in this jump or will come into the ownership of one in adulthood. It's already got a building to itself, some four storey and relatively well furnished if dusty location. A storeroom, a nice office and space for workshops if you have the time to set one up. It might be a private investigator agency, a mercenary outfit, an ancient antique shop or a exotic animal store. What makes the business special is the employees, rather than the location itself. The business naturally attracts employees in situations that have great need of employment outside of the usual channels. More importantly, they often have quite unique abilities. Usually moderately powerful psychic abilities, Demon Hunter heritage or even lesser non-human creatures like a few fairies that spy on others in exchange for sweets. Every few years, you'll be able to take on a more valuable ally. Someone with a powerful pair of mystic eyes, a Dead Apostle that wants to live among humans or some other powerful entity. They're easy to get along with and gain the loyalty of, potentially even coming along with this business as followers if you can gain their trust and devotion. If you merely desire an ordinary business without the penchant for attracting unnatural allies, you can buy one that otherwise works the same as the above for 300CP instead, still discounted to students.
600	Counter Cover	Kara no Kyokai	Illusion	Humanity has a careful guardian, watching every move, to protect it from threats without and within. This guardian can be quite over-zealous at times, acting to counter even unlikely threats with great force when it believes the need exists. But there are apparently ways to escape it's sight, and that of similar beings, even when what you're trying to hide genuinely is a threat. Similar to how the Ryougi managed to hide their efforts to create Shiki's third personality and connection to the Root, you are able to hide yourself and your actions from higher beings. Metaphysical forces like the Counter Force, gods of older times, cosmic beings like Arayashiki or Gaia itself, even the sorts of greater beings that expand well beyond a single world. The methods involved vary depending on the scale. Just hiding yourself from the Collective Will of Humanity may manifest as a special form of self- hypnosis that is easy to maintain, whereas preventing higher cosmic creatures from noticing large magical rituals involving dozens of participants may require an expensive and time consuming spell of its own. In future worlds, you'll find it always possible to quickly discover various ways to hide from various such beings. This protection can potentially be bypassed should you in some way draw their direct attention or be found by agents they have of a lesser nature, so overt action should still be taken with care.
600	Risen Legend	Kara no Kyokai	Metamagic	There is a poisonous fetishism at the heart of magus society, an obsession with the old and the mysterious. A toxic belief that all that we have now is just a pale imitation of what came before. Age is power, an old family serves a magus better, we must reach the origin of it all. That's just so much shit. Magecraft may lack the raw power and direct use of systems from earlier in history but the idea that it is useless is the thought of someone without the will to persevere. A true magus would not stop, not until they tear open a path beyond their limits. You're living proof of the idea that magecraft being an inferior system is not necessarily as true as much of the Clocktower thinks. Whatever your own innate power, you have taken a chosen specialty of magecraft to obscene heights, the likes of which is only matched within magecraft by things like Aozaki Touko's doll making styles or the impossible Bounded Fields of Araya Souren. Whatever your chosen field of study is, you're certainly one of the greatest users in many generations, if not centuries outright. Your spells within that field are stronger, cheaper, faster and far more skillfully controlled than any hopeful peers. Your knowledge and skill is near total, at least in regards to existing knowledge on the field, and you have the sheer talent to continually push the limits and learn impossible spells and actions, like discovering how to make Bounded Fields mobile around a person. It's far easier than normal, almost springing into your mind, to discover ways to combine other magic and magecraft you know into your chosen field to expand and empower it even further. As a finishing touch, whatever path you choose has revealed to you a method of immortality, a way to make yourself not just unaging but outright harder to kill in general. Touko's famous immortality puppet network as a sterling example. In future worlds, you'll find anything similar enough to your chosen specialty will receive all the same effects. A brilliant alchemist here will be one in the future too. You may also buy this perk multiple times.
600	Psychic Pills	Kara no Kyokai	Artifice	A box of what appear to be over the counter medication, mostly pills and drops. Significant painkiller effects, for the most part, calming headaches and soothing pain to the point that even painful injuries are easy to deal with. But the different types of pain medication here are more for their secondary effect, of sealing and cultivating unique powers. The medication in the box appears to have each type, of which there don't seem to be a limit, corresponding to a unique power or ability that you have. A specific kind of Mystic Eye, an individual psychic power, perhaps a stand alone magic power. While taking the medication, that power will be sealed and unavailable to you. But it will grow in strength and capability constantly under those pills. A steady and, over years, quite significant growth rate. Especially since it can improve well beyond normal limits. Mystic Eyes of Distortion that might normally be limited to twisting off limbs, heads or tearing a car in half at best could grow over four or five years to be capable of tearing apart an entire city river bridge, a metal suspension construct twisted asunder. Something as broad as all your Magecraft would be too much for this medication however, as it seems to work on a very specific basis. It never runs out at least and there don't appear to be complications from taking many pills at once, though it will not improve the growth rate for each individual power beyond the base boost one dose gives.
600	Scarred Path	Kara no Kyokai	Transmutation	Limitations are just barriers to be conquered. Every misery that is thrown down in your path is a step to rise even higher, to use the flaws that cripple your body to enhance your magic ever further. You find that when your body suffers and parts are lost to you, your magic will soon compensate, providing not only additional talent in a related field of magecraft to whatever part of you has been crippled but a sudden breakthrough to effectively replace it. The loss of your sight may result in developing a sudden breakthrough in clairvoyant spells or magecraft that allows for ESP that not only replaces your lost sight but may outright surpass it. A mangled arm may provide the inspiration to greatly increase your level of skill with telekinetic magecraft or some other kinetic field, allowing you to manipulate things from afar with natural ease and immense force, seemingly costing little energy to do so. It takes time, weeks or even months, for these talents to bloom but once they do, they will remain even if you regain what you originally lost.
600	Bloodline Establishment	Kara no Kyokai	Transmutation	We all had to come from somewhere. All of the various clans of the Hunter's Organisation had to have been made, to have had an originator. For psychic powers, such rare things, to come to be present in every member of whole families is simply not natural. And that unnatural method is known to you, just one of the many you now discover. Through a mixture of medicine, hypnosis, certain magecraft-like practices, selective breeding and perhaps a touch of the inhuman you are meant to hunt- you' ve learned to slowly create new Demon Hunting clans with their own psychic bloodlines. It can take generations to stabilise and hold true but you are not limited to only the powers found in the four main branches of the Organisation- the Nanaya, Ryougi, Asakami and Fujou. Instead, you are even able to slowly design new ones of a similar level. A family of electrokinetics or who can naturally command low level spirits and fairies? Taking the young Shirazumi boys predatory mutations and creating an entire line of carnivorous demon hunters? All possible, with time and available subjects. The final note to make is that, like the clans above, there can be a great deal of individuality in the clans you breed. While most members will be stable and similar in psychic power, some will rarely appear with much more impressive variants of the normal power, either naturally or just through their life experiences.
0	Origin and Element	Kara no Kyokai	Origin	Origin and Element are attributes of the soul and one's deepest being in this world. Everyone has one of each, some people have more, but this just helps you decide on the importance of your own ones. An Origin is like a concept, a word, that is at the core of your character. It might describe a secret side of you that you rarely show, it might show influence through every action you take or it might just be something you really love about yourself. Taboo for someone who feels a forbidden love, Worthlessness for someone who seems to be a complete failure, Nostalgia for a man who considers his memories dearly important. An Origin by itself doesn't have much of an effect, merely lying unawakened. Some kinds of magecraft can eventually build on your Origin, such as a Taboo Origin Holder eventually learning to invest that effect into an item that inhibits the taboos of others. But these usually require quite high level skill and have subtle effects outside of extensive experimentation. You have an Origin of your choice, a normal one that is Unawakened and gives noreal boons but has no real hindrance either. An Element is more important, at least for a Magus. It describes something like your affinity for certain kinds of magic, significantly increasing talent in that area. Or rather, most Magi find it quite difficult to learn all but the most general magecraft outside of their Element. Far from impossible but much more inefficient. Most people have an Affinity for one of the five primary elements- Fire, Water, Earth, Air and Ether. These ascribe to much more than just basic elementalism. Fire might cover consumption, energy transfer or fuel. Earth may relate to cultivation and embedding of energy. Water covers the flow and cycle and combination of things. And so on. You have a moderately strong affinity for an Element of your choice. One of the primary five is recommended but if you know of an alternate choice, you can pick one, as long as it's not superior to the primary five. No Average Ones with talent for all five Elements and no uniquely powerful Element.

0	Magic Circuits	Kara no Kyokai	Origin	The pathways through which magical energy mixes, flows and is expended. The circuits appear on your soul, though physical reflections can be found within your physical body, and generate heat when in active use. All magus have these circuits and they can sometimes be found in lesser forms even outside of magus lineages. As a benefit of entering this world, you've got at least the potential to use magic. You're not particularly exceptional in terms of your circuits with just this but you're no cripple either. You've got a fairy standard 20 circuits in your body, each one of decent but not exceptional quality. If you began a magical education, your teacher would likely remark that you're decent but nothing remarkable.
100	Wizard's Companion	Konosuba	Conjuration	Every proper wizard needs a familiar and you've got yours ready to go. You have a choice of two types of animals. The first is a small, winged cat, capable of breathing fire. It's surprisingly strong for its size, able to take care of low level mob monsters on its own, and can grow in power much like you can by killing monsters. The other is a similarly sized yellow blob, which is supposedly a young dragon even if you think it just looks like a baby yellow chick. It's probably the latter. Probably. The chick acts as a mana battery, capable of storing immense amounts of magical energy and releasing it back to you on command. Perhaps it could even be taught to use that energy as an attack. The amount it can store will grow with time.
100	The Way This Works (Boosted)	Konosuba	Origin	You will begin with a basic class but you can spend 100 CP to upgrade to a more advanced class straight away, which will give you better starting stats, stat growth and better skills. An Arch-Priest or Crusader Knight for instance. **(CG Note: Requires base the Way This Works - Konosuba first.)**
200	Divine Relic	Konosuba	Enchantment	That's a pretty necklace. It'd make for an awfully nice gift. . . for someone you wanted to do something nasty to. It may look like nothing more than a particularly extravagant and gorgeous necklace, which it also is, but in reality this piece of jewelry is an old relic that enables the user to swap bodies with another person. By placing the necklace on someone and chanting a specific ritual, you are able to swap your mind into their body and their mind into your body. The change is permanent unless the ritual is performed once more.
200	Grave Matters	Konosuba	Necromancy	Few enough can afford a proper send-off these days. Graveyards like the one you find next to a property of your choice that you own or connected to your warehouse are just such things, filled with the restless dead and unsent spirits. It's a large graveyard too, hundreds of graves that will be regularly refilled on a yearly basis, though those interred will be mostly ordinary people or low level adventurers. If you're wanting the beginnings of an undead army it can help or you could just make yourself feel good by helping these guys on their way to the afterlife.
200	Holy Symbol	Konosuba	Artifice	Faith is quite important to the job of a priest, though who that faith is directed to matters quite a bit less. Instead of directing your prayers towards any of the Goddesses that already exist in this world, you have a holy symbol and books that are suited to a more personal faith, perhaps even one about yourself. They work just as well as any holy symbols would and can be used to channel priestly magic quite well. The books even include a range of holy arts and magic to teach you or any you give the book to.
200	How I Learned To Love The Bomb	Konosuba	Metamagic	That spell just feels so good. You can't resist using it over and over. It might not be the best spell for the situation but you can't force yourself to even learn any other. Thankfully, you need not suffer without benefit. For you, magic feels good to use. A pleasure on a physical, emotional and even spiritual level that calms and satisfies you. But when you wish, you can deepen this enjoyment for specific spells. By forcibly creating a growing addiction to a single spell, heightening the pleasure you receive, you can make that spell easier and better. The more addicted you are to it, the greater its power will become and the easier it'll be for you to use. If you became obsessed enough to base major portions of your life around a single spell, you could see yourself getting many times the normal power from it and able to cast it ten times as much as normal, the costs have decreased so much. Be careful however as this perk provides no way to get out of these addictions and you'll need to break them the old fashioned way, though do note that doing so will also remove the benefits.
200	Rod of Explosions	Konosuba	Metamagic	Now that you have your familiar, you need your proper implement for magic use. You now have a wand or staff that is best suited for a specific kind of magic of your choice. It can be as specific as the Explosion spell from this world or as broad as any kind of necromancy magic. The more specific, the better the boost this implement will give to the power of the spell when you use it to cast that magic. A single spell could be three or even four times as good but an entire field of magic might only be ten percent again as strong as normal. The implement can be as fancy or simple as you like too.
400	Beast Rod	Konosuba	Conjuration	The royal family has gathered many strange items of power, more than a few were lost by adventurers coming to this world with personal cheat items. This one is a magic staff, a rod that is capable of summoning monsters. Which monsters? Any that exist in the world. From the lowest level slimes to the generals of the Demon King. There's a random chance of summoning any existing monster within your current world. The fact that there is a very strong compulsion to obey you on those summoned helps greatly. It won't force everyone to obey you unconditionally, against any of the Demon King's Bosses it'd just be a fairly strong influence instead of absolute commands, but it does allow you to put your summoned monsters to good use.
400	Beldian Castle	Konosuba	Conjuration	A lonely old castle that is more than it appears to be at first. Your new fortress is set at the top of a small mountain, extremely well defended and working well as a starting point for an army's attack or defense. The inside of the fortress is filled to the brim with traps, guards, weapons and enchantments to both protect you from any invaders and prepare you better to go out on the attack. The castle is also impressively sturdy against attacks, even the walls are magically enchanted, so that constant daily bombardments won't even scratch its walls. We'll even throw in sound proofing for every room as an added bonus.
400	Vain Practices	Konosuba	Artifice	This world's been stuck in a bit of a rut, progressing very little compared to the speed that your original home world did. It's not for lack of intelligence in the people here, just a curious lack of motivation. One you apparently don't share. You have an incredible ability for both reverse engineering, capable of remaking normal or magical devices as the other with an appropriate amount of work to match their power or level of advancement, and also for mass production, allowing you to get things made thrice as fast as any other, even on a large scale so long as you've personally created the systems with which they are made.
400	The Need For Big Booms	Konosuba	Metamagic	Once a day isn't enough for you anymore. You have to feed the need inside you. Normally, we'd not be in the business of supporting such magical addictions but we'll give you a little allowance. Be it limited casts per day or stuff with massive energy costs, we've got a solution to both. The first is that, once per day, you are able to cast a spell regardless of any energy costs it may have. Even if it costs as much as you have at full or more, you can get one standard use out free. Do note that this will only work with spells that have set energy costs. If something could be charged forever or works based on how much energy you put in, the best you'd get is the minimum energy use of that spell. The second way we're encouraging you is the ability to pay large amounts of energy to cast spells that are normally usable only a few times per day. The more powerful the spell, the more energy you'll need to pay and not all spells will be payable at your current strength.
400	The Power In This Right Eye Of Mine	Konosuba	Metamagic	Some people are born with a talent for magic. Some people think that a little bit of extra skill is enough to call that a 'talent'. You're the sort of magical genius that even the Crimson Demons would need to admit was a true master in the making. Magic comes to you faster and better than it does any other. What might take others months to reach you can do in days, even the cost for learning magic skills reduced to fit you. Your magical power is greater too, thrice that of any normal magician your age. But unfortunately, not all magic is quite the same for you. Physical magic, things such as enhancing the body or otherwise doing purely physical effects on you, is unaffected by this increase. It doesn't quite fit the lifestyle, you see.
600	Cheat Weapon	Konosuba	Artifice	Usually this is the only thing a plucky new world traveler might get, coming to this world. I guess your point system has some benefits after all. A Cheat Weapon is an incredibly powerful weapon and the one you have at hand is particularly potent. Whatever shape it takes on, as decided by you, it will be a suitably strong weapon for you, no matter how strong you are. It will continue to grow in power to remain suitable. At low levels, someone wielding this blade could kill a dragon in a single strike, though they'd not have much protection against the Dragons' blows themselves. That said, wielding this weapon does confer a protection against all curses and status effects. A treasure like this will ward them away no matter how good they are, though it won't protect against other kinds of magic.
600	Railgun (True)	Konosuba	Evocation	Mage Killer? That's pansy stuff. What you want is this gun right here. It's a phased plasma rifle in the 40-kidding. This long rifle might not look like much but it's genuinely one of the most powerful weapons in the world, being the completed version of the prototype Railgun (Fake) that the Crimson Demon Clan holds safe. By filling it with magical energy, the gun is charged and it can then fire out that magical energy, multiplied several times over in power and focused into a single beam. It'll pierce straight through any kind of magical resistance, despite the beam being powered by magic and unlike the original prototype, there's no limit to how much charge it can hold at any one time. It automatically sucks in any nearby magic when in charging mode, so be careful to hit the switch so you don't waste your own energy.
600	Last Stop Shop	Konosuba	Conjuration	Not every Boss of the demon army is an active general. Indeed, it even suits the Demon King better that some of them stay isolated, safe and unassuming to the adventurers that seek to take them out. You've been given a shop to run instead of your normal duties, a shop that reflects the disconnect your superiors have with the normal world. See, your shop is set in the starting town of this world where many adventurers first appear and yet it is filled to the brim with end game equipment. While the truly powerful and unique artifacts won't be found for sale here, stuff fit for legendary heroes or the greatest warriors in the world is still commonplace. A level 100 warrior or wizard who visited your store would find it more than adequate. . . even if none of the low level heroes around you can afford or even use your wares. You'd never sink so low as to take advantage of all this powerful, rare equipment for yourself though. . . . would you? The shop will continue to appear in future worlds, carrying high level equipment for each setting in its stock.

600	Fallen Goddess	Konosuba	Origin	You didn't come down to this world without picking up a bit of extra spark along the way. You're a former Goddess now, a divine being that has lost a large portion of its power but still retains incredible abilities and varied powers. Just for being what you are, your beginning stats in this world are far higher, equal to an end game adventurer. You are also able to draw magical energy from any who worship you in this world, though this particular trait won't persist past this world without a certain perk. As a Goddess, you also have a series of purviews over which you hold divine power. You may pick up to three different things to hold power over, such as Water, Luck or The Arts. You'll find yourself blessed in regards to these things, effortlessly skilled in anything relating to them and with vastly more power when you use magic associated with your purviews. You also have an innate affinity to your purviews which may provide passive abilities, such as being immune to heat damage if you pick Fire. You will also choose whether you are a good or evil Goddess, though this won't affect your actual morality. Instead it will give you either a Holy or Unholy attribute, respectively. You'll gain an immensely powerful aura for which attribute you choose, such that a Holy Goddess could kill high level undead with a single tear due to the holy energy infused within or badly harm them with a touch. It will empower any Holy or Unholy abilities greatly too. Lastly, buying this will boost any capstone perks or items that you purchase, as detailed in the notes section at the end of this document.
600	The Path of Explosions!	Konosuba	Evocation	In your heart of hearts, you know the life you were born for. A flash of light, a thunderous noise, the pressure wave, the great heat and total destruction at the centre. Explosions are love, explosions are life, and explosions are all you need. You've got this same love for the Explosion spell or, if you're some kind of heretic, another spell. For you this spell is just on a different level to anyone else. The power you have for it is a hundred times the normal amount at least, so that even a single digit levelled adventurer could match a boss in the high 80s or 90s when comparing the same spell between the two of them. The costs for that one spell, whether in mana or materials, are negligible. Your love for it is such that you could cast it at least a dozen times a day. The spell will continue to improve as you use it too, never having an upper limit and slowly growing in all aspects as you keep using it. Brighter, hotter, louder and more destructive. Finally, as a sign of your true dedication to the Path, you may induct other people onto the path as well, being able to teach your spell easily to anyone with even a basic amount of mana and share a small portion of this perks abilities with them.
600	Holy Hexes	Konosuba	Metamagic	Spells becoming more powerful isn't just a matter of having more mana, at least not in this world. Upgrading those spells more with Skill Points is usually the main path. At least if you can be bothered, which it seems you've skipped past entirely. Magic that you use now scales to your general level of power, regardless of how much points or energy you put into it. If you cast a fireball you learnt at level 1, using the same amount of energy, but were a level 80 wizard when you cast it now? You'd be summoning a conflagration that could consume half a town instead of a mid-sized fireball attack. Even things as simple as a low level voice changing spell could become a spell that allows the target to freely make any sound they wanted, rather than just a single different voice. You can still expend energy or points to improve spells, provided the spell can be improved in such ways, even more but their base level of power will rise alongside your own general power level.
600	All Hail Me	Konosuba	Origin	Oh my, are you thinking of making an attempt to overthrow the Gods? You'd have to forgive us for thinking so, when you draw power in a very similar way to how the Gods do. You draw power from being worshipped, naturally and on an active level if need be. Just having worshippers will naturally add a little pool of magical energy that you can draw upon but in emergencies, you are able to ask for them to offer up more to you from their personal stores. More worshippers will increase your base pool of energy but the level of faith and fanaticism that each worshipper has will also increase the amount they give. A large number of casual adherents to your faith may still give a sizable pool of energy to draw on but it'd be nothing compared to a similar sized number of believers that are genuinely faithful and reverent of you.
600	The Pain Only Makes Me Harder To Break	Konosuba	Transmutation	What might weaken another man only brings you higher. What makes heroes falter causes you to feel like you're on cloud nine. Be it humiliation, pain, fear or misery, it's just going to get you going faster, stronger and harder. Suffering improves your power and speed and durability, both physically and with your magic or powers. The greater you suffer, be it physical or emotional pain, the greater the benefits you will receive from this. The best gains can be made when it comes from other people or enemies rather than yourself, though hurting yourself will still see you receive a lesser benefit from this ability. Putting you down will be a very tough task as only the strangest of attacks will not cause you to grow in power, such as those that cause no pain and cannot be noticed to be embarrassed over. Once the pain lessens, the gains you have will lessen too and disappear entirely if the pain does so.
0	Adventurer Card	Konosuba	Divination	The sign of your adventuring nature. This is your Status Sheet, effectively. It denotes your level, statistics and any special abilities that you have. It's also proof that you're an adventurer and will give a good idea of how strong you are and how good an adventurer you are. If you ever lose it, it'll appear right back in your hand the next time you need it. You use the card to level up with skill points in this world, so don't let anyone else get a hold of it if you've got unspent points. **(CG Note: Requires The Way This Works - Konosuba first.)**
0	The Way This Works	Konosuba	Origin	This world follows the same rules that it seems every new world does these days. On entering this world, you were given an Adventurer's Card which we'll describe later and the ability to gain and use skill points to level up. Skill Points are gained by killing monsters or other living beings and are automatically collected from them when the deed is done. Gather enough and you will be able to level up on your adventurer's card, increasing your base stats and learning or upgrading your existing Skills with your new points. You can't learn something you don't have the ability to learn, haven't been taught or that isn't part of your class. Ah, and Class? Another thing you'll automatically receive. This'll dictate your general stat growth through levelling up here and the sort of skills you can automatically learn and unlock via just skill points. Any fantasy RPG class can be taken, though your origin will limit you to specific types.
50	Refillable Potion	League of Legends	Artifice	This flask contains a weak elixir that will restore your health. Enough for two drinks, refills every five minutes. Tastes like kiwis.
50	Oracle's Extract	League of Legends	Divination	A vial of glowing pink liquid that grant's true sight for five minutes when consumed. True sight allows you to see the invisible and the hidden in a short radius around you. The vial has five doses and refills daily. Tastes like strawberries.
100	Arcane Mastery	League of Legends	Origin	The most basic of mystical powers required to be a mage. Simple and direct mana manipulation like weak mana bolts that most anyone can learn if they have the time and inclination. Maybe after a lifetime of study these powers could prove to be a credible threat on their own, but your time is probably better spent learning better magics. As a side effect of learning this you have a larger mana pool.
100	Stone Skin	League of Legends	Transmutation	When you are in the thick of battle your skin will become strong as stone. Requires that you are near at least three enemies to activate.
100	Gift of the Fae	League of Legends	Transmutation	You have learned a few Fae cantrips to help your friends. Nothing incredibly powerful by themselves, these are simple spells that will shield your allies and alter their size as you desire. You can even transform others into woodland creatures or animated cupcakes, though it has a very short duration and does not victims must be weak of will for it to take effect.
100	Zhonya's Hourglass	League of Legends	Abjuration	This unassuming hourglass is actually a powerful magical artifact. On command this timepiece will freeze its owner in golden light for two and a half seconds. During this time the user is completely invulnerable but cannot act in any way. It requires a minute to recharge power after use.
100	Statikk Shiv	League of Legends	Artifice	A small dagger wreathed in lightning. Whenever this magical dagger pieces flesh it sends out arcs of electricity to shock any enemy foolish enough to stand close to the victim.
100	Sunfire Cape	League of Legends	Abjuration	This ancient Shuriman artifact is said to be woven from sunbeams. This cape literally cloaks you in flames that burns your enemies if they dare to step close to you. It also provides some protection from the elements of fire and ice.
100	Runaan's Hurricane	League of Legends	Artifice	Whenever an arrow is fired from this bright red bow two spectral arrows will be fired as well. These arrows fire with only one fourth the force of the original, but they retain any special properties or magic the fired arrow possesses.
100	Sightstone	League of Legends	Divination	A strange blue rock with a single glowing eye embedded in the surface. This stone allows you to create invisible wards that let you see everything in a small radius around them. A maximum of three wards can exist at once.
200	Explosives!	League of Legends	Evocation	The secret mystical power of gunpowder. You can create mana infused bombs that can blow apart even the most solid constructions. These hexplosives come in a variety of different types, including proximity mines, bouncing bombs, and satchel charges.
200	Pyromania	League of Legends	Evocation	The primal fury of fire in the palm of your hands. With this you can create and manipulate fire with a wave of your hands. Strangely enough this power allows you to dominate weak willed magical beasts and keep them spellbound as stuffed dolls. These pets can be returned to their original forms at any time and wreathed in fire to maul your foes.
200	Legacy of the Iceborn	League of Legends	Evocation	The gift of the Frozen Watchers, you have learned the ancient frost magic of the Iceborn. Launching ice spears, traveling on moving spires of ice and encasing your enemies in frozen tombs are all within your power. As an added bonus this power can be applied to enchant weapons and armor, though the process is extremely time intensive.
200	Stone Weaving	League of Legends	Evocation	This magic allows you to bend the earth itself to your will. Fling stone shards at your enemies, create massive walls, or bury them in the ground. At the highest level this magic can even cause earthquakes.
200	Frost Shot	League of Legends	Artifice	Any projectiles that you fire can be spontaneously enchanted with ice magic. This enhancement will harm enemies of course but it also has other effects. Anything hit will be covered in magical ice that will impede and gradually freeze the target.
200	Runic Sentinel	League of Legends	Abjuration	From head to toe you are covered in runic tattoos. These mystic markings make your skin stronger than iron and provide exceptional protection from magic.
200	Child of the Wind	League of Legends	Evocation	The elemental might of the deadly breeze! Unfortunately, wind spells sadly lacks the offensive punch of fire or ice spells. What you get in return is the power to knock over your enemies and redirect them wherever you please. This magic is excellent for battlefield control and effects much larger areas for much less mana. These spells are greatly empowered outdoors in wide open spaces.
200	Education	League of Legends	Origin	All the knowledge of an expert in one of the following fields: Magical Theory, Techmaturgical Engineering, or Applied Hextechnology. Can be purchased multiple times.
200	Researcher	League of Legends	Metamagic	You're just better at learning than other people. Whether it's out of a book or at a lecture or even just innovating it on your own you will figure things out much faster than normal people do.

200	Ruyi Bang	League of Legends	Transmutation	This incredible staff can alter its size at the owner's discretion, growing twenty feet in an instant or shrinking down to the size of a toothpick just as fast.
200	Abyssal Scepter	League of Legends	Abjuration	A powerful mystical implement made from the corpse of some long extinct magical creature, this scepter protects the user from hostile magics while simultaneously reducing the magical resistance of nearby enemies.
200	Duskblade of Drakthaar	League of Legends	Necromancy	This wicked blade inflicts a curse on any that it cuts. This curse is a delayed effect that will cause the victim to rupture massive amounts of blood from the wound. This process is incredibly painful and impedes the effects of healing magics.
200	Sterak's Gage	League of Legends	Abjuration	This massive gauntlet is nigh indestructible and can shield the wearer from harm if they receive too much damage in a short amount of time. This effect is temporary but very potent, to the point that even a normal man could survive impalement. The power of this effect scales with the wielder's durability.
200	Lord Dominik's Regards	League of Legends	Artifice	This bow was created by a vassal of Lord Dominik, a Noxian noble who was killed during a skirmish with a nomadic giant tribe. The weapon was designed to take revenge on the late lord's murderers and inflicts more damage on targets larger than the wielder.
200	Righteous Glory	League of Legends	Transmutation	This beautifully crafted winged helm significantly increases the speed of the wearer whenever they advance toward enemies. It can also emit a shockwave on command that will disable the speed boost but slows nearby foes to a crawl
200	Staff of Flowing Water	League of Legends	Evocation	A beautiful staff that sparkles with the power of rivers. This staff is an incredible tool for channeling water magic, and physically empowers its wielder while they are in water.
200	Pox Arcana	League of Legends	Necromancy	A mystical tome with the power to spread pestilence. Anyone whose name is written in this book shall suffer a terrible blight. Victims will bear a terrible disease for twenty four hours. While not lethal, the pox is unbearably painful and will cover their skin in hideous lesions for the duration.
200	Blade of the Ruined King	League of Legends	Necromancy	The accursed longsword of the king of the Shadow Isles, this blade was once a blessed weapon. When its wielder's grief overcame his reason this sword was corrupted. It is now a fell blade that devours the victim's spirit as it slices them, healing its owner in the process. It will cause greater damage to uninjured enemies.
200	Flesheater	League of Legends	Necromancy	This large meat cleaver is cursed to devour the flesh of those it slices. It will heal its wielder even as it carves away its victims. Whenever anyone is killed with this cursed weapon it will devour their flesh entirely, leaving no corpse and growing one foot in length.
200	Alchemist	League of Legends	Artifice	You are now a master alchemist, able to create magical potions, poisons, and tinctures from common herbs and regents. These creations can cause all sorts of effects from the obvious to the bizarre. This is also one of the easiest ways to negate mana costs as potions that restore mana are easily made by any journeyman alchemist
300	Luminosity Magic	League of Legends	Evocation	This highly versatile and deadly magic is an extremely rare gift. These spells will let you bend light to illuminate your enemies or turn yourself invisible, create prismatic barriers to protect your enemies, bind your foes with spheres of light or obliterate them with massive lasers.
300	Crystal Summoning	League of Legends	Evocation	A primal form of earth magic, Crystal Summoning allows you to create and manipulate crystals. You can cover yourself in crystal to protect yourself or impale your foes with crystal spikes. For a short while you can even summon crystal spires that will fire powerful arcane bolts at your enemies
300	Headshot	League of Legends	Divination	Boom. You have an almost unnatural precision and accuracy with ranged weapons. More than just good aim, you have a supernatural ability to always hit anything that you attack within a certain range. Projectiles will follow enemies an unlimited distance even if they leave your range. The range extends based on the actual range of your weapon but is never more than ten meters.
300	Illusionist	League of Legends	Illusion	An assassin needs more than just the strength to kill their target. You also need a way to get close and means to escape. The magic from this school is based around deception and misdirection. Your target will never know you're there until it's too late when you can turn invisible, and escape is easy when you can take on the appearance of another. Unfortunately especially intelligent people can see through your illusions and they are quite fragile as well.
300	Warmog's Blessing	League of Legends	Necromancy	A spear stuck in your gut is nothing to worry about anymore. Just yank it out and go on your way. With this your body is constantly regenerating from damage. You can even regrow limbs in a few short minutes.
300	Primal Spirit	League of Legends	Abjuration	More than a man, you are now the vessel of primal animal spirits. At any time you can harness the power of one of four different specters. Access the strength of the bear, the endurance of the turtle, the ferocity of the tiger, or the eternal flame of the phoenix. These abilities become much more powerful if you are enraged or if you are completely calm.
300	Tidecaller	League of Legends	Evocation	Channel the primal energies of the ocean, harnessing its mystical restorative properties and commanding the raw power of the tides themselves. Heal your allies and batter your enemies with jets of water or knock down any that stand against you with massive waves. Allows Marai to survive on land and allows anyone to breathe underwater. These spells are empowered near a preexisting source of water.
300	Rylai's Crystal Scepter	League of Legends	Evocation	This beautiful staff was once used by a frost mage of a different world to defend an ancient tower. Any frost magic channelled by this staff is enhanced tremendously and any kind of magic that is projected from it will slowly freeze the targets. Yes, even fire magic
300	Yoummu's Ghostblade	League of Legends	Necromancy	A spectral katana that ignores armor to cut the victim's flesh directly. It can also kill purely spiritual beings, something normally impossible. This blade was made famous by a half phantom swordswoman.
300	Frozen Heart	League of Legends	Abjuration	A massive and nigh indestructible shield empowered with True Ice. Bitter cold emanates from the Frozen Heart, though this effect only impedes your enemies.
300	Banner of Command	League of Legends	Transmutation	An ancient flag bearing an emblem of your choice, this standard bestows great strength upon a chosen lackey. Whoever carries this banner and serves your cause will become much stronger, much tougher, and extremely resistant to magic. Will only work on creatures that are completely loyal to you.
400	Crimson Pact	League of Legends	Necromancy	You practice the ancient and forbidden art of blood magic. Shape the vital fluid into daggers to attack or rip it out of your enemies to replace your own. You can even momentarily shift your body entirely into moving blood, though this is extremely draining. Comes with the ability to make terrible blood puns. These abilities cost no mana to use and instead are powered by your lifeforce.
400	Blighted Quiver	League of Legends	Necromancy	You are host to a malignant creature of unknowable origin, a spirit or demon of corruption. This creature inhabits your body and gives you strange powers. You can choose to infuse your ranged weapons and projectiles with a vile corruption that will poison and sicken the target. This blight impedes all healing effects and will gradually spread from the point of contact. You can instantly halt the spread of this corruption at any time and it will eventually disappear on its own if it doesn't encounter life to feed on. If you need it you can form a bow out of the corruption itself. This power requires a strong will to maintain control, otherwise the corruption will spread over your body and eventually take control of your mind.
400	Lunari Killer	League of Legends	Evocation	Embrace the Night! You are one of the chosen of the moon, empowered with Celestial power. You have inherited the power of the Lunari, an ancient cult of moon worshipers. You can create and manipulate the silver fire of the moon for a variety of effects. Fling it at your foes to burn them away, shield your body with rotating orbs of moonlight, launch yourself forward at great speeds, or pull everything in a small radius towards you. These spells are empowered in the moonlight.
400	Sadomasochism	League of Legends	Transmutation	NO PAIN NO GAIN! Whenever you suffer incredible pain you turn into a monster. When enduring physical torment you gain tremendous regenerative powers that can bring you back from near death in seconds and the ability to transform into a massive, heavily muscled, hideous, and purple version of yourself. In this form you are far stronger and gain further strength from inflicting and receiving pain
400	Solari Defender	League of Legends	Evocation	Praise the Sun! You are a warrior of the Solari, an ancient order of sun worshiping warriors. You are one of three people in your order's history able to call down the raw might of the sun to fight. With this power you can sheath yourself in radiance to armor yourself or enhance your weapons with light, or even call down a solar flare to smite your enemies from above. These spells are empowered in the sunlight.
400	Void Bane	League of Legends	Evocation	A power granted to those that gaze upon the Void and turn away from the madness. Those with strong willpower that expose themselves to the corruption of the Void but maintain control will be granted tremendous power. You are able to channel the empty energy of the Void to assault your foes from afar or create a nether blade to slice them with nothingness. You will also gain the power of Riftwalking, which will allow you to teleport short distances rapidly
400	Visions of the Void	League of Legends	Conjuration	The foul empty magic granted to those that gaze upon the Void and are consumed. This hideous power works by creating portals to the void and unleashing what lies within. Pull out raw negative energy to poison your foes, or small void monsters to devour them. With practice you will even be able to bring forth nightmares to infect your enemy's minds.
400	Runecraft	League of Legends	Artifice	The creation of runes is an almost lost art, and even the greatest of modern runes are nothing compared to the ones used during the Rune Wars or the ones that created Runeterra. Still, humble runecraft can create many interesting effects and powerful items
400	Infinity Edge	League of Legends	Artifice	Hidden in the Shuriman desert is a mystical pool of shimmering water. Any edge dipped into this pool will stay sharper and strike truer than any other sword. The Infinity Edge was already a runic blade of the highest quality before it was submerged in those mystical waters. Now it is one of the most deadly blades in Valoran, known for its fearsome quality of autonomously seeking its victim's weak points.
400	Turrets	League of Legends	Artifice	These immobile towers are incredible defensive fortifications, capable of obliterating all but the most durable with their powerful magic rays. They are never fooled by illusions or deceptions and will attack anyone you deem a foe. They require no sustenance or power but cannot be fixed when they break. You can create one tower a day up to a maximum of eleven. Turrets are vulnerable to swarms of enemies, certain deconstructive magics, and foes that attack from far away.

600	Transcendent Magic	League of Legends	Metamagic	Raw arcane might on a level most mages can only envy. Magic surges through your body, and with only a gesture you can unleash it. This power specializes in simple magical constructs and raw kinetic force. While it starts relatively weak, with enough practice you could lift a town into the air with just your force of will. Transcendent magic strengthens with your magical proficiency, and any simple and purely destructive magic you master will become more powerful in some way.
600	Vengeance of the Wrathful Dead	League of Legends	Necromancy	Are you sure? There won't be any turning back if you follow this path. Very well. You are now the Oathsworn of Kalista, the Spear of Vengeance. Kalista will grant you great power provided you dedicate your life to vengeance and follow her rules. Kalista despises traitors, oathbreakers, and turncoats. She will insist that you kill any such people guilty of those crimes. Refusing to punish the guilty will result in the loss of these powers until you agree to do so again. Actually committing one of those acts will result in Kalista tearing your body apart and enslaving your soul until the end of the jump where you will be returned home. However, the rewards for working with this avenging spirit are numerous. You can spontaneously create soul spears that will linger in any target they pierce and can be ripped out to further injure the victim. These spears linger for hours and the more that have pierced the target the more damage rending them out will do. At will you can turn into an insubstantial form that prevents mundane weapons from harming you. You can command the souls of those that previously swore their lives to Kalista, though death has left them feeble and they are best suited for scouting missions. Kalista herself exists as a ghostly figure that will follow you around, giving advice and occasionally manifesting to save your life.
600	Master of Shadows	League of Legends	Illusion	The art of shadow manipulation as perfected by the most ruthless clan of ninja in the history of Ionia. The shrouded path offers forbidden techniques that will let you create living shadows that can perfectly mimic your actions, weapons, and abilities. At first you will only be able to create one at a time, but with years of training you might one day be able to control as many as ten living shadows at once
600	Curse of the Sad Mummy	League of Legends	Necromancy	Is this power worth the years of solitude? Manipulate any and all cloth that is touching your body with a high degree of control. Any cloth you manipulate is as strong as steel and is extremely good at tripping and locking down enemies. At will you can wrap yourself in burial linens that work extremely well with this power. But it isn't all good news. The withering touch of a mummy will rot the flesh of anyone you touch. You cannot turn this power off and even a light touch will spread very quickly. I suppose if you have no one you care about then this is a pure advantage, but loneliness is a curse all its own, isn't it?
600	Time Mage	League of Legends	Transmutation	Chronomancy, the magic of manipulating time. In a small area around yourself you can alter time however you wish. Slow it down, accelerate it, even stop it. Halting time (which is impossible for this magic under normal circumstances) is accomplished by creating a bomb infused with chrono magic, then altering time so that bomb occupies the same space. You can even undo death by placing a Chronoshift Rune on someone. When anyone marked with the Rune dies their personal time will rewind until ten seconds before they died. Only one Chronoshift Rune can be placed at a time.
600	Voidreaver	League of Legends	Transmutation	Kill. Consume. Adapt. You can devour your enemies to gain a weakened version of their powers and alter and improve your body. For example, killing and eating a dragon might let you breathe flames or cover you in scales. Who knows how strong you might become? This void form alters itself with each kill but is always vaguely insectoid in appearance.
600	Abyssal Reconstructor	League of Legends	Evocation	Your eyes are now windows through which the limitless energy of the Void can pour forth. This foul light disintegrates anything it touches, and obliterates biological organisms especially fast. You can manipulate this energy mid flight, letting it turn around corners or split in two directions. This void form is a large floating monster with three tentacles that make up most of your body and four eyes. One eye is massive and the others are three are set slightly above it on the head.
600	Shuriman Talisman	League of Legends	Origin	This massive amulet is a powerful mystical artifact that allows the user to shape and control magical energy. Fire mystical bolts, teleport short distances, and create a massive barrage of arcane power that will travel for miles and bisect anything in its path.
100	Beginner's Luck	Legend of Zelda: A Link Between Worlds	Origin	"What happened, buddy? My bracelet did what now? Huh. Who knew?"You have a great talent for making use of new weaponry and tools. With just a few swings of a sword, you'd be able to figure out how to effectively wield it even if you had no prior experience with fighting. Whilst it's a long way from mastery, this instant intuition applies even to more complex weapons like bows, magical rods and hookshots, which would typically require hours of research before you could otherwise hope to use them competently in a fight.
200	Ancient Seals	Legend of Zelda: A Link Between Worlds	Abjuration	"Together they defeated the Demon King Ganon - and sealed him away in darkness. "A series of enchanted relics along with instructions on their use. When a ritual is performed with these relics on a defeated enemy, that enemy can be sealed away using their power, preventing them from awakening indefinitely. There is no way for them to escape this imprisonment on their own, and only someone with powerful magic and knowledge of their whereabouts can release them.
200	Irene's Broomstick	Legend of Zelda: A Link Between Worlds	Artifice	"All right, Irene's Taxi here. That'll be 9,999 Rupees. Nah, just messing with your head. I couldn't take money from you. So buckle up. "This mundane-looking broomstick has been enchanted to make it rideable through the skies. Just by sitting atop it and pointing it in the way you wish to go, the broomstick will begin to fly in that direction. Although riding it will pose a challenge at first, you will undoubtedly learn how to control the broomstick's speed and movements more precisely with practice, perhaps helped by a certain witch?
200	Witch's Wares	Legend of Zelda: A Link Between Worlds	Artifice	"I keep myself busy with my potions, or else I find myself fussing over my granddaughter Irene too much. "You've picked up the ability to produce potions in a similar manner to Hyrule's resident Witch. With reasonably common ingredients like monster parts and mushrooms, you can create medicine capable of restoring health and magical energy, increasing your attack power or even granting temporary invincibility. With more exotic ingredients, you might even be able to find previously undiscovered potion effects, so get brewing!
200	Magical Staff	Legend of Zelda: A Link Between Worlds	Artifice	"I cannot hold him back much longer. So. . . I must see you to safety. "This golden staff with a carving of an inverted Triforce is filled with magical energy which gradually replenishes, ideal for supplementing your own power when you're running low. In addition, it can be used as a focus to enhance your own spellcasting, and is exceptionally effective in doing so. If you would prefer, you may instead import a staff or wand to receive these characteristics.
200	Magic Paintbrush	Legend of Zelda: A Link Between Worlds	Artifice	"You think you can challenge ME? Why, I am the portrait of perfection!"Not only does this enormous paintbrush greatly enhance your artistic talents when used, it also serves as a magical focus, improving your mystical power when used as a wand. If you would prefer, you can import your own art supply to become a magical tool instead for this option, such as a pencil, sketchpad or paint palette.
400	Sole Protector	Legend of Zelda: A Link Between Worlds	Metamagic	"We had legends. We had heroes. Lorule had hope. But all that is gone. Lorule has only me now. "When you are the sole defense of something, be it a person, organisation or object, to the point that your loss would result in the destruction or death of that which you are protecting, you'll find yourself in a much better position to defend it. Your intellect, reflexes, strength and magical power all receive a significant boost for the duration of the 'battle' (which can instead refer to non-combat such as a court case) until you have triumphed against your enemies or lost all that you have been fighting for.
400	Dead Man's Volley	Legend of Zelda: A Link Between Worlds	Evocation	"We shall be TRULY superior!"Just like Ganon, you have been granted the power to fire magic from your body in the form of purple energy balls. The damage which these orbs cause is proportional to your own magical power, scaling with no upper limit. When the orb is hit with a perfect counterattack, it will be deflected back at the one who fired it. If you hit it back yourself, it will be reflected once more, growing in speed and power with each hit until a botched shot causes it to finally makes contact with you or your target.
400	Master Sword	Legend of Zelda: A Link Between Worlds	Artifice	"You got the Master Sword - a blade for a true hero!"This legendary blade from Hyrule's history has long been sealed in the Lost Woods, and is far more powerful than any mundane sword. It is capable of banishing evil and dispelling dark magic, and can also be upgraded with Master Ore to further increase its formidable power. If you would prefer, you may import an existing melee weapon to adopt the properties of the Master Sword.
400	Wall Merging	Legend of Zelda: A Link Between Worlds	Transmutation	"What a sad, drab painting you make. You can rot there for all I care. "Although not on the same level as Yuga's magical powers, you've mastered the art of expending magical energy to merge with walls and other flat surfaces into a doodle form. Whilst in walls, you can move across them with no regard for gravity and slip through tiny cracks with ease, but you'll be forcefully ejected once your magical reserves run dry, so it's best to ensure you're somewhere safe before that happens.
600	Lorule's Magic	Legend of Zelda: A Link Between Worlds	Abjuration	"Though Yuga is slipping his bonds, I will try to keep you safe from him as long as I can. "You have mastered the dark magic practised by Lorule's Princess Hilda, which focuses on barriers and restrictions. You may form magical walls to block entrance ways from all but the most powerful wizards, and can fully trap individuals with magical bonds that even the most powerful heroes and villains would find a challenge to break free from. With time and training, you may come to find new aspects and uses of this form of magic.
0	Basic Equipment - Grey Seer	Warhammer Fantasy: Skaven	Source	Comfortable, billowing, and ragged - but every inch the uniform of a Grey Seer. You have one of these robes demarking your station as one of the Grey, and a sturdy staff topped with the symbol of the Skaven society - the upside-down triangle. The stave also has a bell attached, and the entire thing serves as a passable magical focus for the Skaven Lores.
600	Hyrule's Magic	Legend of Zelda: A Link Between Worlds	Divination	"I've seen your face in my dreams of late. For I've dreamt of a hero locked in battle with a terrible evil. "You have acquired the same innate mystical powers as those possessed by Princess Zelda of Hyrule. This power manifests in the form of prophetic visions, granting vague glimpses of future events through dreams, a sixth sense for impending danger, and the ability to divine the fortunes of others with tarot cards or a crystal ball. With time and training, you might even be able to see more detail in these visions, and eventually learn to consciously bring them forth at will.
600	Link Between Worlds	Legend of Zelda: A Link Between Worlds	Conjuration	"Yuga discovered that there was a strange crack in this grim slate. . . Through it, we could sense that there was another world beyond ours. . . "Here and in future worlds which involve either a multiverse, alternate dimensions or alternate timelines, you' ll now be able to regularly find fissures in reality, purple tears in space visible only to you and your allies. By stepping into a fissure, you will be transported to an alternate world, dimension or timeline as appropriate. You won't be able to choose where these portals take you, but their location and destination remains constant, so it should be relatively easy to map out your own routes across the multiverse with enough time and a bit of trial and error.

600	Jumper-Ganon	Legend of Zelda: A Link Between Worlds	Transmutation	“Behold! The Triforce of Power! Join with me!”In his final attempt to defeat Link, Yuga merged with Ganon to form a single being with their strengths and weaknesses combined. Now, you may use this power on foes which you have personally brought close to death to merge with them and thus provide yourself with a temporary new transformation which grants you with their strengths at the cost of their weaknesses also passing over to you in that form. This merged form heavily resembles the original enemy, but can retain key elements of your appearance such as eye colour or notable scars. Such transformations use up a great deal of energy, and thus should be used sparingly, although they can draw upon almost any source of power you possess to do so. ‘Jumper-Ganon’ can work with those who voluntarily wish to merge with you without the need to fight or defeat them.
600	Paintbrush Magic	Legend of Zelda: A Link Between Worlds	Transmutation	“Ah! As I suspected, you're even lovelier as a painting. “You’ve picked up the same skill at art-based magic as Yuga. Now, with a swish of the wrist and a release of magical energy you may transform yourself, allies and weakened enemies into two-dimensional paintings, capable of travelling through fissures between Hyrule and Lorule as well as walking along walls and other flat surfaces. If you turn someone 2D against a painting, they will become trapped within a form of stasis, where they are conscious but unable to move or interact with the outside world. Perhaps these powers could even be expanded to other uses with enough time and research. . ?
50	Map and Compass	Legend of Zelda: A Link to the Past	Divination	Something like these should be a part of any adventurers kit, if only so that you know where you are. This map of Hyrule has a very minor enchantment woven over it to help you navigate. Specifically, the map always show a simple image of your face in estimation of a ‘You are here’ sign. Secondly, it will do the same thing for the locations of things you are currently seeking out. A sword floating over the Lost Woods, a pendant over the Desert Palace, so on and so forth. Of note is the fact that the map will update itself slightly - head to another country and suddenly the map is of that land. Simple but useful, no?
100	Someone, Hear Me	Legend of Zelda: A Link to the Past	Enchantment	On the night before her scheduled ‘execution’, Princess Zelda sat down and prayed. A desperate call out into the aether for someone to hear her, for someone to come and save her. Luckily for her, the Sages both old and new seem to have latent psychic powers, because someone actually heard her. While you have no actual training in their use, you too now have those same latent powers. Some time studying under the Sages of old ought to fix that, but in the meantime. . . Well, you do know one trick. Zelda’s prayer, a call for assistance when you are absolutely defenseless, out of options, and utterly alone. The closer to death you get, the more effective this call becomes. If you are living the high life hale and hearty, it will fizzle out in mere feet. But if you, like Zelda, are about to die? It would rip past any barriers meant to keep it in until it found someone to come and save you.
100	Comfork	Legend of Zelda: A Link to the Past	Divination	A rather oddly shaped tuning fork made out of crystal, and in roughly in the shape of a ‘C’ instead of the normal ‘U’. It was given to Link by one of the seven Maidens after rescuing her from the Dark World. Simply put, it’s a fork that communicates, hence the name. You now have a set of two such forks. To use them, simply ring them as though they were an actual tuning fork, and it’s counterpart will ring in response. Heck, they’ll even generate a minor illusion of the person holding the other one. Of note, the two forks will respond to each other regardless of any physical barrier - such as the walls between dimensions, the Light and Dark Worlds.
100	Concealing Robes	Legend of Zelda: A Link to the Past	Illusion	While it’s all well and good for a thief to be a thief, there comes a time in which in order to steal more effectively, a thief needs to not be a thief. In other words, a disguise. That’s where these come in. These robes can come with one of two effects. First, they excel at disguising you, smoothing over monstrous appearances and even turning a horrible monster into an innocent looking young woman. Or, if you have no need for that, you can add a weak defensive enchantment to them, such as a smoothing over of your words, deeds, and generally shifty looks, or perhaps they’ll electrocute anyone who tries to remove them without your permission.
200	Blockade Bloodline	Legend of Zelda: A Link to the Past	Abjuration	According to one of the four tales, the seven Maidens to whom the seal on the Dark World is anchored possess a unique defensive measure. When threatened, they can turn into a small crystal about the size of an apple. While in this form they become stupidly resistant to functionally everything, the transformative miasma of the Dark World, Agahnim’s mind magics, attempts to drain their magic, or even to simply kill them. In exchange, they have absolutely no offensive capabilities in this form. They can cast no magic, can’t talk, or even move under their own power - thought they can float in place. Exiting this form is a slow task, and is extremely draining. Alternately, someone else with a touch of holy light could free you in an instant - another Sage or Maiden, or perhaps the wielder of the Master Sword.
200	Animated Armor	Legend of Zelda: A Link to the Past	Enchantment	Ganon is fond of working through proxies, a habit that has bled over into Agahnim. This item can come in two variations. The first is a swarm of enchanted armor that will move on their own, follow your orders, and hunt down irritating heroic wannabes. On their own they are only equal to a normal knight, but there are at least 100 of them. Or the second choice, you may choose to have a statue of Ganon - or yourself. While this statue will lack any magical capacity, being only a statue, being made of stone makes it far more sturdy than almost all of the lesser armors put together. Each choice comes with appropriate weapons, swords, shields, and spears for the ‘knights’, and an utterly massive trident for ‘Ganon’.
200	Sanctuary	Legend of Zelda: A Link to the Past	Conjuration	And this is where the passageway that Zelda told Link about led. A small church to the north of the Royal Castle, tended to by one of the Sages. More importantly, it had enough magical barriers that not even Agahnim’s new army could break through. He had to sneak in through an undefended entrance in order to get in. You might want to be careful to close that behind you by the way. But I digress - when your castle is taken, your home in flames, and as your other safe haven's fall, the barriers on this place will grow ever stronger. When you have nowhere else to go, when all else fails, you can always come here to take sanctuary.
200	Apple Orchard	Legend of Zelda: A Link to the Past	Conjuration	When all was said and done, two versions of Link chose to leave the land of Hyrule in an attempt to protect the Triforce from any more would be thieves. The other two stayed with Princess Zelda, and of those two only one remained a knight. The other one went back to the life he had before hearing her voice in his head, that of an apple farmer. You now have a small plot of land containing a small home fit for two, and of course a decently sized orchard of apples. Said trees will grow into delicious fruits will the bare minimum of care, and if you take great pains to give them the best you can give, they will occasionally pop out an enchanted apple, capable of healing any injury short of death. If you took ‘The Fruit of One’s Labor’, you can change this from apples to whatever you chose previously.
200	Tools of the Hero	Legend of Zelda: A Link to the Past	Artifice	But of course a Knight may find themselves in need of more than just a weapon. A magic rod, boots of speed, a pouch of magical powder, or an enchanted cape. Any number of items might be needed along the way. So, please go ahead and pick any two such items, weapons, or equipment you think you might need. Or, actually, don’t. See, this defaults to the Magical Mirror and the Moon Pearl. However, on a second purchase of this, discounted if it wasn't and discounted again if it was, you may pick any of the items Link himself collected. That said, you may not buy a upgraded equipment, only the base level. Additionally, some items are sold separately and are not available via this option.
400	Pure of Heart	Legend of Zelda: A Link to the Past	Abjuration	In truth, Link actually has two ‘spirit animals’ in the Dark World, the aforementioned rabbit and a wolf. It depends on which version of the story you’re being told you see. Regardless, in the version where Link was a wolf, he wasn’t nearly as affected by the miasma. Turns out being a kind and loving dude who’s major concern is saving the pretty lady because it’s the right thing to do doesn’t leave much room for corruption to latch onto. It’s not a perfect defense as Roam and Ghanti could tell you, but it’s more than anyone else has. By remaining clear minded and staying away from negative emotions - greed, for example - you can become immune to mind altering and transformative magics. Even when you fail to be wholly pure, you’re still extraordinarily resistant. Roam actually turned this to his advantage, turning into a birdman and gaining the power of flight at times. Just be careful not to ‘cheat’ like that too often lest you invite the miasma in to stay.
400	Ancient Bloodline	Legend of Zelda: A Link to the Past	Abjuration	As strong as they are, the seals meant to lock Ganon away do have a weakness. Those who cast them. Or their children, as the case may be. You have the somewhat odd power of shoving your magical debts onto your children. A seal that lasts as long as you live can be transferred to your granddaughter, and she can transfer it to her child, so on and so forth. This does have the effect of vastly increasing the magical reserves and potential of any child you have, if only so that they can handle the threats this will inevitably draw towards them and that they might one day replace you as a sage. You don’t even have to teach them anything and they’d still manage to learn at least the basics - what might they do with an actual teacher?
400	Hearts And Minds	Legend of Zelda: A Link to the Past	Enchantment	Darkness calls to the weak of mind and heart, to the greedy and the shallow. The lure of power, wealth and reward, reaching far and wide. How else do you think Ganon forged his army? And yet, not all of them willingly serve him. Agahnim also did something to the palace guards at Castle Hyrule to ensure they would not care enough to save Zelda - to assist him, even. You’ve mastered the art of forcibly invoking dark energy inside a person, turning even honest and kind men into a lazy and easy to trick fools. It helps if you can justify yourself, the great and powerful wizard who saved Hyrule a dozen times is only trying to help, and the king needed to die to do it. But with enough power, even that can fall to the wayside. Be careful though, some hearts are just too pure to stain with darkness.
400	The Great Wizard	Legend of Zelda: A Link to the Past	Destruction	Darkness aside, Agahnim was still a wizard of no small might. Fireballs and bolts of lightning seem to be his favorite tricks, and the both of them are now something you can command. But more important than those is what seems to be his speciality, barriers. Or more accurately, the breaking of barriers. Beyond those simple yet deadly magical attacks now in your possession, all of your magics now carry a secondary effect. When confronted with a barrier, a small part of your magic will slip through. A fireball might be reduced to a mild burn instead of instant obliteration, but no barrier will actually stop your attack.
400	Magical Clock	Legend of Zelda: A Link to the Past	Artifice	This item is an era before it's time, designed here and now but never successfully built. What you have now it the framework of a clockwork watch, one with quite a few pieces missing. Oddly enough, it seems to keep perfect time, its gears spinning despite the lack of connections between them. Whenever you slay a foe or defeat an enemy, you'll find one of its many gears in their possession. Quite odd, but not unrealistic. Simply touch the missing pieces to it and it will repair itself, and after sixty such repairs it will be complete. At that point, if you slide the dial to 'XII', time in a short radius around you, about 50 feet, will freeze. Unfortunately, after sixty seconds time will resume and the watch will explode, its many cogs and gears mysteriously vanishing. If you wish to use it again, gather them up once more.

400	Seven Sages Seal	Legend of Zelda: A Link to the Past	Metamagic	While Zelda has always been, and will always be the strongest sage and the wisest old woman, the fact remains that she is rarely enough. Hence the necessity of the other six sages - or maidens, in this era. I suppose that if you tilt your head and squint, the real magic here is friendship. That of Zelda and the Hero, or that of the seven sages. Beyond simply being skilled at barriers and seals, your magic now has the secondary effect that makes it stronger when working in concert with others. And not merely in the sense of 'seven people cast this spell, so it's seven times stronger'. So long as you share a strong - and hopefully positive - emotional bond with your fellow caster, you would end up with a spell up to forty nine times stronger instead of just seven times stronger. Let's see Ganon break through that on his own.
600	Ancient Stone Monoliths	Legend of Zelda: A Link to the Past	Origin	In the land of Hyrule, there stand two monoliths, carved with a language most no longer remember. If you could read it, then it would be a simple set of instructions to obtain a pair of magical medallions. There also exists a third one in the Dark World, hidden deep underwater and guarded by a Catfish. However, these monoliths are not what truly matters. Instead, it is the medallions they contain - Quake, Ether, and Bombos - that have been gifted unto you. More importantly however, is the fact that you can take these three monoliths and three medallions and change them. Three spells of your choosing, set to be granted only to those who meet your criteria. Perhaps you would replace the fire creating Bombos with a healing spell? Or the earth moving Quake with a magical shield? The only real drawback is that whoever wields the medallions will also be paying the cost of the spell, and might be incapable of doing just that.
600	Four Sword	Legend of Zelda: A Link to the Past	Artifice	Well now, where did you acquire this particular artifact? I've not seen it for ages, ever since Vaati… Sorry, old news. Moving on, this sword has a rather interesting ability. Or it would, if it hadn't been enshrined in the Dark World - specifically, in the Pyramid of Power, practically right underneath Ganon's feet. It used to split the user into four. Now it creates four shadow copies of whomever you strike with the blade. Simply draw blood and watch as they are ganged up on by themselves. The only person this doesn't work on is yourself - attempting that will create four 'Dark Links' instead. Beyond that, the sword can only be used once per day on a specific person, and only one person at a time.
600	No Gods Only Man	Legend of Zelda: A Link to the Past	Abjuration	While Ganon may not be a god, nor the one who empowered him to begin with, the fact remains that 'demons' and other monsters have long threatened Hyrule. And they have been dependant upon the Goddess and her chosen Hero to defend them. Sometimes 'Sages' arise, but they are often blessed by some great spirit. In the end, wouldn't we be better off without any of this nonsense? Without magic? You certainly seem to think so. While you may not have anything in particular against magic in general, the instant that magic becomes, divine, holy, unholy, demonic, or anything else comparable to heaven and hell, then that magic begins to flicker out and die. Ten times weaker, a hundred, a thousand. By the time they're close enough to bring the blade to your throat, their divine blessing is gone and all they have is a sharp stick.
600	Silver and Gold	Legend of Zelda: A LInk to the Past	Artifice	A choice of just two this time, between a golden sword or some silver arrows. The arrows are simplistic, but extremely useful. They are custom built to bypass as many of Ganon's defensive enchantments as possible, resulting in a weapon that can bypass almost any magical barrier or defense. Even most physical defenses will fail to protect against these. As a small quirk, the arrows will shift themselves to fit into any ranged weapon, be they an ordinary bow or a more advanced crossbow. Secondly, the master Sword. This is quite possibly the most powerful version of the blade I know of, boasting two upgrades beyond its normal power, leaving it four times as powerful. Beyond that, it also has a somewhat unique ability to channel and drain negative emotions from you and turn them into an electrical attack. However, this version of the Master Sword has a slightly different backstory than most others. Iit will also shut down the power of the Triforce should you come into conflict with it. In future jumps, this also affects stolen powers from you or from a patron deity of yours. You may purchase this under the same rules as 'Tools of a Hero' for the other weapon.
600	Voice Of The Gods	Legend of Zelda: A Link to the Past	Divination	According to the sage Sahasrahla, this is the true purpose for the Hylians pointed ears, that they might hear the voice of the gods in their time of need. Sadly, not all Hylians can do so. Thankfully, there are enough. The descendants of the seven sages who sealed Ganon all seem to have some form of psychic powers - enough to talk to Link from halfway across Hyrule at the bare minimum, a skill you now share with them. If you so wished, you could forge a bond between you and another that would never fade, allowing the two of you to speak and feel each others emotions no matter the distance. But that power is only a derivative of its true nature. With this, nature spirits, minor gods, wise old men who may be sages but aren't one of the seven sages, and all sorts of beings will conspire to add you to their circle of gossip. A dark power rises in the east, this year's harvest will be a poor one, the Hero recently slayed a monster in the far north. . . Some might mistake you for being able to use your psychic powers to see the future.
600	The Shadow Of The Enemy	Legend of Zelda: A Link to the Past	Artifice	The story of Agahnim was told four times. In one, he was a mortal wizard. In the second and fourth, his story was never elaborated on. And in the third, he was an extension of Ganon, a fragment of power given life and given purpose. Not unlike the Phantom Ganon's from another era, though admittedly far more powerful. Regardless, you may now cut away portions of yourself, a bit of raw physical might, a few years of studying magic, an afternoon or two of swordplay, and turn them into a person. They are ultimately you and as such can neither harm nor betray you, but are also NOT you, and as such can bypass defenses that would normally keep you out. Like a magical seal across an entire dimension, for example. Modifying them from far away is difficult, but not impossible, if you need to give them a bit more later. Like some dark magic after they've been declared holy or some rot like that.
100	Weapon of Choice	Legend of Zelda: Ancient Stone Tablets	Artifice	Ganon's Trident is a fearsome weapon, but truth be told there's very little about it that stands out as special. Oh, it's finely made, and a weapon suitable for a king, a warlord, and a monster is equal measure, but that's all it is. Still, pick a weapon, it need not be a trident. In your hands, this weapon moves far easier than it ought to - you could spin it in place with no skill in doing so, or throw it faster than it should reasonably be able to move. It will even come back to you afterwards. Oh, and with the injection of some magical energy, your new weapon can put out small fireballs, or coat itself in flames.
100	In Search Of The Hero	Legend of Zelda: Ancient Stone Tablets	Divination	While Zelda and Aginah assisted the Hero of Light in getting back on his feet and moving towards saving Hyrule, Sahasrahla was off wandering the world in search of Link, the Hero, in the hopes that he would return to Hyrule in its hour of need. Sadly, it was not to be. But, much like how he of the complicated name could track down Link and Zelda could stumble across the Hero of Light, you have a very weak psychic power that allows you to 'scan' people in order to determine if they would be useful for your goals. Generally speaking this will latch onto the nearest person with whatever talent you seek and simply point you in their direction, but with enough familiarity you could latch onto someone in specific, or someone in a much wider range. Admittedly, your range is that of a small nation, but if you want to go with someone you KNOW can handle things, you have that option.
200	Flying Spin Attack	Legend of Zelda: Ancient Stone Tablets	Origin	The Knights of Hyrule have long since been their elite fighting force, the best armed, the best trained. One of their 'secret techniques' is the spin attack. It's a fairly easy thing to learn, and with a touch of magic, can turn from a simple spin to a deadly ring that cuts with ease. You however, turn this to a different end, utilizing the spin not to generate more force, but to generate thrust. That's right, by utilizing the Spin Attack, you can fly for a very brief period of time. And by brief I mean a scant few seconds. Still, a few seconds is enough to force you upwards your own height two or three times over, and that is more than enough to put you somewhere you aren't particularly supposed to be. Sadly this isn't so good for distance, and so cannot be used to cross gaps - more than anything else, it's primary purpose is to go up.
200	Notes In The Margin	Legend of Zelda: Ancient Stone Tablets	Artifice	After watching Link in action, it would seem that Zelda and the Sages began to take notes on the various items, tools, and other equipment that he used during his adventure. As a result, they, and you, have learned how to upgrade the various minor magical artifacts that Hyrule like to hide in caves or hand out as rewards for daring deeds. But - not 'upgrade' in the sense of turning a Hookshot into a Longshot, but in the sense that the item in question would become easier to use. Perhaps the hook of the Hookshot retracts faster, or the treads on the Pegasus Boots have been touched up, allowing the wearer to turn mid dash. Simple quality of life upgrades, nothing major like a full upgrade. The only real catch is that you have to watch the item in question be used for a while in order to get a feel for it.
200	Learning From One's Mistakes	Legend of Zelda: Ancient Stone Tablets	Artifice	While there is a perfectly reasonable explanation for it, a lot of the time when Ganon's forces come into contact with a Hero, they're just strong enough to fight them off, acquire a new weapon, and then walk all over them. Luckily for you, you're surprisingly competent at reacquiring spent resources and minions – that is to say, when empowering a minion or setting a trap, it becomes easier to make a stronger monster by following a pattern. Sure, the Hero defeated this particular monster after the fifth or sixth dungeon they went through. Now, lets make it bigger, stronger, faster, and the boss of the third dungeon. Don't throw an enemy he actually can fight, throw something better. Please note, this doesn't actually grant you a method to do these things, just make any you already have much more effective.
600	Another Font Of Light	Legend of Zelda: Ancient Stone Tablets	Necromancy	You know what's both really useful and really hard to use? A ritual designed to bring you back from the dead that runs on the lifeblood of the people who killed you. I mean, you're dead. They won. How are you supposed to ritually sacrifice someone stronger than you, while dead? It just doesn't work, not without entirely too much time and resources devoted to just that. But, what if there was someone else? Someone untrained and ignorant, but with the same power that made you need the heavily defended princess? This ritual is designed to breach the walls of reality and call one such person to you. Make no mistake, they are ripe for the taking - but be wary. For they are also the perfect person to strike you down. Don't give them that chance.
100	Tingle's Certified Aeronaut Training Course	Legend of Zelda: Breath of the Wild	Conjuration	An Aeronaut is the pilot of a balloon or airship. For you, this means you have acquired Ballooning skills equal to Tingle's. Capable of sensing and seeing the winds to stay afloat as you call a magical balloon into place to keep you from the reaches of most monsters. However, this balloon you summon may be popped by particularly agile, or sharp shooting adversaries. You will be able to summon another one in a minute, you just will have to contend with whatever shot you down. You. . . wouldn't be planning on using this to get away from anyone after filching their hard earned Force Gems would you? That. . . doesn't tend to end well with certain people.
100	Basic Runes	Legend of Zelda: Breath of the Wild	Artifice	The Basic Runes add camera functionality to the Sheikah Slate, storing pictures in an album for later recollection, as well as the Compendium, which stores and logs useful information on anything you take a picture of - with a limit of one item logged per picture. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild first.)**

100	Snap	Legend of Zelda: Breath of the Wild	Artifice	Leave only footprints, take only the sights that you see. It's a natural maxim used to ensure that historical sights are preserved, but memory is a fickle thing. . . a picture can say it a lot better. This simple camera is capable of printing out vivid photographs with no need or film or development, working on a set of simple runes taken from the Sheikah Slate. These photos can be hung up later as well! If you were to connect this to a Sheikah Slate, you could also easily use it as a 'range booster' for its camera function, allowing you to zoom in from far off onto wherever you wish.
100	Bottles	Legend of Zelda: Breath of the Wild	Artifice	A set of glass bottles with a strange enchantment on them, these bottles have the remarkable quality of being able to keep anything within 'fresh' no matter how long they're kept. Milk stays cool and fresh for weeks, fish remain alive swimming around in stale water indefinitely, and sliced fruit is as fresh as the moment the cork in the bottle is put on. It shouldn't have to be said what kinds of benefit this can reap. In addition, the glasses are remarkably sturdy and could easily survive being handled roughly across a Hyrule-wide trek!
200	Flowing Quiver	Legend of Zelda: Breath of the Wild	Artifice	This quiver has a simple but very effective enchantment, excellent for any warrior hoping to use a bow for long range engagements - it never runs out of arrows. As long as you reach to pull another arrow from it, there will always be one to nock and fire, though these arrows by themselves will never be abnormal in any meaningful way. You'll have to rely on the bow itself to make any adjustments.
200	Purah's Notes	Legend of Zelda: Breath of the Wild	Origin	The elder Sheikah Purah had once attempted to program a rune to make them physically younger, and to some extent even succeeded! However, it was too effective - the formerly hundreds-year old Sheikah had become nearly a child with a single mishap! The same kind of effect being used on even an old man by Hylian standards could easily fall into a grisly fate, so. . . using these notes to replicate the Rune without any adjustments is a dangerous proposition. Still, you at least have the opportunity to adjust it as you need.
200	Sparking Innovation	Legend of Zelda: Breath of the Wild	Artifice	The fruits of hard work and study. By studying the arts of the ancient Sheikah, You can now create basic "Ancient" technology. The chief use of this is that you have the knowledge of creating the "blue flame" that acts as the energy source for much Sheikah Tech. This Blue Flame can be used to fuel various "magitech" as Sheikah devices are known to be, and in turn you are capable of creating simple tools such as cameras and recording devices with this level of knowledge. Nothing ground shaking on its own, but it's the base of even greater innovation. . .
200	Advanced Runes (Magnesis)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Magnesis - This rune enables you to manipulate metallic objects in a magnetic snare, lifting and moving them freely. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild first.)**
200	Advanced Runes (Stasis)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Stasis - This rune stops the flow of time on a movable object for a few short seconds. Kinetic energy imparted on a stasis'ed object is stored, and will be applied all at once when Stasis wears off. Once used, the Stasis rune will need several seconds to cool down before it can be used again. This rune cannot be used on especially large objects or living things. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild first.)**
200	Advanced Runes (Stasis+)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Stasis+ - Buying this rune a second time allows you to use the Stasis rune on living things up to the rune's size limit, like animals or monsters. However, the rune wears off much more quickly when applied to the living, and the cooldown time is not reduced. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild and Advanced Runes (Stasis) - Legend of Zelda: Breath of the Wild first.)**
200	Advanced Runes (Cryonis)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Cryonis - This rune causes a square pillar of ice to grow out of any water surface. These pillars can exist simultaneously, are stable enough to climb on or use as stepping stones, and can be removed by using the rune on the pillar again. There is no cooldown on this rune. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild first.)**
200	Advanced Runes (Remote Bombs)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Remote Bombs - This rune allows you to construct explosive bombs, in two different varieties. One is round and good for throwing, the other is more boxlike and meant to be placed. These bombs have no timer and must be detonated manually from the Sheikah Slate, there's a short cooldown after each use, and you can only have one of each type out at a time, but they make effective tools for combat, mining, and more. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild first.)**
200	Advanced Runes (Remote Bombs+)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Remote Bombs+ - Buying this rune a second time will not only drastically reduce the cooldown timer on both bomb types, but also increase the blast radius (and damage) of the explosion!**(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild and Advanced Runes (Remote Bombs) - Legend of Zelda Breath of the Wild first.)**
200	Advanced Runes (Sheikah Sensor+)	Legend of Zelda: Breath of the Wild	Artifice	The real meat of the Sheikah Slate are the Advanced Runes, enabling you to use your Sheikah Slate to cast magic spells and abilities. The first Advanced Rune costs 200cp, with each additional costing 50. Sheikah Sensor+ - This rune requires the Basic Runes, but offers an extremely useful upgrade to the standard Sheikah Sensor: Instead of just helping locate the nearest Shrine, you can configure it to instead locate and alert you to the nearby presence of anything you've got a picture of in your Gallery! Note that the sensor is NOT specific - If you take a picture of a treasure chest and set the sensor to track it, it will alert you if ANY treasure chest is nearby. **(CG Note: Requires Sheikah Slate (Basic) - Legend of Zelda: Breath of the Wild and Basic Rune - Legend of Zelda: Breath of the Wild first.)**
400	A Test of Wisdom	Legend of Zelda: Breath of the Wild	Conjuration	The Sheikah Shrines are carefully crafted tests of both wit and might, two things that are never a bad idea to hone. The Shrine has been adjusted to continually re-arrange itself using the stock parts and shrine Guardians the Sheikah used, continually evolving in response to your approaches in clearing it to further give you a challenge each time. Allowing your mind or your reflexes to dull is never an option - this will make sure you can stave that off.
400	Water Arts - Under The Cover of Night	Legend of Zelda: Breath of the Wild	Illusion	The highest of arts for most, these assassin's skills will surely make you a phantom of fear for the innocent you prey on! With these small hand seals and techniques, you can 'teleport' short distances safely, about 30 feet, but only after leaving the vision of any watchers - which means you will have to somehow already lose sight of your pursuers. Luckily, a complementary art that allows you to create a dense smokescreen for half a minute also comes along with this to assist in making your escape. But. . . who needs to escape if you're never caught? Both of these abilities come with stealth training, able to evade the eyes of the law and of those who'd be your victims with ease. . . until it's too late for them.
400	It Is Written	Legend of Zelda: Breath of the Wild	Artifice	The use of mystical runes for enchanted effects is well known by those with a passing interest in the magical arts, but. . . the Sheikah were unique. They were able to create a "language" from runes, that had conditional statements and effects. In short - the Sheikah could program with runes, thus allowing for "programs" to become "spells. " You have knowledge of this art as well - You are able to use Runes to code "programs" such as those used by the Sheikah Slate to perform its functions. This combined with "Sparking Innovation" would give you the groundwork to create your own variant of the Sheikah Slate with your own round of Runes. . . though magic doesn't make something simple - you'll need to create the code for these Slates yourself.
400	Bounty of the Wild	Legend of Zelda: Breath of the Wild	Artifice	Never underestimate the power of a hearty meal. The bounty of Hyrule is such that even an expertly cooked apple dessert could take a man from death's door to fighting shape. Now, you can benefit from this even beyond the bounds of Hyrule. When you personally cook a meal, it will take on a nearly mystical dimension to it depending on both the quality and ingredients involved. The food and the ingredients have to be notably fresh, too, though pickled and salted ingredients would still work for this - but whatever magic is in these dishes doesn't work if you don't cook it yourself. Spicy or bold foods could give you a warm sensation that would let you comfortably run half naked in the frosty mountains, while an especially hearty or nutritious meal could even let you survive mortal wounds far beyond normal! Some days, all a traveler needs is a warm stew, right?
400	Fire and Ice	Legend of Zelda: Breath of the Wild	Artifice	The mark of a true journeyman of the trade, you have learned how to infuse elemental properties into the weapons you've forged, as well as create the entirely elemental weapons known as "Rods. " Though both of these require some 'infused' mystical energy to make, once forged anyone can wield them. In addition, if you have "Hammer and Anvil" and "Gimmick and Trick", your crafting expertise is now such that you could create weapons worthy of the Royalty of Hyrule itself, granted to their guardians or rewarded to those who have shown great skill as a hero - yet nothing quite unique. Not yet.
600	Atop the World	Legend of Zelda: Breath of the Wild	Artifice	Walk this path carefully. This is the art that both saved, and destroyed Hyrule. You have unlocked knowledge of the greatest force multiplier the Sheikah were ever able to field - Large, walking, warmachines. You have a basic knowledge of the Sheikah' s art of automation and robotics, with this alone giving you the knowledge to craft the small Guardians utilized by Shrines in combat tests, with the right materials. However, with enough resources and development time. . . you could create constructs that could even rival the 4 great Divine Beasts. This is the pure expression of Power. . . just remember that Power must be tempered with Wisdom, and wielded with Courage. Power without restraint is the domain of Calamity Ganon, after all.
600	A Test of Power	Legend of Zelda: Breath of the Wild	Artifice	A lost art, this Guardian is without a mind or automaton-like programming to fight on its own. It can't be subverted by Ganon like many of the others. . . because it's hollow. You can utilize this Hollow Guardian as a vehicle, controlling it from within its hardy shell. Not only does it have all the power of its brothers, however, it can shift between "turret" mode by embedding itself into the ground, "walker mode" that is much like the ordinary Guardians in the wild, and "flying" guardians like the sentries that float around Ganon's most important places of influence.

600	Forgotten Divine Beast	Legend of Zelda: Breath of the Wild	Artifice	A prototype lost to time, you may decide if this is a “Power” or “Speed” type Divine Beast. A “Power” type Divine Beast is the size of a Manor House, shaped like a mundane creature you decide and can move similarly to that creature in locomotion, having much the same processes and powers as its larger Divine Beast cousins-even the beam of destroying light! A “Speed” type Divine Beast is in many respects the sister to Master Cycle Zero, being an extremely fast, powerful and capable “steed” that can be fueled on any form of materials fed into its engine.
600	Fountain of the Fairy	Legend of Zelda: Breath of the Wild	Artifice	A familiar sound may be heard. . . this fountain houses within it a “Great Fairy”, a being of great magic who will provide a specific service if you give her some rupees(or currency, it’s a tithe anyhow.) By providing some materials to ‘use’ and a piece of equipment, the Great Fairy will empower it, giving a strong enchantment that makes it much better at what it was meant to do - though you can do this indefinitely, the costs in both materials and currency become more and more expensive with each subsequent upgrade. You may end up having to pay a king’s ransom just for a slight boost, but. . . if you’re willing to lay all you have before the Fairy, you’ll get what you desire. The Fountain can be deployed in any jump you arrive at, or be attached to the warehouse for convenience.
600	Playing the Wind	Legend of Zelda: Breath of the Wild	Origin	The language of magic is music - those feelings that stir in those who hear a well played song can attest to that. But it’s said that there were tunes that could even change the course of the world. You’ve at least been initiated into this hallowed art. You have learnt the art of infusing a bit of your own magical energy into your songs, allowing you to play magical songs. At first the effects will be environmental and more inclined towards influencing nature(such as calling storms, changing the direction the wind blows, or calling on friendly animals for assistance) or for discovering secrets(such as playing a tune to open hidden passages or make secret treasure ‘hum’). . . but with greater practice and investment of magic energy you could play stronger songs that even influence the flow of time(Though to a limited extent, and such a spell would certainly leave most musicians out of breath and weary.) These effects are amplified by enchanted or legendary instruments, as well. . . though those would be a rare find in Hyrule at this time.
600	Ballad of the Champion	Legend of Zelda: Breath of the Wild	Metamagic	You’ve truly earned the title of your race’s hero! There were once five Champions gathered, the best that the races of Goron, Hylian, Zora, Rito and Gerudo could gather as the defenders of their kind. They were chosen for their one of a kind talent in both magic and combat - and you have that same spark of greatness. Within you now. You gain a few benefits from this, the first of which is your “Power. ” This power is named for you, and has a unique but powerful magical ability on the level of those shown by the Champions of Hyrule - the kindness of Mipha becoming a healing power, the ferocious warrior spirit of Urbosa becoming an offensive spell to strike down giants, and the determination and grit of Daruk becoming a defense unbreakable by any attack Hyrule can bring to bear. In addition, You can ‘bless’ others with a somewhat limited version of your spell with your own consent. It’s limited chiefly by a ‘cooldown’ for those who aren’t yourself. Finally, if you have “Crème de la Crème” you are truly the successor to the original Champions of the people of Hyrule - you have achieved a level not only the peak of their potential, but noticeably past it! Enough to even surpass those storied heroes in their capabilities.
600	Song of the Fairies	Legend of Zelda: Breath of the Wild	Artifice	They said there was once an Ocarina that, if the right tunes were played, would be able to work miracles to the point of being able to shape the flow of time. This is not that Ocarina - but it’s quite close to it. Any music played on this Ocarina has a way of enchanting the world around it, brave music empowering your allies, peaceful music soothing hostilities, and a frantic panicked song instilling fear. If actual musical magic were to be used with this, it’d be much much more effective.
0	Sheikah Slate (Basic)	Legend of Zelda: Breath of the Wild	Artifice	A magical tablet the size of a hardcover book, and also the key to unlocking the true power of the ancient magitech that the pre-exile Sheikah left behind. In its most basic form, missing all but the essential Runes, this Sheikah Slate has a sophisticated mapping system where you can mark points of interest (Though you'll need to find a method of actually downloading maps onto the thing) and a digital zoom "scope" that both lets you scout out distant places and set map waypoints at wherever you're looking to keep you on track. Most importantly, the Sheikah Slate authenticates you as a valid user of ancient Sheikah tech, and as such you will be able to use the ancient Shrines and Towers that the Sheikah left behind, and it even includes a Sheikah Sensor function that will alert you of nearby Sheikah technology if you get within range.
600	Four Sword	Legend of Zelda: Four Swords Adventure	Artifice	Once upon a time this blade was known as the Picori Blade, but here and now it’s become known as the Four Sword on account of it’s unusual trait of splitting the wielder in four when drawn. Each clone of you bears only minor differences from the ‘original’ or ‘real’ you, a different color of clothing, a slightly higher or deeper voice, perhaps a slight tendency towards a certain emotion, arguably to help you define yourselves as just different enough to not have an existential crisis. In more combat related news, while the Four Sword lacks the raw power of the Master Sword, it does have the ability to amplify its own power until it possesses the same power to repel evil through the act of absorbing Force Gems. It probably has something to do with them being manifestations of goodwill and gratitude, those things tend to be anathema to the darkness.
100	Fair Maidens of Hyrule	Legend of Zelda: Four Swords	Enchantment	To be honest, it’s actually somewhat unusual for the various monsters and madmen that ravage Hyrule to care about the physical appeal of the flesh. They’re more often concerned with ULTIMATE POWAH or straight up conquering the kingdom and making it their own. So really all I can do here is to commend you for not being absolutely power mad and perhaps commend your cultured taste. These young ladies might not be the absolute finest Hyrule has to offer, but they’re not bad. As for their actual use? Well, they don’t make half bad maids and servants if you have a villainous lair for them to clean. They’re also remarkably un-resistant to corruption magic, making them potential fodder for turning into a decent soldier if you are on the verge of running out of minions.
100	General Weapons Training - Weed Whacking Way of the Blade	Legend of Zelda: Four Swords	Origin	Pick one medieval weapon type of your choice from the following list and you will gain a competent level of skill in its use. Moblins used spears, dark knights used Flails with an extended chain, but you could be able to use a sword, axe, or other medieval weapons like a bow. Any weapon found in the game is a fair pick, really. Mind you, you only get one, so pick wisely. In addition to that, you also get one of the Specializations below, according to your origin for free. All others cost 100 CP. **Weed Whacking Way of the Blade** I’m not sure where you have learned your swordcraft, but no one can deny that you do actually have no small level of skill with the blade. Maybe it was practicing sword swipes in tall grass, or out of a book somewhere. Whatever the case, you have the potential to learn a few uniquely powerful basic skills, like using your magical energies to enhance your sword dashing, and how to complete a Hurricane spin with enough force that you could theoretically get some air time over a chasm if the angles were good. It’s not a lot, but you could rival a Knight Trainee if you were back in Hyrule proper instead of the more wyld regions.
100	General Weapons Training - Keen Eye	Legend of Zelda: Four Swords	Origin	Pick one medieval weapon type of your choice from the following list and you will gain a competent level of skill in its use. Moblins used spears, dark knights used Flails with an extended chain, but you could be able to use a sword, axe, or other medieval weapons like a bow. Any weapon found in the game is a fair pick, really. Mind you, you only get one, so pick wisely. In addition to that, you also get one of the Specializations below, according to your origin for free. All others cost 100 CP. **Keen Eye Y**ou have quite the keen eyesight and kinesthetic sense my friend. I guess it comes with the territory of having to avoid things in flight. But in concern to martial skills it’s really helping with your aim - be it spellslinging, healing, offensive magics, or even any form of projectile based weapon. Perhaps you have a fairy sized bow, or slingshot? Your ranged skills would be quite good, easily the equal of any arbalist. This slightly boosts your abilities with other medieval level ballistic devices used to launch projectiles at greater ranges, like catapults and onagers. You’d do wonders helping defend a place against a siege. After all, it helps when you have the skills to actually hit a distant target.
100	General Weapons Training - Green, Fire and Ice	Legend of Zelda: Four Swords	Origin	Pick one medieval weapon type of your choice from the following list and you will gain a competent level of skill in its use. Moblins used spears, dark knights used Flails with an extended chain, but you could be able to use a sword, axe, or other medieval weapons like a bow. Any weapon found in the game is a fair pick, really. Mind you, you only get one, so pick wisely. In addition to that, you also get one of the Specializations below, according to your origin for free. All others cost 100 CP. **Green, Fire, and Ice** Your magical abilities are by no means Vaati’s equal, but perhaps you would qualify as someone he would willingly call ‘acceptable’. Perhaps you are one of his followers who helped keep the Palace of Winds free of pesky adventurers in the time since his sealing? There are certainly enough magical tomes locked away up there for a decent education on the mystic arts. This comes with basic Elemental Magic Training for the elements of fire, ice, and lightning. You can throw lightning bolts from your fingertips, create a cone of ice, or fling fireballs. If you wish, you can trade away two of those for even more skill on the third.
100	Natural Beauty	Legend of Zelda: Four Swords	Illusion	Fairies are creatures of nature, often found deep in forests and other areas where one would expect life energy to pool and gather. When in such an area, you're capable of very slightly pulling on that energy to enhance your own body. From plain to pretty to stunning, to even the unearthly beauty of Great Fairies and Queens - if you had the energy. And if they weren't doing the same thing. Still, when in areas that are 'natural' and 'alive', you'll find yourself seeming to be prettier than if you were elsewhere. This does increase to an extent, the more lively the area the more this works, but you'll never reach the heights of beauty that a Great Fairy does unless you are already one. If you aren’t as vain as I expect, this can instead increase your magical power and regen by the same rules instead.
100	Villainous Aura and Light Curses	Legend of Zelda: Four Swords	Transmutation	Sometimes it’s best to work from the shadows so that by the time you finish up your evil plan it’s too late to do anything about it. Other times, you want them to know about you, your plan, your army, their approaching doom, so on and so forth. That’s where this comes in. You’ve learned quite a bit about curses, so much that they practically come as second nature to you. Shooting daggers with your eyes might not be possible, but if you tried it anyways they might come down with a case of bad luck and accidentally end up stabbing themselves. Even when you aren’t ill wishing those around you, you put out an aura of sorts. It could be the wicked glee as you pull one over on the defenders of light, or the sheer malice you feel at being thwarted. The more magical power you have the more you can do with this, from simple bad luck and a vague sense of unease all the way up to leaving the hero unable to draw his sword from lack of strength and will and outright stripping a Great Fairy of her rank, or giving prophets nightmares about you simply from you being in the country.

200	Yujin Gashapon Figures	Legend of Zelda: Four Swords	Enchantment	During the era of the Minish Cap, a strange craze for figurines swept across the land. Small wooden people, carved into the shape of various figures. At one point, it seemed like everyone in Hyrule had one - both in the sense the owned one and that there was one of them. Somewhere along the line someone thought to weaponize them, resulting in this set of four pint sized statues of the Hero of Men. Each one bears a miniature Four Sword, a shield, and a secondary weapon - a false fairy for healing, a bomb for exploding, a bow for shooting, and a handful of Rupee fragments for throwing at people. Individually they' re quite weak, only able to take down the weakest of monsters, but together they can reliably take down more normal monsters. Each of them comes with a small supply of their miniature 'ammunition', but it's not quite enough to fight for more than an hour or two per day unless you stock up first. They do need to be recharged every so often however, so please make sure to keep their magic reserves topped off - or to find a Fairy willing to help you.
200	Fairy Handmaids	Legend of Zelda: Four Swords	Enchantment	No Fairy of rank is ever without a lesser Fae to command and lord over, and while your rank is still up in the air, you now hold command over a small number of other Fairies. You may choose between eight lesser Fairies, the kind that the heroic sort would typically seek out for healing, and three Servant Spirits that would assist said hero on his journey. These lesser Fae are a step above their brethren, able to heal their contractor many times over what the normal limit would be, saving their life twice, perhaps even three times before returning to your side. The Servant Spirits on the other hand, are incredibly wise and both capable and willing to offer advice, something any prospective hero would benefit from immensely. While their healing magic is minimal, they are instead capable of inducing a state of hyper focus in their contractor to assist them in a fight.
200	Barrier Buster	Legend of Zelda: Four Swords	Abjuration	You want to know an old favorite of Hylia and her children? Barriers and seals. You want to know what never seems to work? Barriers and seals. Guess what you're now a master of circumventing, breaking, or otherwise bypassing? Go on, guess. Anyways, any such thing that tried to hold you in or keep you out now requires two or three times as much energy from the simple fact that it's you they're trying to hold. And that's not even with you fighting back. As a side benefit, you actually gain a surge of power during the moment of breaking, when their defenses fail them and you absorb that energy into yourself. Given how freely powerful mages tend to spend their magic, that likely won't last long, maybe a few days at most, but that's still enough to kick you back to full power after a hundred years of slow decay. After that, I suggest you git gud again.
400	Armor of Arrogance	Legend of Zelda: Four Swords	Abjuration	Well, villains of your caliber do tend to have an ego as large as their army, so I suppose it makes sense that you would have a statue or two of yourself floating around. Wait, is it a statue? Or is it a suit of armor designed to let your fragile mage body tank a few more hits than you would normally expect? Of course, it could always be both. Specifically designed to allow you to resist holy power in general, and any weapon that has bested you before in specific, this statue is stupidly easy for you to automate or flat out possess. It should serve as a decent deterrent to any foolish hero who thinks you don't prepare countermeasures to being sealed away again.
400	Heroic Aptitude	Legend of Zelda: Four Swords	Metamagic	When Link's adventure started, he was like an egg, waiting to hatch into a proper hero. It was through the tests of courage put forth by the Great Fairies that he was able to become a true hero, and through his storming of the Palace of Winds, defeating of Vaati, and rescuing of Zelda that he became the greatest of heroes. Like him, you also grow from adversity and challenge. Even if you were but a simple lad, a young boy who only barely counted as a knight, you could find yourself growing far more skilled and deadly as you conquer the challenges set before you. From simple skill with the sword to the complicated use of various items such as bombs and boomerangs, from clever use of the mind to conquer puzzles and leading a team to having what most might consider a gifted skill with a mystical weapon, you shall find yourself rapidly advancing in all these and more as you face challenges that test you to your limits. The harder the challenge, the greater the gain, and should you find yourself on a quest such as Link's, facing tests of courage in dangerous locations against hordes of monsters to prepare you to rescue your love from a mighty and ancient demon lord. . . you could go from unknown zero to legendary hero in no time at all. All you have to do is survive the path ahead.
400	Divide and Conquer	Legend of Zelda: Four Swords	Conjuration	But even with the mind to bypass the puzzles and a body to match, some things simply can't be done in any reasonable timeframe or without an unacceptable resource expenditure. That's why you've learned just enough magic to mimic the legendary Four Swords power, the ability to split yourself in four. Oh, the sword has a whole host of other abilities, but for now those don't matter. It will take a toll on your magic and your body, but you can now divide yourself into up to four separate bodies. Specifically, each of these bodies contains 1/4th your full potential, and should they die, you will lose access to that power for weeks before it returns to you. Alternately, for a trivial amount of energy you can purposefully create a copy of you that is more akin to a shadow than actually solid - you'll still lose access to your potential, but you probably won't even notice losing such a small fragment.
600	Demon of the Winds	Legend of Zelda: Four Swords	Transformation	Vaati may be a fool in this era, but he's no less powerful for it. And you seem to have the might and magic to call yourself his equal. Though you need not become a mage of the wind precisely, it is recommended to keep in the theme. Speaking of, beyond having a quite frankly ludicrous level of talent for the winds, you also have the body of a demon. Malleable, fueled by hate and all sorts of negative emotions and a host of abilities. Summoning minions in your image, giant copies of your limbs, warping your body more or less freely to create all sorts of weapons and armor. Your body is made from your will - if you want to be a giant eyebat, you shall be one. If you want twelve limbs that are magical canons, or flails for you to spin about you, you shall have those as well. You've also a talent for possession, placing your essence inside statues to act as armor, or inside your minions to ensure their loyalty.
100	Blue Bracelet	Legend of Zelda: Four Swords Adventure	Abjuration	Well, this little contraption takes the form of a bracelet made by the sealwork mastery of the Maidens. Usually squirrelled away in odd places with a limited power supply it projects a magic barrier that helps soften the blows of enemies against its bearer for a short time. While this would normally only last for an hour before it's protection is lost, you've actually gotten a prototype that can recharge itself every twenty four hours and lasts for half an hour. It's not as strong as the one shot models but even it's half hour capacity can be useful. It can deflect arrow fire, soften hits from fireballs, or even turn a perfectly aimed killshot into merely a debilitating blow. It activates the first time you are hit by something and won't turn itself off until the thirty minutes are over. . . so it's still better to dodge. Right?
100	Hyrule Map	Legend of Zelda: Four Swords Adventure	Divination	Hyrule's not exactly a small country, you know. It can be a bit hard to find where you're supposed to go, especially with all the monsters wreaking havoc and Ganon's magic altering the environment. Good thing you have this, then! As you might guess, this is a map of Hyrule, giving you a lay of the land and helping you find your way. Not only that, but it also updates to reflect changes that have occured, like showing you a region being consumed by the Dark World or trapped in eternal winter. No more getting confused or lost thanks to magic trickery! Post-Jump, it updates to map the country/land you're currently in.
100	Farore's Whistle	Legend of Zelda: Four Swords Adventure	Divination	Somewhere along the way, you got your hands on a most peculiar whistle. While it's not as powerful as your normal magical and musical instrument, it still manages to be quite useful. When blown, this whistle can be heard by the last eight people to touch it - or seven and you if you prefer - no matter what distance there is between you. They could be off in some far flung land or even in one of the many dreamscapes that dot this world, and it would still make itself known. Additionally, the blowing of the whistle is synonymous with the casting of a spell that might come to be known as Farore's Wind, offering those who hear it the option of flying to your side. Be warned, the whistle has a limited reserve of magic and fills slowly. You may need to use your own to make up the difference if you really are in a dreamscape, or try to use it too often.
100	Force Gem Finder	Legend of Zelda: Four Swords Adventure	Artifice	No rupees to be found this time around, I'm afraid! Unlike most adventures in Hyrule, the crystal currency is absent, and instead there's a new item to collect: the mystical Force Gems! Force gems all contain magic within, allowing them to be used to empower mystical artifacts or repair broken spiritual items. You'd need quite a lot of them, though, like two-thousand to re-empower the Four Sword to break just one of Vaati's barriers. Now, you can find these gems in future jumps as well! Aside from those scattered around, you can earn more through combos in battle. The bigger the combo, the more force gems you get!
200	The Jar's Bargain	Legend of Zelda: Four Swords Adventure	Necromancy	While the Fairies of Hyrule are by far kinder than those you would find in other lands, there are still moments when the similarities between them can be seen. Catching a lesser Fae and promising to return it's freedom in exchange for a favor is an old favorite of the Hero's, though given that he's considered to be favored by the goddess that created the Fae. . . Well, I've gotten off track. Nine times out of ten, that favor comes in the form of healing, something you are now capable of doing. Give even a few moments of effort, you could heal a man on the verge of death to full health and even remove illness should they suffer from any. As a small addition, your magics are slightly more effective that you are in debt to, allowing you to raise the very recently deceased should your contractor fall in battle.
200	Hylian Masterwork	Legend of Zelda: Four Swords Adventure	Enchantment	While Hyrule may end up leaving it's own fate in the hands of the Hero in Green more often than not, that's not to diminish what it's more ordinary knights can accomplish. This armor is meant to be that of a fully fledged Knight of the realm, and it's suitably imposing. It's defensive properties leave most simple weapons straight up bouncing off, and simply wearing it will call a handful of soldiers out of the woodwork to aid you in battle. Even the weapons it comes with are impressive, if ordinary, such as massive greatswords or the iron ball and chain. Of course, if you aren't a knight or don't wish to step onto the field of battle yourself, the armor is also remarkably receptive to magics such as possession. Simply find some schmuck to wear it and fill the both of them with dark magics and boom, instant miniboss. It would be stronger for someone competent, but those sort tend to be harder to control.
200	A Weapon of Shadow	Legend of Zelda: Four Swords Adventure	Artifice	Similar to the Trident that Ganon pilfered from the great pyramid, this weapon will be capable of channeling any magic that you can cast through it with one additional benefit. It can also store magical unused energy of yours that would normally go to waste, acting as a battery of sorts. If lost it can be summoned back to your hand, and it would take quite a bit to break. . . such as a strike from some mystical (or other serious) weapon or ability. Normal weapons would not even be able to scratch it's surface, making it quite handy as a villain's main weapon of choice. It's form may take the shape of a Spear, but if you prefer it to be a different weapon you may choose it's form and function. Such a form can only be reset at the start of each successive jump.

200	Specialties (Just Your Basic Fortune Teller)	Legend of Zelda: Four Swords Adventure	Divination	Whether it be a profession, or a skill a race possesses, you have a decent selection of options to choose from. You receive your first pick here for free, and all others are the listed price of 200cp. Races with more than one may pick between them, but will only receive a single freebie. Just your Basic Fortune Teller: You have been educated in the basic magical arts, but not necessarily combative ones. Instead you have gained the ability to tell small fortunes . One that in some skewed way might come true to a paying customer (For some reason this only works if you receive payment for it). But you also have learned a variety of charlatan's tricks to keep them occupied and shelling out more money. But the real trick is knowing the tricks and demeanor to let people tend to see you as not harmful enough to consider an enemy, even if you verbally support an enemy of theirs. Like the hero if you are in the villain's main stronghold, or even the Villain if you were out among the laypeople. You will not be subjected to negative things for voicing your opinion quietly to those that ask directly. However, this does not protect you if you do something large enough then voice a disagreeable opinion, like if you become a threat like spouting off a prophecy a Chosen Hero or Villain is coming. It's a small bit of plot armor. Not much of it.
200	Specialties (Nomad's Desert Life)	Legend of Zelda: Four Swords Adventure	Illusion	Whether it be a profession, or a skill a race possesses, you have a decent selection of options to choose from. You receive your first pick here for free, and all others are the listed price of 200cp. Races with more than one may pick between them, but will only receive a single freebie. Nomad's Desert Life: Surviving in the Desert Lands is a struggle. You gain an ability to conserve water, ride camels and a plethora of common desert survival knowledge with a small boost to being able to go longer without water in hot climates. But the best thing is. . . you've learned how to create a cultural Taboo like what was once around the Desert Pyramid. Small children and their dares would be far too scared to ever cross your word, the common grave robber or thief would hesitate to tread within the boundaries of land the taboo is set on, but hardened souls with a purpose won't falter so easily. In other words it will keep the laymen off a property you own, but not the settings villains, big bads, or cronies sent by a villain to burn your house down. The rest? They'll think wherever you've set this is cursed. Surely keeping hapless common folk away from a set plot of land of yours where they could hurt themselves (or annoy you) is worth something right?
200	Specialties (Thief's Aura)	Legend of Zelda: Four Swords Adventure	Origin	Whether it be a profession, or a skill a race possesses, you have a decent selection of options to choose from. You receive your first pick here for free, and all others are the listed price of 200cp. Races with more than one may pick between them, but will only receive a single freebie. Thief's Aura: Once per day, when intending to commit theft against someone's person, you may bump into them. If your spiritual power is more than theirs is, they will automatically drop small items of small worth. Things like bombs, identification cards, and rupees(or other money) which you can quickly snatch up. This aura will not work against an adversary's weapons, or armor or things of significant power. But you can steal their Force Gems.
200	Specialties (Wizzrobe Wyrdness)	Legend of Zelda: Four Swords Adventure	Origin	Whether it be a profession, or a skill a race possesses, you have a decent selection of options to choose from. You receive your first pick here for free, and all others are the listed price of 200cp. Races with more than one may pick between them, but will only receive a single freebie. Wizzrobe Wyrdness: Like a wizard in classic attire, with heavy robes and wide-brimmed hats. You have the ability to hide your features when in a robe with magic, making it seem like your face is just pitch blackness with white eyes and summoning of a white beard to complete the ensemble. The Wizzrobes have three magical disciplines by this time, Fire, Ice, and pure magic attacks. But their greatest ability is the ability to suck out force gems from their opponents to recharge their magic reserves- albeit at a very low rate. After this jump, this becomes being able to suck out any magic-based energy source from an enemy to replenish your own magical reserves. They also have a peculiar ability to summon Stalfos, by firing a homing sphere of white light that breaks into three empowered Stalfos when it hits an enemy. When these stalfos are defeated they live on as floating skulls for a minute more as they gain temporary immunity to physical and magical attacks. All of these abilities are held in a Spellbook that you will learn these abilities by the end of this jump. You may not reach the heights of the Sages, Vaati, or the Maidens alone with this- but you'd have a good chance of mastering the minimum capabilities required for becoming one of their apprentices. You get a free set of wizzrobes as well.
300	A Princess's Nightmares	Legend of Zelda: Four Swords Adventure	Divination	You have a talent both helpful and horrid. It lets you sense the evil in those around you, a form of empathy if you will. But. . . You are still a child, and this talent is untrained, resulting in a sixth sense for untrustworthy or outright villainous folk. It's amplified somewhat within lands you control, as it's meant to help you defend your people, but training it until it's fully under your control will likely take years. For now, it mostly manifests itself in the form of prophetic dreams of the coming days. Or more like nightmares if you prefer. Either way, this will offer you some warning of tragedy both personal and far flung, and thus a chance to stop it. Be warned though, you could dream of a horror weeks in advance, or mere hours. Control will come with practice, but for now be sure to step lightly, lest you dream of a seal breaking, go to check on it, and arrive after it's been broken.
400	Force Fairy	Legend of Zelda: Four Swords Adventure	Necromancy	Now I'm not entirely sure what separates a Force Fairy from an ordinary Fairy, but this particular one seems to have taken up residence inside a glass bottle and demanded you take her with you. In exchange for feeding her Force Gems by the hundreds if not thousands, she's agreed to provide whatever assistance she can, mostly in the form of the famous healing talent that almost all Fairies are known for. Use her as much as you like, but be careful not to run out of Force Gems. You rather need those for something else. As a signing bonus of sorts, you're also allowed a single healing for free which she will be giving to you in the form of a complete resurrection should you ever die, once per ten years. It's not a great rate, but it might just save your life, quite literally.
400	Vaati's Old News!	Legend of Zelda: Four Swords Adventure	Enchantment	I can't emphasize enough how obsessed with power the forces of darkness are. Vaati, despite being a centuries-old demon lord, had his throne stolen by Ganon, a relative upstart, simply because of the latter's power. His forces bent the knee, and so did he. With this perk, you'll have a similar ability to obtain loyalty with power, convincing the legions of mooks and minions to swear allegiance to you with a show of might. Greater evils like Vaati might need to be bested in battle first before they join you, but once you do they'll loyally serve. Do note, this loyalty is based on power, and should you lack it, you might find yourself suffering Vaati's fate: a mere has-been. In addition to this, against particularly strong enemies you best in single combat you may Curse them, much like how the Knights who once served Hyrule were turned into exceptionally large Stalfos. This does depend on how much energy you put into a fallen foe, little energy will create a weak form after all.
400	Dark Mirror	Legend of Zelda: Four Swords Adventure	Conjuration	Long ago, the Dark Mirror was used to seal away a dark tribe that invaded Hyrule. The mirror was then hidden in the Temple of Darkness to sever its connection to the world once stolen by Ganon. It works by exposing the evil or doubts that lie within a person, bringing them to life in a shadow's guise. This one is a copy of the one Ganon used to create up to four Shadow Links to plague the Four Links on their quest. Please note that the strength of the shadow is actually inversely proportional to the light that cast it - a peskily pure hero would create a powerful but fragile shadow, while a true villain would be abysmally hard to be rid of. Sadly, the shadow cannot eclipse the light that cast it, and so outside of dumping ever more magical energy into it, the copies will only ever be a match for their original. Still, even that has its uses. As somewhat of a drawback, the mirror only generates enough darkness for a single use each jump. Anything past that you'll have to power yourself.
400	Four Sword Shrine	Legend of Zelda: Four Swords Adventure	Conjuration	The shrine of the Four Swords is a place made by the sealing arts of the ancient Hylian lines of the maidens, and the equal of the magical sages depending upon what era of history you are in. It has the strength to be used for imprisoning evil beings such as archdemons, and ancient evils. Along with a small cavern for storing holy artifacts with magic that will keep items from rusting and being reduced by the ravages of time. Now, you own such a place that comes in the form of a small stone disk with a sword planted within in the form of an ancient talisman the size of your fist. Place it on the ground at a location of your choice and in twenty four hours a new shrine will grow in that location. You will receive a new talisman at the start of every jump, but their numbers will never exceed four.
400	Fairy of the Forest	Legend of Zelda: Four Swords Adventure	Conjuration	While Fairies have a prefered habitat, very few of them would ever be bold enough to claim it as their territory. They would probably like to, but Hylia has created guardian deities aplenty and there's rarely territory that can actually be called unclaimed. That's not to say they don't have any, just that the weaker ones wouldn't dare. But, you aren't exactly weak anymore now are you? When inside a territory that you control, you become instinctively aware of the state of it, it's health, it' s inhabitants, even intruders with ill intentions. By spending a rather large chunk of mana - even the Princess would stagger at this cost - you can. . . renovate your lands. Plants will grow healthier with the extra magic in them, and the forest will twist itself into a wooden labyrinth to hide your court. Of course, this only applies so long as you are inside your territory, so it rather immobilizes you to use it most effectively.
600	A Set of Keys	Legend of Zelda: Four Swords Adventure	Origin	Fairies hate being in debt and love when you are indebted to them. It doesn't show up very often because of how rarely they interact with ordinary Hylians, but it is there. In the case you ever find yourself in debt, perhaps some hero dumped a few thousand Rupees into your pond, these keys are a quick and easy way to get out. Or to get them into debt if you wanted to, but that's another story. The Silver key is both a blessing and a curse - it dampens dark magics, saps strength from foes, generally makes things easier, but comes at the cost of sapping away at the users fate and destiny, thus reducing the reward they would normally receive for their heroic actions. On the other hand, the Hero Key is both a curse and a blessing, because it does the exact opposite. Your foes become stronger, but so will the reward they recieve. As for the Golden Key? Well, it does nothing. Maybe it amps things up or down by a little bit, but maybe that's just their motivation after you praise or criticise them in the process of giving this to them.
600	To Seal The Darkness	Legend of Zelda: Four Swords Adventure	Enchantment	What great fortune this is, that the forces of light may count another among their ranks with this power! Like Zelda and the Maidens, you possess the magic of sealing, one capable of banishing evil from the world. This magic takes the form of a ball of light, surrounded by circles of energy and bursts of color. This magic will paralyze the target, and seal them away, though depending on the target you may need an item to seal them away inside. On that note, the stronger the target, the more power you will need to seal them away. Compare a defeated Vaati, who was sealed away by Zelda alone many years ago, to Ganon, who required the combined power of Zelda and the Maidens to imprison, after being left winded by the Four Sword Heroes and struck with an Arrow of Light. This magic can also be used to reinforce existing seals, which is handy given all the ancient evils here.

600	Royal Jewels	Legend of Zelda: Four Swords Adventure	Conjuration	Ah, what treasures you have gained, Jumper! In your hands are the Royal Jewels of Hyrule, powerful magical artifacts passed down for centuries, guarded faithfully by the Knights of Hyrule. In the modern time, these gems possess the power to open the way to the Realm of the Heavens, where Vaati and Ganon await, normally beyond the reach of mere mortals. In a similar way, these jewels may form portals or gates to places that might otherwise be beyond your reach, though doing so will expend their magic. This also allows you to bypass barriers that block off locations as well, in case your enemy has blocked the way. But that is not all they can do. For once upon a time, these jewels were known as the Elements, physical embodiments of earth, wind, fire, and water. With these, the broken Picori Blade was transformed into the legendary Four Sword, a magic blade that could rival the divine Master Sword. You may do the same now, uplifting a blade with only a minor enchantment into something demon kings would fear. No matter what you use it for, the magic within them will recharge upon your next jump, or in ten years time if you're in a longer lasting jump.
600	Palace of Winds	Legend of Zelda: Four Swords Adventure	Conjuration	The Palace of Winds, Vaati's Palace. The name has changed a bit over the years, but this is the throne from where Vaati once tried to extract the Light Force from Princess Zelda and achieve ultimate power. Built in ages past by the Wind Tribe to hold one of their artifacts, the Element of Wind, before being taken over by the Mage of Wind, Vaati. Can you sense the theme here yet? Either way, it's a cross between an opulent palace and a veritable fortress, all floating high above the clouds. Hidden away in its depths is everything the land of Hyrule has to offer on wind magic, as well as tomes describing everything you know about the wind - I'm certain the second is larger. As with the Demon of the Winds perk, you don't actually have to make this place wind themed, though I do insist that they match elements. No fire powers in an underwater base please. As an added benefit, this place will actually amplify any magics that match it's element, and suppress any from your foes.
600	Greatest of Fairies	Legend of Zelda: Four Swords Adventure	Metamagic	It's never been quite clear how the relationship works, but Fairies seem to be able to convert Rupees into an energy of some kind. Some Great Fairies will refuse to so much as speak to mortals without the proper bribe, and I can't quite imagine them spending it on a night out on the town. For you though, this applies to anything that is offered to you, be it Rupees other Fae desire or a more traditional offering of a newborn goat or something equally silly. These offerings create an extra store of energy within you, one you can spend on anything you like. It even comes prefilled with enough energy to turn a farm boy halfway into a hero from sheer 'blessings' alone, as befitting your new status as a Great Fairy. Speaking of blessings, you've also learned how to spend this energy on people, places, even certain pieces of equipment to upgrade them. Perhaps you'll raise the potency of his bombs, or double his own magical reserves?
300	Blessing of Shadows	Legend of Zelda: Hero of Words	Illusion	Increases your skill in sneaking around, and allows you to use shadow magic and the ninja-like abilities of the Sheikah tribe
100	Potion Package	Legend of Zelda: Hero of Worlds	Artifice	Health, Magic and Stamina potions, which replenish weekly.
100	All Night Mask	Legend of Zelda: Hero of Worlds	Transmutation	A mask previously used for torture purposes, now in your possession to do with as you see fit. It removes the ability of the wearer to sleep, but not the need for it.
100	Mask of Stone	Legend of Zelda: Hero of Worlds	Illusion	A plain, if somewhat creepy, mask made of stone. The enchantment within it prevents people from noticing you as easily, and dissuades lower-level enemies from attacking. Will not save you from the elites.
100	Magic Bottle	Legend of Zelda: Hero of Worlds	Artifice	Three reusable, empty jars that allow you to capture fairies and bugs, hold liquids, and. . . it's a set of jars. Will not break.
200	Lense of Truth	Legend of Zelda: Hero of Worlds	Divination	Using this lense allows you to see through illusions, and detect invisible beings.
200	Mask of Truth	Legend of Zelda: Hero of Worlds	Divination	You become able to read the minds of animals while wearing this mask, and can more readily uncover information about others in the world you're in.
200	Pegasus Boots	Legend of Zelda: Hero of Worlds	Artifice	Increase your speed drastically, but sacrifice your control almost completely for a wild charge.
200	Magical Instrument	Legend of Zelda: Hero of Worlds	Artifice	An instrument of some kind that enables you to use the various magical melodies of Hyrule. However, you cannot use any time travel melodies. This restriction doesn't go away after you leave the jump.
300	Blessing of Nayru	Legend of Zelda: Hero of Worlds	Origin	Increases your wisdom, gives you minor prophetic dreams, and allows you to use the spell Nayru's Love, becoming invulnerable for a brief time but incapable of using other powers or magic weapons.
300	Enviromagic Clothes - Water Breathing	Legend of Zelda: Hero of Worlds	Abjuration	Grants water breathing. **(CG Note: The rest of this perk requires Enviromagic Clothes - Heat Immunity first.)**If you buy both, they can be combined by a skilled tailor post-jump.
300	Enviromagic Clothes - Heat Immunity	Legend of Zelda: Hero of Worlds	Abjuration	Grants heat immunity. (CG Note: The rest of this perk requires Enviromagic Clothes - Water Breathing first.)If you buy both, they can be combined by a skilled tailor post-jump.
300	Blessing of Din	Legend of Zelda: Hero of Worlds	Evocation	Increases your physical and magical power, and allows you to use the spell Din's Fire, creating an expanding dome of flame around you.
300	Elemental Rod	Legend of Zelda: Hero of Worlds	Evocation	Fire, Ice, Neutral, or other, you obtain a magical rod attuned to one element of magic, able to dish out pain in that particular flavor. They can also help traverse areas by altering or creating terrain.
300	Evil's Bane	Legend of Zelda: Hero of Worlds	Artifice	Upgrade for one of your weapons or a shield, making them indestructible and enchanted to do greater damage to evil.
300	Megaton Hammer	Legend of Zelda: Hero of Worlds	Artifice	A supremely heavy hammer made of solid steel, wieldable by only the mightiest of warriors. Its weight can destroy armor, shatter bones, and crush any obstacle in your path. In addition, the Gorons have enchanted it to wield the elemental power of fire and magma.
300	Blessing of Farore	Legend of Zelda: Hero of Worlds	Metamagic	Increases your courage and willpower, and allows you to use the spell Farore's Wind, creating warp points that you can return to with a second casting.
300	Mirror Polish	Legend of Zelda: Hero of Worlds	Abjuration	Upgrade for one of your weapons or a shield, making them capable of reflecting projectile spells back upon the caster.
300	Ravio's Bracelet	Legend of Zelda: Hero of Worlds	Transmutation	A golden bracelet with an enchanted purple jewel laid in it. The magic within allows you to transform into a painted form, becoming two-dimensional and capable of travelling along any solid surface large enough to hold your shape. This can be useful for sneaking, dodging attacks, and more.
600	Mimic	Legend of Zelda: Hero of Worlds	Metamagic	Whether you're fighting the ultimate foe or studying under a wise old mentor, you're able to understand the nature and method of any technique or spell performed before you--if you survive it. Afterwards, so long as you have the power, ability and resources necessary, you know how to replicate it. However, you do not get the muscle memory required to use it on the fly. That takes training.
100	Sword and board	Legend of Zelda: Link's Awakening	Artifice	Just a regular old sword and shield, worthy of a warrior, but not much else. They both have your name engraved on them, and are quite durable. The sword is capable of deflecting magic projectiles, interestingly enough.
100	Dungeon Map	Legend of Zelda: Link's Awakening	Divination	A piece of enchanted parchment. It'll show you the complete floor plan of any property you own. You can change which property is shown with a bit of focus. Includes an enhanced compass upgrade to the map, which ,while it doesn't show you north, does show you if any allied, unique individuals are on the property and where they are. It also keeps track of treasure inside the dungeon.
100	Dream monsters	Legend of Zelda: Link's Awakening	Illusion	Befitting a Nightmare, you have the ability to locate dreamers and infest their dreamland's. Your control of the dream is relative to how much more powerful you are than the dreamer. Most people aren't aware that they're dreaming, and are consequently weaker as a result, as dreams often reveal our deepest fears. Lucid dreamers or gods of dreams might give you some trouble, though.
100	Magic Powder	Legend of Zelda: Link's Awakening	Artifice	Made from a toadstool, this stuff will ignite foes, remove transformation effects, light braziers, summon demons (if tossed into certain wells) and do all sorts of crazy stuff. Refills after about half an hour.
200	Flippers	Legend of Zelda: Link's Awakening	Artifice	Magic flippers that only appear on your feet when you need them to. They allow you to swim better than you normally good and let you fight the current pretty well. You can also hold your breath a lot longer than you normally could.
200	Fear Scent	Legend of Zelda: Link's Awakening	Illusion	Nightmare's are the stuff of our greatest fears. By invading a dream, you're able, with a bit of digging, determine what the dreamer fears the most, and how best you can use that against them.
400	Mirror Shield	Legend of Zelda: Link's Awakening	Abjuration	Significantly better than the proverbial board. It's actually an unusually light tower shield. The front bears your crest, if any, or others if you prefer. In any case, it's polished to a mirror finish, and thanks to the magic protecting the shield, won't smudge or fade. The real purpose of the shield (beyond normal shield stuff) is that it can block magic attacks. Spells that hit the shield won't carry their effect onto you. Also surprisingly good at blocking fire.
400	Magnifying Lens	Legend of Zelda: Link's Awakening	Divination	Besides the obvious, this handy little lens will reveal the invisible,and pierce through illusions. Also works for reading extremely small text and starting fires with the sun. Won't break, conveniently.
600	Genie's bottle	Legend of Zelda: Link's Awakening	Enchantment	A clay jug with a sort of eye pattern on it. The genie inside recognizes you as his master. Though he's unable to grant wishes or perform other sorts of magic, he can still throw fireballs. Besides that, he can't be killed as long as the bottle is intact, but he can't move very far from it either. You may choose to evict him from the bottle if you'd rather have it instead, gaining the above abilities and restrictions. You (or the genie) can sort of hop about while inside the bottle to move it. If you try picking it up, it's pretty heavy. A normal person couldn't lift it.
600	Magic Wand	Legend of Zelda: Link's Awakening	Evocation	The big gun. Shoots magical bolts that engulf enemies in fire. Strong enough to defeat most of the Nightmare's minions in one hit. Also handy for lighting torches on the other side of the room.
600	Shopkeeper's Wrath	Legend of Zelda: Link's Awakening	Divination	"I wasn't kidding when I said pay! Now you'll pay the ultimate price!" -You, probably. Thieve's will have a harder time stealing from you, and when they succeed, you'll always know the relevant details about the theft, albeit usually around an hour after the fact. If you encounter the thief again, you'll be able to strike them down with powerful magic. Most likely enough to kill normal people easily.
600	Eternal Slumber	Legend of Zelda: Link's Awakening	Illusion	The way the Nightmare's cast the Wind Fish into a deep sleep is now in your hands. You're able to curse sleeping foes into eternal slumber, allowing you to relentlessly invade their dreams and rule their world's. Additionally, this lessens the control a lucid dreamer has over their dreams, allowing you further, uncontested control.
600	Relics	Legend of Zelda: Link's Awakening	Artifice	All too often, the hero of legend has to go on some great quest to acquire some object of power. A sword, a magic wand, some magic instruments or what else. Rest assured, if you go looking for these legendary items, as long as they exist, you'll be able to find them. Doesn't help you actually get them, as they might be in the possession of powerful and dangerous foes, but knowing is half the battle.

600	Jumper's Mask	Legend of Zelda: Major's Mask	Transmutation	Just as the Hero carved the dragon into Majora's Mask, it would seem that he himself was made into one at the end of his life. But, this is not that mask. This mask is you own, something that rightly should not exist just yet, if at all. Perhaps you messed with time to get it? Nonetheless, this mask contains a small fraction of your own spirit, allowing any who wear it to temporarily become a copy of you. Well, in shape at least. Any power or items it grants are entirely up to you - simply wear the mask as you practice and use them, and they will be imprinted upon the mask. This prevents you from handing away too much at once or from changing it on short notice, but thankfully it isn't being carved off your spirit to power them.
100	Bombers Notebook	Legend of Zelda: Majora's Mask	Divination	Despite their rather destructive name, the Bombers Gang actually seems to exist to do good deeds and make life easier for the residents of Clock Town. Sort of link mini-Links. And this is their notebook. It is in fact, magic. Specifically, the notebook can see up to three days into the future and will make a note of anything a person might need help with. In the next few days you' ll see lots and lots of things caused by the Skull Kid going on a pranking spree, but after that some more normal things should show up. If you happen to be, then the notebook is also immune to time manipulation. Not terribly useful in and of itself, but the record of 'future' deeds might come in handy.
200	Fierce Deity's Drum	Legend of Zelda: Majora's Mask	Enchantment	In truth, when the dragon was faced with the man who would slay it, it questioned him. Why have you come, what do you seek, what is your wish, so on and so forth. Despite asking, he believed not a single word from the man, but was left speechless by a counter - "what is your wish?" After sitting in an empty land for a thousand years, he wished for time to move, for something, anything, to happen. The man pulled out a drum, and began to play. For three days and three nights the man played and the dragon danced, and on the dawn of the fourth day, the dragon died. This drum may not be that drum, but it carries the same magics - when you begin to play, those who hear it have no choice but to dance to your beat.
200	Trapped In Another's Form	Legend of Zelda: Majora's Mask	Transmutation	What a terrible night for a curse! And yet, that appears to be exactly what has befallen you. Trapped inside a form that does not belong to you, cut off from all your equipment, weak, defensele - OW! Did you just shoot explosive spit at me? How did you even know you had that? Well, as you can clearly see you're the kind to adapt easily to different shapes and skills - maybe this curse won't be so bad after all? Being trapped in a body not your own won't slow you down all that much, and lesser curses might bend a tad to let you get away with far more than they ought to allow.
300	Terminian Mask Collection	Legend of Zelda: Majora's Mask	Artifice	Temina is a land that may or may not be obsessed with Masks. They certainly have enough of them. Well, anyways, if you desire a mask of your own, then look no further. Or I suppose I should say, if you desire several masks of your own. You see, you may use this option to acquire any and all of the masks that appear in Termina. However, you will not be receiving the ones that have previously appeared in Hyrule. Beyond that, some of these don't actually do anything, you know? But, with that restriction you are allowed access to any masks you desire. The massively powerful Giant's Mask, the explosive Blast Mask, the undead charisma of the Gibdo Mask and Captain's Hat, the fairy calling Great Fairy's Mask. Er, well, not quite. There are two other masks you cannot grab. Majora's Mask and the Fierce Deity's Mask. Those are special. And already on offer.
400	Majora's Mask?	Legend of Zelda: Majora's Mask	Origin	Wait, what? The Skull Kid still has the mask on his face, so where did this one come from? Ah. So, apparently the Happy Mask Salesman tried to force the spirit of the mask to move on to the afterlife so it could be at peace and not be a threat to everyone around it, and it didn't quite go according to plan. Instead of healing the curse, it healed only part of the curse. . . Which promptly turned into a second, weaker, Majora's Mask. Absolutely not according to plan. The mask has enough power to let you levitate around, some telekinesis, will make any curses you cast stronger, and one other thing. If it should ever be separated from you, it can wield its powers on its own as it tries to make its way back to you. Not anywhere near the levels of 'wrath' or even 'incarnation', but it's still technically a boss monster. Maybe a miniboss?
600	Purveyor of Unusual Goods	Legend of Zelda: Majora's Mask	Abjuration	The Happy Mask Salesman is currently seeking out Majora's Mask after the Skull Kid stole it. He seeks to prevent something terrible from happening. . . Like the moon falling out of the sky. Bit late for that. In truth, he probably should have left it where it lay, inside the tomb it was buried by the ancient tribe that guarded it. That said, he seemingly did an excellent job of guarding it during his time owning it. When a cursed artifact is in your possession, it's not quite so cursed. Anyone seeking to track it's dark aura would have a harder time, the curse's effects would be weakened, and the evil permating it's very nature would not whisper so loudly in your ear. Just be warned - you may be able to carry it safely, but the curse is by no means gone. If it should leave your hands, it would be restored to full power.
600	The Mask	Legend of Zelda: Majora's Mask	Abjuration	Skull Kids are an interesting race. Simply put, they do not have a face - or at least, they are dissatisfied with their natural wooden complexion - and as a result, have a minor obsession with masks. It's somewhat fitting then, that Majora's Mask paired with the Skull Kid so well, a child without a face and a face without a body. Yours is a bit better than that. You see, you have an affinity for cursed objects now. Not enough to use them and remain completely fine, but a resistance of sorts. Able to use some of its power before being corrupted, using more power than it wanted to give you, even forcing the artifact to act towards your own goals instead of being forced to act towards its - but again, only for a time. On the other hand, if the curse was weak enough to begin with, you could probably use it safely indefinitely. Just se wary of how long you hold onto such a cursed item, lest it become part of you, or you a part of it.
600	Song of Healing	Legend of Zelda: Majora's Mask	Necromancy	Strictly speaking, this is something that the hero leaned here in Termina and not something he brought with him, but who cares? You now know a very special song, the song of healing. No, it doesn't heal you when you play it, though quite frankly that would be nice. Instead, this song eases the mental wounds of any who hear it. From simply the sad or broken, to those who still wander this earth long after their time has ended. If you're willing to suffer yourself, then instead of simply curing these ailments, you'll find you can instead eject them from the listeners. . . And into the form of a mask. Be careful with those drawn from the souls of the dead, Jumper, because those are the ones that hurt the most.
600	The Moon	Legend of Zelda: Majora's Mask	Conjuration	I. . . I'm sorry, what? You what now? Why would you ever need this? Fine, allow me to introduce you to one of my three best friends, Mr Johnson, also known as the moon of Termina. He's. . . not really happy with the current state of affairs, so maybe if you did something about that? Well, anyways, as you might imagine you now have your own moon and the ability to call that moon down onto the planet. You monster. ALSO, because you might not use that if he has another use, the moon also contains a small dungeon/pocket dimension inside of himself. A nearly endless field with a single tree in the center. Near the tree are four odd children, which seem to map out to any mental issue you may or may not have. Playing with them will make those issues better, a balm on your soul or something like that.
600	Armor of Wishes	Legend of Zelda: Majora's Mask	Artifice	When the hero of old slew the man-eater, the beast vanished into thin air, it's body long since replaced by naught but spirit. It' s armor was the only thing left of it, the same armor that was supposedly able to grant wishes. The hero took that armor, and began to carve a mask from it. Much like him, you are now able to create masks of power from fallen foes, the more powerful the better. They do not need to be masks that transform, like the other masks made from the dead, but if you wanted one, you know how to make one. Also of note is the fact that such a mask would weaken the power of your foe if they were to ever return to life, trapping them inside the mask instead of truly bringing them back.
600	Fierce Deity Mask	Legend of Zelda: Majora's Mask	Metamagic	No one really knows what this mask is, or who it's powered by. Could be a prior incarnation of Link, like the one that slew the dragon known as Majora in the first place. Some think it's a combination of all other masks, empowered not by one, but by dozens of souls. What really matters is what the mask does. Simply put, it enhances. An avenging swordsman could become a wrathful hero, a mage of some small power could become a supreme sorcerer. . . I almost wonder what would happen if Ganondorf tried to use it. And, what will you become? Of course, if you wish it, then the mask can always be set to a 'default' state, that of the Oni shown by Link.
100	Magic Beans	Legend of Zelda: Ocarina of Time	Conjuration	These beans don't seem very special, besides being multicolored and when eaten rather sweet and chewy like candy. When planted and fully grown, however, they sprout into hefty flying platforms! The leafy platforms don't reach very far, and have to return to the plant after reaching a certain distance, but they're VERY fast. You could go across most of the lost forest in less than a minute at the speeds the platforms could reach.
200	The Blue Depths	Legend of Zelda: Ocarina of Time	Benevolence	Either by a blessing from the Zora or a series of experiments with mystical potions, you are no longer in danger of drowning - you can spend hours underwater without needing to take a gulp of air. . . useful, especially if you expect to spend a long time in Lake Hylia.
200	Fairy Bow	Legend of Zelda: Ocarina of Time	Destruction	This reliable bow comes with a quiver of 50 arrows - perfectly balanced and easy to use, you'll find yourself quickly hitting bullseyes and taking down the more evasive foes you'll find in Hyrule. As a bonus, this comes with both Fire and Ice arrows already prepared - requiring a bit of magical energy to create more within the quiver, but well worth the price.
200	The Legends of Hyrule	Legend of Zelda: Ocarina of Time	Lore	The land of Hyrule has its esoteric lore - mystical phenomena, ancient history, and hidden palaces. You now hold this knowledge in your mind, of all those things - though the details may be somewhat blurred by the fog of ages. What's more, a similar knowledge of myth and mystery will always follow you from world to world.
400	Mirror Shield	Legend of Zelda: Ocarina of Time	Benevolence	This shield's polished surface can reflect both light and energy - the former could easily be used to blind enemies and manipulate the reflection for certain puzzles while the latter is ideal in overcoming the magical energies of mystic enemies. However, it should be noted that it doesn't do as well against solid projectiles - it does well against its chosen enemies, who are dangerous. Just pack a spare shield.
400	Naryu's Love	Legend of Zelda: Ocarina of Time	Benevolence	A spell handed down by the goddess, this power allows you to surround yourself in a diamond shaped barrier. While you aren' t able to attack or cast spells in this state, you can rest assured as there are almost no attacks in this world that can harm you while Naryu's Love is active.
400	Din's Fire	Legend of Zelda: Ocarina of Time	Destruction	A spell handed down by the goddess, this power allows you to manifest a dome of massive fire around you and creates an 'explosion' of flame - it requires a bit of your energy, but it can be an amazing way to create breathing room if you're surrounded by foes.
400	Lens of Truth	Legend of Zelda: Ocarina of Time	Divination	A Sheikah Artifact that allows one to see the invisible and spiritual, it can also be used as a sort of "X ray vision" in addition to seeing past mystical deception.
400	Farore's Wind	Legend of Zelda: Ocarina of Time	Conjuration	A spell handed down by the goddess, this power allows you to create "warp" points in nearby safe places, allowing you to return to points you've already passed in case of emergency.

400	The Hero's Tools	Legend of Zelda: Ocarina of Time	Artifice	The tools by which legends are made don't come from thin air - The Megaton Hammer had to have been forged once upon a time, and the potions that the hero uses to continue the fight were brewed by a crone at one point. It is the place of the wise to arm the strong and worthy - a place that you are well suited for. You've acquired a good sense for infusing magic and spells into objects or creating new objects with some knowhow of tinkering. Be it the water-breathing Zora tunic, the Hookshot or a potion to restore magic power, that which you make by your hands will surely be valued. While this alone doesn't give you knowledge of a trade, it does allow you to augment what you do know with enchantments and magic - even being able to create magical sweets if all you knew to do was bake bread.
400	Forsaken Fortress	Legend of Zelda: Ocarina of Time	Artifice	While you understand the need to protect certain things from interlopers similarly to the arts of the wise, you rely on more. . . pragmatic means of doing so. You have an eye for constructing elaborate, dangerous and trap filled dungeons with esoteric and unclear security measures - the less intelligent would regard them as puzzles and riddles, if they had to describe them. While you could do this normally, you can also speed up the process or even bypass mundane bricklaying altogether via magic. The larger and more elaborate you make these dungeons, the more time and energy-consuming it is for you - however it'll often be much faster than if you were to do so by hand.
400	The Great Forest	Legend of Zelda: Ocarina of Time	Artifice	The plantlife of the Kokiri forest is something to behold - from the industrious plant people known as the deku scrubs to the vicious power of the deku baba, as well as the useful properties of both the wood and nuts of the forest's trees. . . Wouldn't being able to grow such things be a great boon? With the wisdom of the Great Deku Tree now passed down to you growing and nurturing plants such as that which grows in the Kokiri Forest only requires a bit of magical energy from within imbued in a few seeds and perhaps a song played over the planting of said seeds - after that, it only takes water and sunlight like any other plant.
400	Heart Filled With Light	Legend of Zelda: Ocarina of Time	Evocation	The light is strong within you, very strong indeed. . While it does nothing against those who are just, this skill with light magic allows you to restrain and stun the wicked, with great effectiveness on those born of shadow or the living dead - being completely frozen by such a momentous light. If you were to truly harnessing the light of your soul, you could even bless weapons and arrows to carry the potential of the Arrows of Light, though reaching the level of the Master Sword's ability to cut through darkness would take quite a bit of sagely knowledge to accomplish.
400	A Sacred Soul	Legend of Zelda: Ocarina of Time	Origin	Born with inherent magic similarly to Zelda, you hold a heritage capable of using magic naturally without the need to call upon the powers of nature or the goddesses. . . though not quite on par with the Sorcerer King utilizing the Triforce of Power. With this noble lineage, you can perform a variety of magical phenomena such as ghost lights, phantom images, magical sounds and with training and time could even replicate weaker versions of the 3 Goddesses' spells(Naryu's Love, Farore's Wind and Din's Fire) without using magical energy. Finally, you are able to use this magic to weave power into notes and songs - such as those of the Bolero of Fire or the Nocturne of Darkness. Who knows what more you could do if you borrow the powers of the heavens and earth for your cause?
600	To Protect the Light	Legend of Zelda: Ocarina of Time	Abjuration	The Wise are needed to safeguard the power of the world - and the fruits of their own knowledge from the short sighted and greedy. You have mastered the ways of "protection", which manifests in a few ways. First, you now know a form of protective magic similar to Nayru's Love which can protect others from all harm- as long as they do not raise a hand to defend themselves or fight their attackers. Similarly, you have learned how to create extremely powerful barriers and enchantments - so strong that once created you couldn't even remove them without risking your life with the amount of power needed to break them. These barriers can be given magical "locks" and "keys" to ensure that they are not infiltrated by some petty thieves with lockpicks - utilizing irreplaceable and mystical things such as a certain song or special magical stones - or both if the need arises. These very same barriers can be also shifted to instead sense the contents of one's heart - allowing only the truly noble or wicked to pass, and warding off all those who do not pass the test. There are some things in this world that must be guarded at all costs - and the heroes of courage only last so long. The walls raised by your hands could stand for thousands of years, in comparison.
600	To Cast Away the Dark	Legend of Zelda: Ocarina of Time	Enchantment	One of the biggest responsibilities of the Sage, the ultimate wise man, is to seal away that which is too dangerous for the world and restore the world after the evil is defeated. This tradition is strong with you - the arts of sealing/banishing away beings of great power such as gods, their power or powerful monsters are in your hands. With this, you could leverage magical energy to seal away even a powerful sorcerer like Future Ganon with the power derived from the goddesses. Beyond that, using similar power to break curses, purify the land of corruption and restore it from a broken or rotten state is within your grasp. Of course, if you were doing this only a meadow at a time it'd be tiring, so with this comes the capability to spread such blessings and enchantments across the width of even an entire country such as Hyrule.
600	We Are Legion	Legend of Zelda: Ocarina of Time	Necromancy	Personal power is great, but to have the hordes at your side is surely to be admired. You have an eye for picking out minions, and what's more you can easily make your own either by using your magic to revive the dead(either as undead or fully formed, depending on how much energy you expend) as mindless and evil minions, using a similar amount of energy to seize control of existing creatures, or summoning from the depths of darkness beasts of shadow and evil. They are often simply brutes with the occasional one capable of skill and low cunning, you would personally have to attend to creating a powerful "Boss" that is miles more intelligent and a bit stronger than the average minion you acquire with these dread powers. You could even expand his power to spread across the breadth of a country, plaguing the land(save for places protected by divine or benevolent magic) with beasts and monsters - all of whom serve your will.
600	Great Fairy Fountain	Legend of Zelda: Ocarina of Time	Conjuration	This hidden underground cavern that will appear in every world from here on out is the home of the powerful magical beings, the Great Fairies - you have their loyalty now and while they may be able to grant you a few boons if you've shown yourself worthy they will always freely restore your stamina and heal you fully if you arrive here. The fountain's water is crisp and refreshing as well, and the Fairies beyond their magical assistance are very helpful, willing to address any need you have within their power - though they remain very much rooted to this secret place.
600	Power of Darkness	Legend of Zelda: Ocarina of Time	Necromancy	While the Triforce of Power may be difficult to reach without the proper channels, you'd be a prime candidate for it's inheritance with your vicious, fiery desire - and in the meantime you have some other ways of approaching the Sorcerer King's strength at his peak. By harnessing the life energy and light of the the land around you, you can gain greater physical and magical might, allowing you to perform destructive magical attacks and float upon your own power - this draining process turning the land into darkened wasteland fit only for the dead and the dying. Though if you wish to spare the land this destruction, you could take this suffering upon yourself - forcing yourself to suffer the inner pain and darkness of the people in order to claim this strength. This is more merciful and seen as noble - but if you lose your composure in the face of this agony yo could cause even more damage in your panicked throes. You could easily replicate Ganondorf's prime strength in combat by taking this to its limit and as part of this set of abilities, you can tap into this strength without restraint for the final burst of power -transforming into a monstrous titan capable of sending even Hyrule Castle crashing down. Power comes from being willing to sacrifice, be it yourself or others. . . wield it as you wish.
600	The Ocarina of Time	Legend of Zelda: Ocarina of Time	Artifice	A unique instrument, the Ocarina of Time is one of the vital keys to opening the Door of Time and accessing the Sacred Realm. For this reason alone it is quite a treasure of the Royal Family - but even beyond that, you'll find that magical music played upon this Ocarina is enhanced greatly, to the point of being able to turn day to night with a song usually meant to summon the light of the Sun for a brief moment.
800	The Master Sword	Legend of Zelda: Ocarina of Time	Artifice	The sword of evil's bane, this holy weapon is storied for its power and the heroism it asks of its wielders - only the truly worthy may normally be capable of wielding it. The Master Sword is unbreakable and untouched by the ravages of time, its edge keeping forever. . . and holds a power that rightly earned it its name. The power to repel evil, a blessed light within the weapon that can pierce the defenses of any evil being it encounters as well as overcoming magical barriers - by drawing upon its light, a wielder could break through even the near impenetrable defenses of Ganondorf at his peak. This same light also repels any malicious magic that would hope to target its wielder - giving the Master Sword's holder a strong resistance against curses and forced transformations. The final gift of this power is that even normally unkillable enemies with evil in their heart could be "sealed" if they were defeated by this blade, essentially trapping them in a state where they can no longer harm anyone. This is the sword of the hero, Jumper. Take very good care of it.
100	Ricky's Gloves	Legend of Zelda: Oracle of Ages	Artifice	A pair of bright red boxing gloves, these gloves have the rather unique ability of teaching anybody who wears them boxing. Or if you happen to be something odd, like a kangaroo, a fighting style which is similar to, but not quite, boxing. Sadly, the effect only lasts as long as you wear the gloves. Additionally, to help that style actually be of use, you also receive a Fist Ring, allowing your blows to deal the damage of a well placed sword strike with each blow.
100	Bombs	Legend of Zelda: Oracle of Ages	Artifice	Simple yet effective, the Bombs that you purchase here do one thing and one thing only. They explode. Mind you, they do that one thing very well. You now have a small bag of them, ten in total, at your disposal. Please be careful not to blow yourself up, alright? In addition to the bombs themselves, you also have a Bombproof Ring, which prevents your own bombs from blowing you up. Don't ask me how it works, it just does.
100	A Patch Of Soft Soil	Legend of Zelda: Oracle of Ages	Artifice	This small patch of earth, conveniently located on or near a property of yours, can only be described as extremely fertile. So much so that you could grow a tree in weeks instead of decades. Not a Maku Tree or similar, sadly. However, it's still an excellent spot to plant a tree. Take this Gasha seed, for example. You now have a small bag of seeds, about 20 or so, that can be planted here. What do these seeds actually do? Well, when fully grown, the nut that grows on the tree seems to contain magical rings inside of them. There is a great deal of variety, and they aren't much use unless you know what they do, but surely something here will be of use?
200	Power Bracelet	Legend of Zelda: Oracle of Ages	Artifice	The Power Bracelets are a pair of thin gold bands with a marking of the Triforce on them. As one might expect, they enhance your power - that is to say, your lifting strength. With proper usage, one can lift up and throw heavy boulders, statues, small trees, even some enemies. Alongside these bands comes a Green Holy Ring, which grants you immunity to electricity and electrical attacks so long as you are wearing it. Now nothing is safe from your mighty muscles!

200	Switch Hook	Legend of Zelda: Oracle of Ages	Artifice	The Switch Hook is probably related to the Hookshot somehow, but the exact nature of their relationship escapes me. When you fire off it's pincer-like head, it will grab onto whatever it's aimed at - assuming it's within range, as this thing only has so much chain - and swap you with it. That's right, not grab it and drag you towards it, or grab it and drag it towards you, full on swap places. Alongside this interesting device comes a Blue Joy Ring, which causes any healing magic directed at you to be doubled - such as the Hearts a hero would find hidden in grass, or from a defeated enemy.
200	Voice of the Forest	Legend of Zelda: Oracle of Ages	Divination	The Maku Tree acted as Link's guide during his time in Labrynna. While its memory was damaged by the time disruption, it sent him out to find the eight essences of time, both to repair its memory and to re-empower it so that it could create the Huge Maku Seed. However, since the tree didn't have time to wait for him to come back and speak to her, she instead sent out a small number of fairies to act as messengers. Thus, this small group of fairies. Each one of them knows a small spell that allows you to communicate with someone far away, allowing them to act as relays for messages. Think of them as a magical cellphone of sorts.
200	Roc's Feather	Legend of Zelda: Oracle of Ages	Artifice	The Roc's Feather is an interesting little thing. Plucked from some divine bird in ages past, anyone who holds onto it finds themselves with enhanced jumping capabilities. A child who could only jump two or three feet would find themselves doing twice that with ease. If you were to combine it with a Pegasus Seed, you'd find yourself moving vast distances without touching the ground. In addition to the feather itself, you also get a Quicksand Ring, which lessens the effect of forced movement upon you - that is, quicksand, conveyor belts, heavy wind currents. . . It's an odd effect, but useful.
200	Magic Paintbrush	Legend of Zelda: Oracle of Ages	Illusion	How interesting. This item is honestly not too dissimilar to the rod of seasons, and yet. . . Instead of the seasons, it seems to have a nearly infinite reserve of red, yellow, and blue paint. It also seems to have a limited ability to trick magical seals, puzzles, and traps into activating or deactivating. A room that requires you to carefully navigate though some color changing puzzles? Just paint them all the appropriate color and you're done! The really big stuff might be beyond a tool like this however, especially as it doesn't seem to have the backing of any sort of god or spirit. I feel like it ought to, but it doesn't for some reason.
200	A Song For The Ages	Legend of Zelda: Oracle of Ages	Enchantment	As it turns out, Nayru is actually a really great singer. Like, woodland creatures come out and gather around to hear her sing. And then don't run away when normal people show up to listen as well. Seriously, this is some disney princess level stuff. But, beyond just having the perfect voice for song and several heaps of talent at singing, you also have a semi-unique skill. See, the songs that are supposed to be played on the Harp of Ages in order to control its power? Nayru can use those songs without the harp. You can now pull this off with any magical instrument, not just Nayru's harp. Now, in order to pull this off you do need a level of familiarity with it, maybe permission from its owner, but after that? Go wild and please don't break time.
300	Seed Shooter	Legend of Zelda: Oracle of Ages	Artifice	This interesting device is used to weaponize Labrynna's unusual plant life, and actually makes for a surprisingly good weapon. It's technically an air powered gun, which is something of an oddity in these lands, but the way it's shots bounce off of walls is something to behold. Coming with a satchel containing ten Ember, Scent, and Mystery Seeds, it's honestly one of my favorite ranged weapons. As a bonus, it also comes with an Armor Ring, which increases your defense by a small amount and decreases your attack in the same way - thankfully, you personally aren't attacking with this, so it doesn't matter.
300	Ceremony of Restoration	Legend of Zelda: Oracle of Ages	Conjuration	Somewhere up in the mountains near Symmetry City is a man named Patch. He's an expert in fixing things. He even has a 'magic ritual' called the ceremony of restoration where you have to fight off some monsters to fix your broken object. While on a time limit, no less. And as a mining cart bears down on your soon to be even more broken item. Thankfully this version of the ceremony is less ridiculous than Patch's Crazy Carts, so you shouldn't have as much trouble with it. Attached to your warehouse is a copy of the ceremony hall, allowing you to invoke the ritual whenever you want. Beat it, and your whatever is fixed. That said, the more complex or powerful an object it is, the more insane the 'ceremony' gets. Thankfully your item won' t actually break beyond repair even if you fail, so you can just go again.
300	Zora's Flippers	Legend of Zelda: Oracle of Ages	Artifice	A pair of rather odd boots designed by Zora to mimic their unusual body shapes. When a more normal person wears it, their swimming speed is increased and they somehow magically gain the ability to hold their breath underwater for up to six minutes. Great for underwater explorations, there's just so much cool stuff down there that people have lost and the Zora don't seem to care about. Paired with the flippers comes a Swimmers Ring, which increases your speed in the water a second time. You probably won't win a race with a Zora, but you might come close.
300	Magic Ring Identification	Legend of Zelda: Oracle of Ages	Origin	The land of Labrynna has an odd number of magical rings. One assumes that there is someone crafting all of these, but they're nowhere to be seen. Under normal circumstances, you would need to take the rings to Vasu Jewelers in order to find out what they do, maybe get a curse or two neutralized, before you actually wear them. You on the other hand don't need to do that, if only because Vasu himself trained you to be able to do so as well. Identifying unknown magic, curses, and spells of all sorts is now well within your talents. Just remember, rings do nothing unless worn.
300	Cane of Somaria	Legend of Zelda: Oracle of Ages	Artifice	A simple red cane with a hook at the end, not too dissimilar to a shepherd's crook. When swung and activated with the tiniest amount of magical energy, the cane creates an orange block that is about 3 feet on all sides. It's decently sturdy, but will pop into nonexistence given a solid whack from you or from a foe. Still, the ability to summon a simple block is surprisingly useful when you're dealing with Hyrule's puzzle obsession. In combat it's not much use beyond being a stalling tactics, but it also comes with a Heart Ring, which grants you a very minor form of regeneration. Good for staying alive, no?
400	Magic Potion	Legend of Zelda: Oracle of Ages	Artifice	A magical potion either bought from Maple or stolen from Syrup, and yes that is a horrible pun. Regardless, this very expensive potion is actually somewhat amazing. On top of being able to fully heal the drinker AND cure just about every mundane disease, it also comes with a wonderful quirk. You see, the potion has the ability to basically teleport itself into your mouth should you become critically injured. Mind you, it won't actually do anything if you get disintegrated or something, but as long as you're reasonably intact it'll heal you back up. Unfortunately, it's pretty much impossible to get more than one of these.
400	Shadows In Your Soul	Legend of Zelda: Oracle of Ages	Enchantment	Veran is a sorceress of no small amount of power, casting fireballs, teleporting circles around her foes, summoning spiders to harass them, and turning into a shadow to ignore most attacks. But her most terrifying ability, one you now share, is her ability to possess people. By merging her shadowy state with someone's shadow, she can take over their body and use their powers as her own. Make no mistake, you can be forced out of their body, but seemingly not by holy power. Instead, this ability is weak to 'natural' power. You know, like trees and stuff. Enough power and will on the target's half can prevent you from taking them over, but apparently a blessing from a goddess isn't enough.
400	The Black Tower	Legend of Zelda: Oracle of Ages	Conjuration	Originally called Ambi's Tower, it gained it's more fearsome name when Veran froze time and forced the townspeople to work on it day and day. I would say night, but that never came. Regardless, this tower is not actually finished yet. Instead, the tower amplifies any 'evil' abilities you might have. The power of darkness and shadows and hatred and so forth, not just powers you use for evil. As you force people to work on it, the amount it amplifies will increase. Not by how tall it is or anything like that, but by how much the workers have suffered during the process. It's location is actually somewhat irrelevant on account of you being able to put it anywhere you want. But, once the first brick is laid, you aren't going to be able to move the tower until you rebuild it next jump. Thankfully the power boost doesn't reset the way the structure itself does.
400	Take This Harp I Made	Legend of Zelda: Oracle of Ages	Artifice	Which came first. The oracle to wield the Harp of Ages, or the harp to help empower the Oracle of Ages? Questions on the nature of time travel aside, let's assume that the oracle made the harp. With that in mind, you can now create magical instruments of a similar kind to the Harp of Ages. The process is actually relatively simple: find an instrument and use it in tandem with whatever magica power you wish to empower it with. In other words, when singing songs of time travel, play your harp along with them and soon you'll have a harp of time travel. Or a wand of winds, whatever you want.
600	Hall of Essence	Legend of Zelda: Oracle of Ages	Conjuration	If the Magic Potion heals the body, then this is for healing the mind and the soul. You are now the proud owner of a key. The key leads to a dungeon of sorts, much like the Halls of Essence that Link will be making his way through. At the end of the trials it will present you with - and yes, you have to make your way through it's puzzles and thankfully non-evil guardians - lies a ninth Essence of Time. Presenting this essence to someone will heal any damage to their mind or soul. If nothing else, it can be used as a fountain of youth knockoff, but that's a rather inefficient use of such a powerful object.
600	Harp of Ages	Legend of Zelda: Oracle of Ages	Conjuration	Nayru's own harp, one that should have been left at home before being found by Link. Maybe you have another, maybe there' s time shenanigans. Probably time shenanigans. Regardless, you have what amounts to the Harp of Ages. More importantly, it's been handed to you along with its third song, the Tune of Ages, something that allows you to freely travel between the two Eras of Labrynna. The harp. . . doesn't actually do small scale travel very well. Regardless, it also acts as a massive amplifier for time based magic, and it is capable of following the paths made by other travelers. Please use this harp responsibly Jumper, you wouldn't want to be like Veran would you?
600	The Second Oracle Of Ages	Legend of Zelda: Oracle of Ages	Origin	Well now, this is an odd one. Nayru comes from a long line of people who have the same name, look similar, and have the same powers. And interestingly enough, you seem to have joined that particular lineage? Or maybe you were just blessed by Nayru - the goddess, not the oracle - and gained power over Ages. The long and short of that power is that you can now time travel. Actually, this power seems to be utter crap at the small stuff. Anything less than a hundred years and it basically fizzes out. For more combat applicable uses, maybe try literally punching people into next tuesday? Or freezing them in time, that way you can use them as a coat rack!
600	Your Powers In My Hand	Legend of Zelda: Oracle of Ages	Metamagic	I find it interesting that the oracle blessed by wisdom has what I can only call the more powerful version of the time powers. Meanwhile, the oracle blessed by power has the one that must be used wisely to be useful at all. There's probably a lesson in there somewhere. However, more to the point, Nayru never actually shows the ability to do half the stuff she does while possessed by Veran. Maybe she could always freeze time, or maybe Veran's own power combined to allow her even more control over time? Regardless, the powers that you steal are almost always more powerful in your hands than in theirs - though that's more a surprising amount of skill and a lack of morals than actual power. As you can imagine, this pairs nicely with possession.

600	The Flame Of Sorrow	Legend of Zelda: Oracle of Ages	Origin	The Flame of Sorrow is the true purpose of the black tower. Gathering all that negative energy in one place, bundling it up into a spark of dark fire. . . and then sending it off to the desert near Hyrule? Odd. Regardless, you have a lesser copy of it. Or maybe you simply siphoned off a small part? Either way, the Flame of Sorrow can best be described as 'things get worse'. Young people make poor decisions, married couples break up, lifelong friends try to kill each other, the arrogant become caricatures of their former selves. Not all at once, mind you, but little by little it builds up. And as it does so, it converts that sorrow into magical energy for you to use. Not exactly a good thing to have in a stable kingdom, but hey, it's not your kingdom now is it?
100	A Rather Strange Flute	Legend of Zelda: Oracle of Seasons	Enchantment	Did you win this as a prize in a minigame? Or maybe you bought it in a shop because it looked interesting. Or did someone just hand it to you? I suppose it doesn't actually matter how you got your hands one it. Instead, all you need to know is that the flute has the power to call people who owe you favors or otherwise promised you their aid to your side. Simply imagine who you're calling and begin to play the flute, and your backup will come running. Sadly, the flute is only usable once per week. That and it only works for as long as your favors and their goodwill lasts.
100	Bombs	Legend of Zelda: Oracle of Seasons	Artifice	Simple yet effective, the Bombs that you purchase here do one thing and one thing only. They explode. Mind you, they do that one thing very well. You now have a small bag of them, ten in total, at your disposal. Please be careful not to blow yourself up, alright? In addition to the bombs themselves, you also have a Blast Ring, which increases the damage they deal. Don't ask me how it works, it just does. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
100	Boomerang	Legend of Zelda: Oracle of Seasons	Artifice	This isn't so great a weapon, but the Boomerang makes for an excellent weapon for someone with more brains than brawn. It' s power may be lacking, but it's more than capable of stunning any foe that it smacks into. It doesn't last long, but that's more than enough time for you to land a few good blows. In addition to the Boomerang itself, this also comes with the Rang Ring, which allows you to use it as an actual weapon, dealing slightly more than no damage to anyone you hit with it. Stunlocks are awesome, no?Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
100	Slingshot	Legend of Zelda: Oracle of Seasons	Artifice	The slingshot forms a happy medium between the Bombs and the Boomerang, retaining the long range of the Boomerang and the capacity of the Bombs to deal noticeable damage. A very straightforward weapon, you merely point and aim, pull back your ammo, and let it fly. This also comes with a small bag of ten Ember and Pegasus Seeds to use as ammunition, and a Pegasus Ring that lengthens the effects of Pegasus Seeds on you. To help with hit and run tactics, because close range isn't something you want with this. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
100	Containment Armour	Legend of Zelda: Oracle of Seasons	Transmutation	Onox's armor, really big. Onox's true form, way too big. So big in fact that there's no way he could ever fit in there. Unless of course you start to introduce magic into the equation. This overly large suit of armor somehow manages to fit anyone inside, no matter how big or oddly shaped they are. Make no mistake, the armor itself is still huge compared to your average hylian. Or. . . well, maybe it doesn't have to be. In short, this suit of armor - which doesn't have to be a suit of armor, you could go with Veran's half dress half pauldrons thingee - condenses huge monsters into relatively normal sized people. It also comes with an axe, a flail, and Onox's weirdass flail-axe.
200	Power Bracelet	Legend of Zelda: Oracle of Seasons	Artifice	The Power Bracelets are a pair of thin gold bands with a marking of the Triforce on them. As one might expect, they enhance your power - that is to say, your lifting strength. With proper usage, one can lift up and throw heavy boulders, statues, small trees, even some enemies. Alongside these bands comes the Toss Ring, a magical ring that enhances your throwing skill. As you might imagine this works wonderfully with the Power Bracelets, but isn't limited to just them - bombs are something else you throw, for example. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
200	Skeleton Key	Legend of Zelda: Oracle of Seasons	Artifice	So many of the Hall of Essences, the dungeons, and the temples of whatnot are designed as puzzles, requiring you to go all over the place and look for a key of some kind in order to progress further. Wouldn't it be nice if you could just. . . Skip all that nonsense? Thankfully, you can. This small key, seemingly made out of bone, can open up locks of any kind. Well, not any kind. There is a small catch. While the lock can be a magical lock, it still has to be an actual lock. While that does mean it could undo a thousand year old seal so long as it was tied to a keyhole, it does make it not so useful if you need to swipe a passcard instead.
200	Treetop Shrine	Legend of Zelda: Oracle of Seasons	Conjuration	By now you should know that the Maku Tree represents a truly staggering amount of magical energy, most of it tinted with the colors of nature. With that in mind, it should come as no surprise that a fully grown and a fully empowered Maku Tree is infested with fairies. Specifically, atop its limbs are a number of small caverns made from branches and leaves, and inside each one is a weak fairy. Now, in and of themselves, they aren't terribly strong. Make no mistake, each one can heal you of the most grievous wounds, but they would only be able and or willing to do so once. However, every now and then one of them might find or make something useful to you - fairies are often pretty important to the hero's journey, you know? But, since future jumps likely won't have a Maku Tree unless you go out of your way to make one, the Shrine can relocate itself to any heavily wooded forest, jungle, or similar local, often near your starting location.
200	Witch's Broomstick	Legend of Zelda: Oracle of Seasons	Conjuration	In northern Holodrum there lies a town known as the Sunken City. In that city lives a woman named Syrup and her grand-daughter, Maple. They are witches, and do witchy things like brew potions (expensive but worth it) and ride around on broomsticks. Well, Maple does. Syrup mostly just tends the shop and makes potions from the ingredients that Maple gathers. That aside, you have somehow gotten your hands on a flying broomstick of similar make and model to theirs. Maybe it actually is Maples, and she gave it to you after she upgraded to a vacuum cleaner? Yes, that's a thing.
200	Roc's Feather	Legend of Zelda: Oracle of Seasons	Artifice	The Roc's Feather is an interesting little thing. Plucked from some divine bird in ages past, anyone who holds onto it finds themselves with enhanced jumping capabilities. A child who could only jump two or three feet would find themselves doing twice that with ease. If you were to combine it with a Pegasus Seed, you'd find yourself moving vast distances without touching the ground. Alongside this feather comes the Roc Ring, which mildly decreases your weight, allowing you to step on less than solid footing without it crumbling beneath you. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
300	Bomb Flower	Legend of Zelda: Oracle of Seasons	Artifice	Bombs are bombs, and can be quite temperamental. Bombs flowers. . . Well, they do the same thing as Bombs, but are so much worse. This plant serves as a nigh infinite source of Bombs, and when freshly picked are even stronger than the 'stale' kind you are most likely familiar with. As a small aside, Gorons seemingly find these to be a delicious snack, because Gorons are like that. Alongside the Bomb Flower itself, you also get a Peace Ring. When you hold a bomb and are wearing the Peace Ring. . . it doesn't explode. Well, until you throw it, but that's still surprisingly useful. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
300	Magnetic Gloves	Legend of Zelda: Oracle of Seasons	Artifice	While these gloves are awkward and somewhat unwieldy, they can be extremely useful in the right scenarios. One of them is bright red, the other a deep blue. Channeling even the tiniest bit of magical energy into them will supercharge their magnetic nature, and will rip weapons and armor off your foes, will yank you across large gaps, and even help you find ores buried in the ground. Normally they wouldn't be able to function as weapons in their own right, but thanks to this handy dandy Expert Ring, you can punch amazingly hard. You'd deal more damage than a good whack from your basic sword - twice as much, in fact. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
300	Fools Ore	Legend of Zelda: Oracle of Seasons	Artifice	This is a hunk of rock. It's unwieldy, it's lumpy, it's hard to get a grip on, and it's quite frankly worthless to any merchant worth their salt. And yet, when it comes to bashing people upside the head with this thing, it seems to be able to deal just as much damage as the legendary Master Sword. By all laws and logic, it should do no such thing. And yet. . . . Regardless, to help you compensate for its incredibly odd shape, it also comes with a Charge Ring, something that will let you get a spin attack ready in one fourth the time. I shudder to think what would happen if you forged an actual sword out of this. Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.
300	A Collection of Magic Rings	Legend of Zelda: Oracle of Seasons	Artifice	Well now. Have you been on a collectathon? Bump into Maple the witch and steal a few from her? Growing some Gasha Trees? Because you've got quite a pile of rings here. Almost two dozen if I had to eyeball it. That's going to cost you a pretty rupee to get identified. Unless. . . You could maybe do it yourself? Nah, that's ridiculous. Telling what's cursed and what's not is something you're going to need a professional for. Well, anyways, I hope you have fun with these. Some of them are quite useful. Though to be fair, some of them do nothing at all but look pretty. Normally you can only use one Ring no matter what.
400	Blessings From Four Spirits	Legend of Zelda: Oracle of Seasons	Enchantment	Din's power over the seasons seems to rely on the spirits of those seasons. The Rod certainly did, and it stands to reason that if it can be depowered so can she. Not that it matters since Onox put her in a prison meant to hold her full power. That said, it means that Din - and presumably, the long line of Din's that she comes from - have been receiving a blessing from those four spirits for generations. Whether you're calming them down from their antics, seeking the same blessing as your parents, or even making a contract for the first time, you are now extremely skilled at negotiating with spirits, gods, etc etc, as you convince them to actually give you that blessing. It's also extremely easy to get that blessing, possibly even more, if you have a legacy to lean on.
400	Fragment Of A Crystal Prison	Legend of Zelda: Oracle of Seasons	Conjuration	A piece of the unusual material that Din was imprisoned in. Much in the same way that her captivity threw the seasons out of whack and began to tear apart Holodrum, anything that you imprison in here with start to have some serious issues. Not to the same extent, not unless you get someone really important or really powerful. But if you lock away, let's say a pyromancer, then suddenly all fire magic and fire related things will begin to malfunction, backfire, or simply fail to work at all. In a roundabout way I suppose it's sort of an anti-magic effect. Truth be told, I think it's funnier for their spells to backfire than fail.
400	Force of Nature	Legend of Zelda: Oracle of Seasons	Evocation	When Onox wrecked the troupe of performers, he didn't actually do it with his actual weapon. Or his hands, feet, or anything like that. He called down a small hurricane and had it trash both their encampment and their defenses. Heck, he even threw it at Link when he tried to defend Din. In a similar manner, you now possess some form of magical might over one of the four major elements of Holodrum. Ice for winter, earth for spring, wind for fall, and fire for the summer. If you prefer, you can also choose a lesser level at all of them. No personal hurricanes if you do that however. Something to note is that this magic is very much a brute force thing - if you want a gentle breeze, or some ice cubes in your drink, you'd be better served by looking elsewhere.

400	Huge Maku Seed	Legend of Zelda: Oracle of Seasons	Origin	The Great Maku Tree is empowered by the land to defend the Oracle. That same Oracle ensures the health of the land. However, if one of the links in this chain should fail, the other two will quickly wither away into weakness and uselessness. As you might imagine, the Oracle is likely the weakest link. Thankfully, a failsafe of sorts has been devised. Or rather, two. The first is the hall of essences, meant to temporarily re-empower the Great Maku Tree. The second is the Great Maku Tree's own seed, created from the energy gained from those halls of essence. This particular seed serves as a repository of natural energy, slowly soaking it up as time passes, and expended to keep the Great Maku Tree awake. Or for anything else you might need a nation's worth of energy for.
600	Flame Of Destruction	Legend of Zelda: Oracle of Seasons	Evocation	Onox's goal for all intents and purposes seems to be nothing more than to cause as much destruction as possible. Whether he succeeded and you stole some, or you wrecked another country to get it, you now have a flicker from the Flame of Destruction. This flame has one very simple effect - things break. Stone crumbles, wood rots, the flesh fractures, and everything comes tumbling down. And as the flame inspires destruction, it feeds on the stolen life energy from those it brought to a close far too soon. The more you break, the brighter the flame burns. The brighter it burns, the easier things become to break. You can turn this effect off, at which point it will burn through its stored energy before going out. Relighting it is a real pain in the ass though, so be careful with that. But, as long as it is lit, you can channel that extra life energy into whatever you want. Onox took that energy and sent it away somewhere, for some reason. You? Do whatever you want. Destruction, it's good for your health.
600	The Second Oracle Of Seasons	Legend of Zelda: Oracle of Seasons	Origin	I'm. . . not sure how you're managing to pull this off, but congratulations on your promotion. You were probably a wise woman or a minor priestess before, but now you are a fully fledged Oracle. Which is extremely odd, since Holodrum already has one. Ignoring that oddity, you now have the same power that she does. Simply snap your fingers or maybe give us a twirl and you can change the seasons in an instant. From Spring to Summer to Fall to Winter, or maybe even running in reverse. I'm sure that no one will panic if you do this. Oddly enough this also allows you to resist wide scale magic as you enforce the natural order of the seasons onto the world.
600	Rod Of Seasons	Legend of Zelda: Oracle of Seasons	Origin	The Rod of Seasons is Din's staff of authority, a tool of great power that requires wisdom to truly use. An ironic twist on the principles of the Triforce. With the blessing of the Season Spirits - something you are assumed to have by default - and a small application of the Golden Goddesses beloved time travel, you can force the seasons to change in an instant. Smaller usages of power are possible, but the staff specializes in wide area effects. A simple fireball is far harder to pull off than a raging fire storm powered by the spirit of summer. However, given that the Rod of Seasons need a contract or blessing to have any power, I have adapted it slightly to become capable of channeling more than just those four spirits powers. Specifically, any god or great spirit you have a blessing from is one you can channel the power of through this staff.
100	Sheath	Legend of Zelda: Skyward Sword	Artifice	You are a living sword, of course your free item would be a sheath. Well, it doesn't actually have to be a sheath, it could be a stone pedestal hidden deep in the woods, or maybe a statue pointing you into the sky dramatically. Or, yes, it could be an actual sheath. What's more important is what this 'sheath' of yours actually does. Specifically, so long as you are in your sheath, you heal, repair, regenerate your magical reserves, or otherwise regain power far faster than you normally would, a little over three times as fast. Also of note is that a less mobile sheath would pair well with your ability to decide who can and cannot wield you, creating a decent excalibur impersonation. Lastly, the 'sheath' can create an illusion of you being rusted over or covered in vines if you wish for it to do so.
200	Sky Armor	Legend of Zelda: Skyward Sword	Abjuration	What, you didn't think the clothes that the Knights and Recruits wear is entirely for show did you? Sorry, but it's just not so. This outfit is heavily enchanted, though mostly in breadth of options and not the depth of their ability. Resistant to the wind and the rain, using a fragment of air magic to ensure you can actually breath at such high altitudes, preventing the sheer speed of the fancier maneuvers from knocking you unconscious. I'd call it a flight suit, but it's also a decently protective suit of armor. Not to mention decently stylish.
200	Skyward Strike	Legend of Zelda: Skyward Sword	Evocation	Right here and right now is the first tipping point that you will see. Are you like Fi, a weapon forged by the goddess from the fragments of her own blade and given to the Hero? Or are you like Ghirahim, a blade quenched in the blood of thousands? Regardless of which you choose, you have the ability to launch beams of energy from your blade. Holy or Demonic, they both function the same. Point yourself skyward and wait a moment to charge, then unleash a burst of your masters energy. Yes, your masters. You can power these yourself obviously, or you could draw on your wielder's magic, or even from a god or goddess that had previously given you a blessing.
200	I Feel Immense Gratitude!	Legend of Zelda: Skyward Sword	Artifice	A demon is a demon, will always be a demon, and that's the end of things. Or is it? You see, the people of Skyloft can produce an odd material, a crystal that seems to be the physical form of gratitude. You'd think a demon would have no use of this, but with enough of these crystals you can invert your affinity for darkness and your evil nature. In effect, you could become human, possibly with some small skill at light magic. But, it doesn't end there. Rage, sorrow, and despair, also have a physical form now, and you can imagine what you could do with those. With that said, it should be noted that only those pure of heart - pure good or pure evil, both will work - can see and interact with these crystals. Finding gratitude crystals as a black hearted demon is not actually a task you can complete yourself, and only barely as a peaceful one.
200	Deku Baba Seeds	Legend of Zelda: Skyward Sword	Conjuration	Sometimes you need an army to fight off the hero. And sometimes you just need to slow him down a little bit. That's where these come in. This bag of seeds contains a few fragmented parts of a Deku Baba, and just a touch of dark magic. All you have to do is throw the seeds down - or throw them up, in some cases - and wherever the seed lands, a Deku Baba will spring up in just a few seconds. And the bag will start to refill itself basically as soon as one of the ones you planted dies. Threatening? Only in large quantities. Annoying? Oh so much.
200	Zelda's Lullaby	Legend of Zelda: Skyward Sword	Enchantment	You may not think that such a simple skill could ever be of use to a god or someone chosen by a god, but as it turns out, music is something favored by them as a password of sorts. As such, you are now a half decent composer and musician, able to play damn near any song after hearing it only once or twice, as well as write your own with minimal difficulty. But, even more importantly, you're able to use that music as a channel to cast magic, or to cast a spell on a delay such that it would wait a thousand years for someone to finish the song before activating properly. Using a song in such a manner requires quite a bit of magic, something you have now, but you won't be doing this on any regular basis.
200	Spirit Warrior	Legend of Zelda: Skyward Sword	Origin	Or perhaps a more traditional usage of magic might appeal to you more than the fancier methods above? However it came about, you've managed to learn a handful of magical techniques. Three of them, to be precise. The first is a barrier, a defensive technique meant to defend. The strength of the shield depends on how much magic you use, meaning it can potentially stand up to the Demon Lord himself, if only for a time. The second is a simple 'bomb' technique, creating a ball of energy that explodes with a great deal of force after a moment or two - or a second or two. The last is a Sheikah technique, using magical power to enhance one's physical strength. Punch harder to make your foes go down. . . Or run away faster. And of course to power these you have a modicum of magical energy, though not enough for prolonged combat.
300	Potion Set	Legend of Zelda: Skyward Sword	Artifice	Five bottles, though I think you'll find that these bottles are not empty. Instead, the bottles are all filled up with one of the five potions available at the potion shop. Your standard red heart potion, the green stamina potion, the health and shield repairing purple potion, the durability increasing rainbow potion, and the don't drown while swimming blue potion. They all refill once a month.
300	Timeshift Orbs	Legend of Zelda: Skyward Sword	Artifice	The Ancient Robots used this strange material to somehow generate the electricity they need to live. A deep blue crystal that when struck, opens a sliver of a portal into the past - or perhaps drags the past forward would be a better way to phrase it? Either way, these particularly shiny rocks are the basis for pretty much every bit of tech in this day and age. If only they hadn't over-mined them to the point they ran out. Luckily for you, the thousand years or so they've been out of use for is more than enough time for them to regenerate, leaving you with a nice supply of them to experiment with. Or use to rebuild the robots, up to you.
400	What A Horrible Night For A Curse	Legend of Zelda: Skyward Sword	Necromancy	Truth be told, the only demon worth slaying is the king of demons. Anything else will simply return to life sooner or later, brought back by the full moon or the snap of the demon kings fingers. Some of them overflow with his Malice to the point that they come back right away, the 'Stal' monsters. If they have even more, they'll come back cursed. Or rather, so soaked in Malice that they practically beath the stuff, a dark mist made of raw hatred. When a normal person comes into contact with this cursed mist, it tends to shut down their abilities and powers. Light magic cannot be cast, a holy sword loses its luster, some people will even find themselves unable to find the strength or courage to even draw their blade. Unfortunately this cursed mist will only last for a few moments, returning the victim to normal in a short period of time. For now, there are three ways to use this 'Curse' element. As a defensive aura of sorts, as a breath weapon, or to simply soak the air so heavily there's more curse than air.
400	What These Eyes Behold	Legend of Zelda: Skyward Sword	Divination	What big eyes you have, all the better to gaze into your crystal ball and see the future with! And yes, that is actually a thing that you can do, this isn't some sort of insane salesman ability. Given an appropriate medium to channel your (probably limited) supply of magical energy through, you can turn such methods from fiction to fact. Maybe you're helping someone find their lost lover, informing a treasure hunter of the most valuable place to dig, or advising someone on what kind of shield to take into battle based on the enemies your visions reveal. Interestingly enough, the clarity of the vision - or the ease of reading the other methods - rises the more often you search for the future of a specific individual.
400	High Probability	Legend of Zelda: Skyward Sword	Divination	While Ghirahim only has these abilities out of Demise's spite towards the Goddess, Fi was specifically designed to assist the Hero and as such has a host of abilities to help in that task. Primarily this manifests itself in two ways, the cold calculations of a machine and an ability to detect traces of magical energy. Unlike your own ability to manifest your image, this sensory ability covers miles and miles, allowing you to search out items and individuals of whom you have even the slightest sample of their aura. Similarly, you machine mind allows you to extract what is and isn't your target from even a random sample of energy, or to do a much more in depth scan in order to determine the weak points of a structure. . . or an enemy. As a small boon to supplement these, your voice manages to not be too distracting if you happen to be delivering your report mid combat.

400	A Shadow of Yourself	Legend of Zelda: Skyward Sword	Artifice	While Ghirahim's sensory abilities were weaker than Fi's own, he compensated by being much more combat oriented, something that his arms were an indication of. Specifically, he has them, whereas Fi does not. Anyways, as a result of your more weaponized construction, you share Ghirahim's ability to summon weaker copies of your blade, such a miniature you's in the form of daggers, or even larger ones in the form of a broadsword. If you were willing to devote a great deal of energy into the process, or had a powerful enough wielder or patron deity, you could summon enough metal to create a whole body for yourself, allowing you to walk and talk and masquerade as a normalish person made out of metal and not a sentient sword. There's no real limit to how many blades you can summon at once, just on how much energy you have.
400	Divine Chaser	Legend of Zelda: Skyward Sword	Metamagic	As much of a pain as it is, it seems that Link spent most of his journey one step behind Zelda, even when she wasn't in danger. That may or may not have been the Goddesses plan, since said plan started a tad bit earlier than was intended. Either way, Link got quite good at tracking down his wayward girlfriend. With that in mind, when following in the footsteps of another, be they your lover or your foe, you begin to move faster and fight harder in order to catch up to them. If you had magic spells they too would be more effective, as would most everything else if only by a small amount. Of course, if you knowingly and willingly stop for some reason, then all of this built up energy and determination is wasted. You have no time for sidequests, your princess is in danger.
400	Guardian Of The World	Legend of Zelda: Skyward Sword	Origin	I feel I must apologize, because up until now I've been assuming you were a normal person. But instead it seems that you are a dragon - perhaps one of the three that guard the surface world, or a wind fish like Levias, the guardian of skyloft? Well, beyond the fact that you are simply a giant dragon, you now have a great deal of skill at elemental magic of your choice. Fire, lightning, and water are the three I would recommend as they correspond to one of the already existing dragons, or perhaps wind like Levias? If you truly wish for it you could also take 'dream' magic, but that would take tens of thousands of years to become actually useful, a level of skill you do not have. It should be noted that choosing to be a dragon still leaves you with hands, while Levias is much bigger but is basically a whale. Or you could forsake the form of a dragon, and simply take the associated skill and power.
600	A Prison For The Damned	Legend of Zelda: Skyward Sword	Enchantment	One of Fi's trump cards was not her ability to support link, but rather the fact that within herself existed a sort of. . . space. Not quite a pocket dimension, but close. A jail cell for all the dark and nasty creatures that she slayed while being wielded by Link, and eventually for Demise himself. Holding onto a spirit is as simple as killing them, assuming they have no tricks of their own to survive or resist such a thing after they've already died. And once you have them, you have two choices. If their affinity is in opposition to your own, you can very slowly purify, reduce, or even outright destroy them. Doing this is an insanely slow process, and will weaken your own affinity while it's active. On the other hand, if you have an affinity in common with them, you can spend a decent chunk of energy and affinity to bring them back as your loyal slave.
600	Silent Realm	Legend of Zelda: Skyward Sword	Conjuration	In each of the three provinces below the clouds, and on the isle of Skyloft, there exist a total of four hidden dais, each opening a portal into a silent echo of their respective areas. While inside this realm, you have no gear, no weapons, no defenses but your wit and your legs. To make matters worse, there are watchers and guardians in this place, ones that will will happily hunt you down and shatter your spirit. Somewhat literally, since you're here in spirit and not body. Don't worry too much, getting caught only kicks you out. That said, you only get one shot per area, so do be careful. In the event that you win, each realm will cough up an item, weapon, piece of gear, or perhaps even a simple spell that will allow you to push past your limits somehow. Maybe literally, in the event that it gives you something that increases your strength, or maybe more metaphorically, giving you an item to help explore a new area. For now there's only four areas, though later jumps may have more or less depending on the world.
600	Ancient Technology	Legend of Zelda: Skyward Sword	Artifice	But, skill at design aside, you do actually need to know how this stuff works do you not? It's not as though there's anybody left in this day and age to do the building for you. Or perhaps it might be better to say that all the ancient technology, the robots of Lanayru and the mining facility, need a source. You. Or whoever taught you this stuff, because it's been fading away for the last two thousand years. Anyways, you have the scientific skills to create the Ancient Robots, all the way from the lowly mining robots to the mighty Koloktos. And of course, to work with the Timeshift stones that power them. Time, as a solid object, makes for a great building material. Unless a certain stimulus is triggered, something built out of them would literally last forever. It's really quite useful when designing dungeons meant to last a thousand years or more.
600	Demon Tribesman	Legend of Zelda: Skyward Sword	Origin	Well now, it seems you're no ordinary demon. Not a monster created by the king, or something left to fester in the dark places. Instead, you're the same as Demise, a true and proper Demon. In truth, you're a minor deity like the dragons, though one that stole power to ascend instead of being given it. As a result, you're now a source of Malice, of hate and anger, rage and jealousy, and all those other deliciously dark and deviant emotions. This has a few uses that I've already mentioned, assisting in the casting of curses, reviving monsters, even turning weak fools into monsters or corrupting machinery to go from defender to destroyer. But as I said, you're now a source of Malice. No relying on your king to bring you back or hiding away in the dark places until you grow powerful enough to step into the light. You have the raw hate to take the world by force.
50	Turn This Train Around Right Now!	Legend of Zelda: Spirit Tracks	Enchantment	It's probably something of an odd thing to fixate on in a world full of magic and wonder, but. . . The train stations. With only one or two exceptions, they are nothing but a platform made out of wood or stone. So, when Link arrives, okay, that's all you really need. But when he leaves. . . The train is suddenly facing the other direction! How on earth does that work? It's magic, right? It kind of has to be. Erm, anyways, you now have the useful but extremely niche power of being able to turn any vehicle around, simply by commanding it to do so.
100	Family Tradition	Legend of Zelda: Spirit Tracks	Origin	The tradition for princesses of the royal family is to be rescued of course. Just sit back and relax as the Hero does his thing. Well, no actually, I'm lying. Sort of. See, that used to be a tradition, but the Tetra happened and now the family tradition is to pass useful things down from parent to child. A simple ring, a song, a magical flute. . . Well, the point is that when you pass something along, maybe give someone a gift, that gift will have a very weak magical effect that does it's best to ensure that they stay together. Nothing major, but let's say that if they were to drop a coin, it would bounce towards them instead of off a cliff or into a river.
100	Red Potion	Legend of Zelda: Spirit Tracks	Artifice	For once, the empty bottles that Hyrule has used seem to be gone. Nowadays they just have normal bottles with potions inside them. Specifically, this red potion will restore a small chunk of your life energy - for a normal person, about twice what your maximum ought to be. For hard numbers, six hearts. Since this isn't refillable, you get one potion per week.
100	In Tune With The Spirit	Legend of Zelda: Spirit Tracks	Divination	As the Sheikah can testify to, being the servant of a higher power comes with a number of benefits. While the Lokomo are a bit more spiritual, they still have that same servitude and technology. Speaking of spirituality, as a Lokomo you can see magic. Not like after it's been cast, but before. A glowing light in the hand of an attack about to be launched, a haze in the air where a shield is erected, an odd sparkle to an enchanted item, or even the disembodied spirit of a princess.
100	Some Light Accessories	Legend of Zelda: Spirit Tracks	Illusion	Or maybe instead of big and imposing, you'd like to go in the other direction? This collection of odds and ends all have minor illusions built into them. Hats that change the color of your hair, rings that change the color of your eyes, boots that make you taller and heels that make you shorter, even coats to make you broader of shoulder. And yes, there are some things for the 'assets' of a lady. Keep in mind, these are just illusions. Still, one or two of these would be all a clever demon would need to disguise themselves as a human.
100	Lokomo Chair	Legend of Zelda: Spirit Tracks	Artifice	Has science gone too far? The Lokomo seem to specialize in trains, but they've taken that one step further and created what amounts to an electric wheelchair. I guess they're too lazy to actually walk around? Well, that's a bit unlikely. It's probably got more to do with their ability to trade their life force to power the machines they've made, and possibly something about how scooting about in their fancy chair is more energy efficient than actually walking. Anyways, you now have one such chair. It's oddly light and maneuverable for its size, and as mentioned runs off of your energies rather than any form of steam or electricity.
100	Lokomo Classic, 'The Spirited'	Legend of Zelda: Spirit Tracks	Artifice	While the Lokomo may have leaked knowledge on the fine art of trains to their new neighbors, they are still the masters as this particular train shows. Instead of requiring coal and steam, or any other form of physical fuel, their special Spirit Train instead runs on magic. Specifically, it skims off the top of the energy inside the Spirit Tracks themselves. If that's not an option, your personal reserves can power it for a time, as can any ambient magic such as ley lines.
100	Lokomo Basics, 'The Sea Train'	Legend of Zelda: Spirit Tracks	Artifice	Of course, an ancient magitech train just doesn't have the same limitations as a normal one does. That's why you can now drive your train underwater, or even across lava. While the how is ludicrously complicated, the effect is that the Spirit Train is functionally immune to being damaged by the environment. Dedicated weapons can still harm it, but the weather won't. That said, driving over lava and driving through a volcano are two very different things.
200	Alchemy Stone	Legend of Zelda: Spirit Tracks	Transmutation	Another piece of treasure, almost as rare as the Regal Ring from earlier. However, unlike the ring, this golden hued hunk of crystal actually has a use. You see, it's rumoured that this artifact brings great riches to its owner - and for you, it seems to be true. Rupee's show up more often, merchants will charge you less and give you more, ancient treasure chests untouched for hundreds of years will spontaneously refill themselves just in time for you to double check if you got everything or not. . . . Mind you, this is only a handful of green rupees each time, maybe a red or a blue, but it applies to almost everything.
200	Purple Potion	Legend of Zelda: Spirit Tracks	Artifice	This particular brew is a bit more powerful than the Red Potion, but it's primary use isn't simply to restore your health. Instead, this potion has a delayed effect which is catalysed by you taking an extreme amount of damage. Basically, if you 'die', then this potion activates and gives you eight hearts back. Keep in mind this isn't a 1up - if you get ripped limb from limb or worse? This potion is good, but not that good. Since Hyrule no longer has durable bottles, you get a refill of this once every two weeks.
200	Swordsman Scrolls	Legend of Zelda: Spirit Tracks	Metamagic	You'd think that these would be only mildly useful to an engineer due to them being, you know, and engineer, but you've managed to get your hands on them anyways. These two scrolls detail the usages of two sword techniques that are incredibly hard to find teachers for. The first is sword beams, the ability to shoot 'cutting wind' type attacks from the edge of your blade. Sadly, an ordinary blade won't be enough - there needs to be a level of magic to it in order to power the beam. The second scroll details the great spin attack, a much easier technique to use. Additionally, you can rewrite these scrolls, turning them into two techniques of your own choosing. But, why mess with the classics?

200	Spirit Flute	Legend of Zelda: Spirit Tracks	Artifice	Believe it or not, while the Spirit Flute is a Lokomo artifact, it lacks the weight and pomp that the divine instruments of past eras have had. It does not hold together a dream, it does not allow the user to bend time, it does even wake the wind at your command. On the other hand, it does act as a key to most of the Lokomo's technology, allowing those without their innate understanding of magitech to use it without too much difficulty. On the flipside, you still need a Lokomo - read as, authorized user or possibly one of the designers - to play a duet with, but if you have that then whatever magitechnology you're trying to use will come to life, ready to be used.
200	Lokomo Royal, 'The Phantom'	Legend of Zelda: Spirit Tracks	Artifice	Phantoms, while not a Lokomo creation, do seem to be allied with them, much like how the various races of the past have had lesser guardian deities such as the Great Deku Tree or Valoo. It makes sense then, that if the Lokomo needed a great warrior or guardian, they would pattern it after a Phantom. That's why the Spirit Train can now transform into a suit of armor in the approximate shape of one, albeit much larger. Be careful with your magic reserves however, since this will drain them like nothing else.
200	A Strong Feeling of Gratitude	Legend of Zelda: Spirit Tracks	Artifice	While the Spirit Tracks may or may not have been forged by the Spirits of Good in conjunction with the power of light inherent to Tetra's bloodline, they do seem to be compatible with a number of different energy sources. The energy generated by the land in all it's various flavors, and of course it somehow manages to react positively to emotions as an energy source. Speaking off, you can now turn emotions directed at you into a physical material, and use those materials as a power source. If they're extremely grateful to you, you probably get a Force Gem! If they're angry. . . I wouldn't try to power the Spirit Tracks off of that.
200	Rail Map	Legend of Zelda: Spirit Tracks	Metamagic	The Rail Map is a Lokomo artifact, and at first glance it seems to be exactly what it says it is. A map of the rails - the Spirit Tracks, specifically. And it is true, because that is something the Rail Map does. But it's true purpose is somewhat unexpected. It doesn't just show a map of the rails, it enforces them. The Rail Map is a repository of spiritual power, gathered from the various Temples in each Realm, and drawn towards the Tower of Spirit along the lines of the rails. These sections of the map then store excess energy, allowing those lines to be reinforced in an emergency. A backup battery, if you will. In your hands, it also serves the purpose of storing a truly massive amount of energy, and transferring that energy into any broken seals, enchantments, or other magical effects that may be damaged.
300	Yellow Potion	Legend of Zelda: Spirit Tracks	Artifice	Alright, last but certainly not least. This bright yellow brew lacks the special trait of delayed activation that they Purple Potion has, but it compensates by being much more powerful. Whereas the Red Potion heals six hearts, and the purple gives you eight hearts, this potion heals everything. Doesn't matter how much you actually have, the Yellow Potion restores you to the top of your game. That said, due to how rare and expensive this is in comparison, you'll only be getting a single refill each month.
300	Sand Wand	Legend of Zelda: Spirit Tracks	Evocation	This lovely little wand here has a magical ability to control sand, though admittedly only in a handful of preset forms. First off, it can cause sand to levitate, usually in the form of a cube. Basically, it slides it upwards a short distance, albeit only for a few seconds at a time. The range on this is quite nice, anywhere you can see AND, if you're absolutely certain that there's sand on the other side, even through walls. If you have magical energy to spare, it can even summon some sand for you to work with.
400	Compass of Light	Legend of Zelda: Spirit Tracks	Divination	Despite the name, the compass does not track down artifacts of light. Instead, it seeks out the largest concentration of dark energy - fitting, given that it was made by the rogue Lokomo, Byrne, at Cole's request. As stated, the compass will always point towards the largest concentration of dark energy, demonic influence, or other creepy crawly nasties that it can find. Though, if you have a sample of something that you're trying to track down, the compass can lock onto that instead. Something else of note - made by a servant of Good, made from holy materials, and powered by the light? This compass is completely unusable by demons and their kin. They can't even hold it without being burnt.
400	Temple and Sanctuary	Legend of Zelda: Spirit Tracks	Conjuration	In each of the four Realms of New Hyrule lies an ancient temple, built to power the Spirit Tracks and watched over by one of the Lokomo. The Ocean Realm has two, but the fifth temple doesn't generate power. As I was saying, these temples absorb energy from the land, from what little prayer is still directed to the old gods of Hyrule and the Spirits of Good, and from the simple goodwill of those living nearby. This energy would normally power the Spirit Tracks, but in the absence of that, it instead channels that energy directly into you. Well, not you specifically. A temple isn't a very good house, so you've also been provided with a small refuge from the prying eyes of the world, a Sanctuary of sorts. The energy is channeled there, in part to maintain its defenses, both physical and mystical. So long as you're inside the Sanctuary, you have more or less complete control over the energy flowing from the Temple.
400	Space Time Gates	Legend of Zelda: Spirit Tracks	Conjuration	Okay, finally, something useful for an engineer! These archways dot the landscape of New Hyrule, and allow for transportation between them. Shortcuts, as it were. Each gate is one of a pair, and large enough to drive your train through. Simply pull the whistle as you near the gate, and it will spin to life, depositing you elsewhere in New Hyrule. . . . Or, that's how they ought to work, paired up and only in one direction. Luckily for you, your gates are being given a small upgrade, allowing any gate to warp you to any other gate. Keep in mind though, these gates have a Force Gem atop them, and you'll need to strike them with a bomb from your canon to add them to the network. In future jumps, these gates will semi-randomly place themselves in useful locations, and can optionally be shrunk down to human scale - though, if you do so, they won't be usable for your train.
400	Servant of the Spirits of Good	Legend of Zelda: Spirit Tracks	Artifice	I'm not actually 100% sure what the Lokomo are, but they seem to be either directly created by, or perhaps simply empowered by, the Spirits of Good. Not sure what those are either. Anyways, the primary difference between the Lokomo and the Sheikah seems to be that the Lokomo lean even more towards spirituality. Which is why you have the ability to empower and re-energize ancient artifacts and weapons simply by being around them. This isn't a free effect, but the various issues and reasons why you shouldn't be able to do so just don't seem to apply. As long as you have energy to spare, you can fix them.
600	Spirit Tracks	Legend of Zelda: Spirit Tracks	Conjuration	Ah, here we are. The name of the game, the biggest of the macguffins, and the chains that hold down Malladus. I'm not joking about that, by the way. The Spirit Tracks are a single massive sealing system meant to hold the demon king behind his seal and even serve to prevent the demons of the Dark Realm from attempting to cross over into New Hyrule. Mostly. Weak things can still slip through the cracks, as always. But I digress. This country wide set of train tracks can be imported into future jumps in the 'was always there' variety, or in any other fashion you prefer, such as having been built manually or flat out falling out of the sky. Once they're in place, simply power them up and seal away any evil beings that think to test you.
600	The Goddess Walks The Earth	Legend of Zelda: Spirit Tracks	Metamagic	The name 'Zelda' means very little in the end, but every thousand years one of them is born with power born of wisdom. You are now one of them. But, with that said, the Goddess Hylia is all but forgotten and her legacy washed away by the Great Sea. How lucky for you then that the 'Spirits of Good' that the Lokomo serve seem to have blessed you in her stead. While previous eras had a talent for barriers and other defensive magics, you seem to have the ability to hijack magical effects for your own ends. The phantoms, while not particularly holy, are still 'good', and as such you can bend them to your will. Similarly, Zelda was able to use Lokomo tech herself, and even run it on her magical energy when Anjean wasn't available.
600	Take The Light For Yourself	Legend of Zelda: Spirit Tracks	Metamagic	On more than one occasion, the light has been a critical ingredient in bringing back the darkness. There's probably something to be said about light casting a shadow, or how shadows are created by the presence of light. Ignoring such tripe sayings, as a being of the darkness you've found a way to make yourself stronger via the light. Most demons would crack and break, turn to dust and dwindle away, but not you. Of course, you will need something between you and the light, because as a demon it's still the bane of your existence. If you weren't one it would be fine, but alas. Perhaps if you were to possess a body of someone talented in the manipulation of Light magic and its derivatives? Yes, if you were to manage that, your own dark powers would surely rise. In fact, any stolen power now shares this effect, your stolen 'light' only serving to amplify your 'dark' powers. Or fire and water, or wind and earth, those rival elements and their ilk. After all, the brighter the light, the darker the shadow.
200	Magical Boomerang	Legend of Zelda: The Adventure of Link	Artifice	This is rather handy. . . ! This enchanted Boomerang will always return to you wherever you throw it, and what's more it can retrieve items when you do so. It's strong enough to kill weak enemies such as Octoroks and stun larger ones, when they are hit by it.
200	Recorder	Legend of Zelda: The Adventure of Link	Conjuration	This magical whistle has a nice sound to it, and it can open certain secret passages in the world as well as harm sound-sensitive enemies, but it's chief use is that it is capable of allowing you to transport yourself to places you've been before - though where you can set as a warp point depends on if it can be considered a "safe place" such as a forest clearing or an anteroom.
200	Snake in the Grass	Legend of Zelda: The Adventure of Link	Illusion	The wise men will warn that the eyes of Ganon are everywhere, and those trained like you are why. You can use magical energy to create a Hylian disguise around your form - allowing you to move as an unknown wolf amongst the sheep. Similarly, you can disguise yourself as a monster as a Hylian - and in either case are excellent with using the element of surprise.
200	Magic Container	Legend of Zelda: The Adventure of Link	Origin	A native of a land suffused with magic, you have a natural talent for it yourself. You now have a "Magic Container", a store of mana and the associated mental "meter" to keep track of it. A single magic container is meager without magical training, with two Magic Containers needed to even perform a basic "protective" spell at first. However, as you gain expertise you'll be able to use this to fuel useful powers - for much cheaper. This magical energy can be replenished with the life force of your defeated enemies, a magical potion, or a magical being's blessing. Sleeping a full night's rest will also do much the same.
400	Water of Life	Legend of Zelda: The Adventure of Link	Necromancy	A gift from a crone in your village, this Water is mystically enchanted to be a great healing boon. When you would otherwise die in battle(and only in battle, from your wounds), you will see that this bottle of water will empty out and restore 3 "Heart Containers" worth of vitality to you. This water is difficult to brew, however, it takes at least a full 3 years for this water to refill after use. What's more, you'll note that any other forms of damage may not heal quite as well as this simply restores your body. However, it will save your life.
400	Clock	Legend of Zelda: The Adventure of Link	Transmutation	A strange device, this "Stopwatch" when clicked will forcibly drain your magical energy(about two or three "Magic Containers" worth) or otherwise leave you tired - but in exchange, a wave of power washes around you within around 50 feet. The wave will "stun" and "Freeze" enemies in place, making it a simple matter to brutalize even a group of foes who've tried to surround you. When a minute has passed since the Stopwatch was activated, the enemies will automatically return to being mobile.

400	General of the Hordes of Evil	Legend of Zelda: The Adventure of Link	Transmutation	You have ascended to the top of the ranks for Ganon's army - earning yourself the title of "Boss" among those who have pledged their life to Darkness. This grants you an associated form - In shape it is similar to the the Might of Monsters, but for 8 Hylians OR a single "Spell" (such as those granted by The Wise Man's Teachings) but only choosing from Life, Fairy, Jump and Shield. There is one caveat however - this form has "patterns" when you use it in combat that allow the sharp eyed to counter your attacks, and in each pattern no matter what there is a "Critical point" in which your defenses are lowered such that you can easily be attacked and damaged. Ensure that your enemies are crushed before the chance to take advantage of their wits even occurs. **(CG Note: The rest of this perk requires The Might of Monsters - Legend of Zelda: The Adventure of Link first.)**If you have The Might of Monsters, you instead have both the might and endurance of 10 Hylians as well as a choice of a natural Spell from among Fire, Jump, Fairy, Life, and Shield.
400	Inheritor of the Arts	Legend of Zelda: The Adventure of Link	Metamagic	Perhaps it is an open mind, or a simple necessity of living on the move for so long, but you are an extremely good student. You can easily pick up and learn a new skill, combat technique, or spell within an hour or so of training by a master, and make the lessons stick - though this has to be a technique by technique basis, not learning an entire style in a single hour with just this. Another example of your great potential, is it not?
400	The Witch's Brew	Legend of Zelda: The Adventure of Link	Artifice	Medicine is vital in a dangerous land - Hyrule's years of chaos ensured that anyone who worked with salves and potions had plenty of practice putting their skills to work. You have the arts and skills to create healing potions such as "The Water of Life. " **(CG Note: The rest of this perk requires The Wise Man's Teachings - Legend of Zelda: The Adventure of Link first.)**And if you had "The Wise Man's Teachings" could even craft artifacts that grant the power of "Heart Containers" to ensure that survival is a possibility in such a harsh place.
400	Growing Stronger	Legend of Zelda: The Adventure of Link	Metamagic	You have a latent potential, traveller -one that only will grow as your journey goes on. When you overcome an enemy through combat, you will gain an energy known as "experience", a power that could be spent to improve the potency of your magic, the power of your strikes, and how much damage you can take before dying, normally. Moving further up the ladder requires more and more experience with each tier - reaching its plateau out once you have reached the might of 8 trained hylian knights with every single blow, the combined endurance of said knights(which, if you are curious, DOES apply to "Heart Containers" for this specific instance), and for your spells to require 40% less magical energy than before to cast. It is only fitting for a wanderer to pick up skill as they travel.
400	Never Ending Army	Legend of Zelda: The Adventure of Link	Transmutation	The armies of Ganon are growing every day. You, a "summoner" of sorts, are an example of why. You can draw out your inner Malice to "taint" wildlife and weak willed beasts to become cruel, loyal and vicious servants with the perk "Might of Monsters", though attempting this on those who have their senses does not guarantee their loyalty, only power and madness. If you don't have any local creatures around to corrupt, you could also give a bit of sacrifice - using a vial of your own blood to create a beast with the powers of "Might of Monsters. "
600	Magical Sword and Shield	Legend of Zelda: The Adventure of Link	Artifice	The strongest blade in this land, it is 4 times stronger than the original "Sword" and could even carve through the mighty generals of Ganon's army in a few strikes. You are very wise to purchase this. What good is an offense without a defense, however? You get a great shield alongside the sword - an improvement from the shield given by the Old Man, this shield can easily reflect the magical attacks of both Ganon's wizardly comrades and the Prince of Darkness himself.
600	Weapons of the Weak	Legend of Zelda: The Adventure of Link	Artifice	The Wise Men of Hyrule brought forth the fruits of their labors to defend the land, but were too late in their response. However they have kept them in wait, hoping to ensure that the proper hands received the instruments of Hyrule's Peace. These are the tools you've inherited - the Magical Rod, Magic Book, Power Bracelet, and the Blue Ring. The Magic Rod is enchanted with a lethal spell, by waving this rod you will fire a blast of powerful energy at your enemies - with the power of the "Fire" spell in "Wise Man's Teachings", the Magic Book giving you the lessons to further refine your magic. By reading through, the Magical Rod's attack now becomes a ball of fire upon impact, allowing you to torch dry grass that could hide secret paths as well as allowing you to defeat multiple enemies at once. The Power Bracelet is an enchanted bracelet, while wearing this you will have the physical strength to push large boulders. Unfortunately, it does not increase your damage with any of the swords, nor does it allow you to fight any more effectively with your bare hands. Finally, the Blue Ring acts as an enchanted ring giving you the effects of "Shield" from the Wise Man's Teachings as long as you or any other wears it.
600	Plunderer's Pack	Legend of Zelda: The Adventure of Link	Artifice	The land is not an easy one to delve - there are hidden passages, rushing waters, lost places, harrowing heights, ancient doors and dark caverns. Searching for the hero and the treasure of Hyrule will be difficult normally. . . but with this collection, you'll find no corner of Hyrule is beyond your reach! The items you receive are the Hammer, the Ladder, Boots, the Cross, a Compass, the Red Candle, and the Magic Key. The Hammer is enchanted to smash through stone easily(and nothing else) to remove boulder obstacles, the boots allow you to walk across water, the Cross reveals mystically hidden and otherwise "invisible" objects/creatures/places, the Compass will always point to the closest valuables around you(prioritizing magic artifacts from strongest to weakest if there are multiple around), the Red Candle is a magical flame that cannot be doused and used to ignite flammable material, and the Magic Key is a "Skeleton key" that can shift itself to fit for any physical lock and key system. All this together ensures one thing - the treasures of Hyrule are yours to seize, including the Triforce your master howls for.
600	The Wise Man's Teachings	Legend of Zelda: The Adventure of Link	Origin	You have kept the old ways, and ensured that the knowledge of sages is passed down - what's more, using this power is now your right as the Wise man's apprentice. You have learnt the spells Shield, Jump, Life, and Fairy with just this alone. All spells last approximately 5-10 minutes, before needing to be recast - in the case of "enchantments" such as Shield and Jump. Shield creates a mystical "armor" around your form that acts as invisible and weightless plate mail, turning otherwise mortal blows (or a full heart containers worth, for reference) into survivable hits. Jump allows you to leap twice your normal height and land with ease. Life allows you to restore the equivalent of 3 "Heart Container"'s worth of vitality to yourself. Fairy transforms you into a small fairy much like those that bless the hero link, giving small size and flight. If you have 5 "Magic Containers" you also also know Fire, which allows you to fling powerful fireballs to defeat otherwise resistant foes. With 6, you learn Reflect, with works much like Shield but allows you to actively reflect magical attacks instead of giving greater defense. With 7, you can learn the Spell, which transforms the weak willed and unintelligent around you into slimy beasts. With 8, you learn Thunder, a powerful attack that creates a localized and violent rain of lightning bolts around you - striking all enemies around you with the power of the heavens. Finally, you are able to teach all these spells to others - though the Magic Container (or equivalent magical talent) limitation is still in place.
0	The Might of Monsters	Legend of Zelda: The Adventure of Link	Transmutation	As a member of the strongest army in Hyrule, you too have an innate strength beyond normal Hylians. You now have a twisted humanoid form, as animalistic as you want in any way you like. This form has the power to deal a Heart Container's worth of damage with your attacks no matter what, as well as your choice of endurance equivalent to 3 Heart Containers or the ability to marshal together a raw mystical force that could be called elemental magic without using Magic Containers, at the strength of the "Fire" spell. Your pick of fire, lightning or ice.
50	A Bottle of Something	Legend of Zelda: The Minish Cap	Artifice	This bottle contains either Milk or some form of potion and replenishes every day. Multiple purchases can be taken with this perk, so that you gain more of one thing or one of every type of potion at your wish.
100	The Challenger	Legend of Zelda: The Minish Cap	Artifice	A mysterious sword that has an odd enchantment. When in a contest of Sword Skill where there are defined rules this weapon can grant an incredible upgrade to one's sword skill to even the most novice of swordsmen. Enough so that a Picori who has never lifted a blade in his entire life could win a kingdom wide swordsmanship torney.
100	Cane of Pacci	Legend of Zelda: The Minish Cap	Artifice	This is one of the ancient treasures that the Minish made for humans. When equipped and directed, the cane fires an energy beam that flips any object in its path. It can flip vases, platforms, minecarts, and even some enemies. When fired at the air, it energizes a section to act like a trampoline: it'll shoots you into the air upon falling on it.
100	Magic	Legend of Zelda: The Minish Cap	Origin	Not only do you have magic but your mana can accurately be measured in an instant, unlike most Mage's in this universe you find conservation of energy easy and have total awareness of your inner reserves. You also have the ability to manipulate three of the following elements from the selection below. You may purchase this again, discounted for Mage but not free, for an additional Element per purchase. The Fire Element can be used to create waves of flame and small explosions at will, both excellent for initial damage and damage over time. The Water Element may not seem like much at first, conjuring crashing waves of water to push or pull foes and such, but your control over the water you create could grant you additional advantages. Like slowly enclosing foes in layer after layer of water that, at your will would slow them down as well as apply pressure upon foes. The Earth Element is useful in its ability to produce blunt, but easy to manipulate, effects. Tearing up hunks of the ground and throwing them around would be easy. While simple it is dangerously effective and without any fancy tricks it makes up for it in impact. The Wind Element is very good for crowd control and utility. Blades of air are damaging but the primary power of Wind is the sheer force behind it, able to drag any foe not thrice your own size towards you or creating whirlwinds that you can use to retrieve objects or spin around enemies to daze them. The Element of Darkness is a powerful additive that can easily be mixed into the other four Elements to create stronger effects, almost twice as strong in most cases, however on it's own it merely creates wells of darkness that can deal no damage of note. This allows you to use any of the various magical items of Zelda without any teaching, have a perfect knowledge of your mana pool, and grants you a slight boost in generic mana pool size.
200	A Bag Full of Kinstones	Legend of Zelda: The Minish Cap	Artifice	A bag that holds a great many Kinstones of varying patterns and colors. It slowly refills when you use a Kinstone in a fusion, it takes about a week to recover a single stone. Comes with twenty Kinstones in the bag.
200	A Chest Full of Demons	Legend of Zelda: The Minish Cap	Conjuration	Well, not really, like Vaati and Ganondorf you have an ability to conjure servants to do your whims. Weak soldiers are easy enough to conjure even at the start you could create dozens of Moblins or Octorocks but only six or seven Wallmasters or Darknuts. With time, and as your magical energy and skill grows your skill at summoning will grow to frankly incredible levels with growth stopping around the level where you could conjure an army, hundreds of mooks per summoning and dozens of high tiered monsters summoned if you summon no mooks. Though growth past the point is possible it will take exponentially more time and effort for each additional summoned minion.

200	The Next Swiftblade	Legend of Zelda: The Minish Cap	Origin	Just as Swiftblade the Second inherited the ability from Swiftblade the First you have a supernatural ability to develop moves and maneuvers that infuse your physical actions with supernatural energies. These move only act as a channel to those energies, you don't really use any up just have to have them in the first place from what has been shown, to enhance a very specific series of actions. This ability has developed things like the Super Spin Attack and the Attack of Desperation, which allows you shoot sword beams when critically injured, and with some practice and polish you too could create move that equal those legendary techniques. In addition, if you don't have a generic mana bar you do now, though you're only aware of how much you have in a very vague sense, like understanding how much blood is left in your body.
300	Restoring Legends	Legend of Zelda: The Minish Cap	Artifice	As a Picori you bear the blood of the legendary smiths and craftsmen who forged legends like the Picori Blade. Your skill with craftsmanship is innately high and your growth is much faster than it usually would be, but where you truly shine is in the creation and restoration of magical arms and armor. If you were given the shards of the Picori Blade and a place to forge the legend you could restore it with a little time, though it would need to undergo the rites that magically empowered it once more, and this talent for magical craftsmanship extends to all of your abilities. If you have this ability as well as a way to tap into an element, such as a Mage's Magic, you could craft items that use that in element or combination of elements in unique ways, such as the Gust Jar, and if you somehow had access to the Light Force you may even be able to produce the fabled Light Arrows, which scorch away all evils in their passing and can be invested with energy from the Light Force readily.
300	Hero of Men	Legend of Zelda: The Minish Cap	Origin	As a Hylian Hero you bear a spark of the Light Force within you, like the legendary Hero of Men once did. This is the self-same Light Force that the Legendary Hero of Men bore a century ago. With this powerful element your will is bolstered, you mind quiet and precise during combat, and above all a quiet power adds strength to your blows and makes them especially dangerous to beings who are Evil. In addition this perk allows you to tap into your latent power of telepathy that the Hylian people have all but forgotten, once upon a time it was used to communicate with the Goddesses but now only acts as a nigh perfect form of willing one-way telepathy, your telepathic reach extends to the edges of the kingdom's borders to start with and will grow with time. However, it seems that dimensional barriers prevent such magics from working. **(CG Note: The rest of this perk requires Soul of Light - Legend of Zelda: The Minish Cap first.)**If taken with the Soul of Light perk your mana bar is immense, easily double its previously impressive bulk.
300	Mage's Hat	Legend of Zelda: The Minish Cap	Artifice	While not the omnipotent wish granting cursed artifact worn by Vaati for the current section of the Force Era, this is still a nice hat that grants a sizeable boost to skills that draw on mana. It cuts down the amount you need to spend by around half and generally makes spells easier to learn.
400	It Just Appears. . .	Legend of Zelda: The Minish Cap	Metamagic	Kinstones, a simple stone disk that was broken in half which can be fused together to make those who do so happier. Fusing Kinstones creates really odd effects such as magic chests just appearing in the local area, Golden Enemies suddenly spawning, and secret doors opening where once there was no door at all. These are all things that can happen when you have a unity of Kinstones. Now not only do Kinstones, and the widespread collecting hobby, carry over to worlds that you are in, but their effects on the world do as well. You can find these spawned Chest, Enemies, and Secret Areas for a lot of the local loot.
400	Form Wrought by Wishes	Legend of Zelda: The Minish Cap	Transmutation	Like Vaati, you have attained an alternate form, decided by you but you must be able to pass common scrutiny in Hyrule, that grants you an upgrade to your powers. Whilst in this form, which is easy enough to maintain, your power has grown to the point where you can ragdoll a knight in full-plate with little care and you can now even summon up some mid-boss tier enemies per day, around six of them. With greater Fire magic you can expect to blast holes in walls as if using potent, but relatively common, explosives casually and illusion magic could be crafted from bending heat and light to your will. Water Magic enhanced this way allows you to create advanced constructs of fluid, exert great pressure on those wet by your magic, and even compress dozens of gallons of water into pinpricks that explosively expand at your behest. Earth Magic stays simple in practice but what was once a few rocks has become hundreds of pounds of stone and dirt acting as a single living flow. An avalanche leashed to your will, use it wisely. You can also petrify your foes with a spell, though magical resistance is still possible. Wind Magic enhanced this way provides endless flight and greater control over the atmosphere. Creating voids that injure those around them through vacuum and very sudden gale force winds are all within your ability now. The Element of Darkness adds an element of weight to your attacks, slightly dragging those who get too close in, and can home in on foe skilled at dodging the normal way.
600	Soul of Light	Legend of Zelda: The Minish Cap	Abjuration	One of the two gifts of the Picori shines brightly within your soul. A powerful magic known as the Light Force which can shield you from harm by projecting a sphere of golden light around you. Whilst the shimmering field of Light Force is active it consumes magic at a gluttonous rate and you must stay in place, however this field of energy is completely invincible, capable of blocking everything from magical to physical attacks with equal ease. In addition to this power you have a vast well of mystical energies to draw upon, though no training in its use. Prophecies are clearer and with time you can push events into fulfilling those visions or avoid them with great ease.
600	Four Sword	Legend of Zelda: The Minish Cap	Conjuration	This is a double-edged blade with a spear point at its tip and fuller hilt, a wide eye symbol upon the golden crossguard stares out. When the Sword is drawn from its holder, it will cause its wielder to split apart into four separate versions of themselves, each nearly identical to the original. The sole physical differences between the different clones is the tones of their voices, some are deeper than others, and the color of their clothing (in Link's case, his different clones along with himself are colored the four aforementioned colors). The great weakness of the Four Sword is the fact that you and your clone selves all carry the same life force into battle. Wounds on any one of the four are shared across all the four of you should one of them be fatally wounded you all will die. In addition you all share the same resources when it comes to things like your Mana/Ki/Psoinic Points/Etc. You can have it so that like the non-canonical manga has depicted the Four Sword as causing the different colored clones to represent different sides of one's psyche as well. The four can work together as a team or they can work independently should the need arise as well. When drawn you may choose whether you split up or not.
600	Tiger Scrolls	Legend of Zelda: The Minish Cap	Metamagic	Just as the Blade Brothers, you are skilled in the Art of War. Mastership of your swordsmanship can now allow you to channel your vitality or desperation into blade beams, shatter stone, and use a spinning slash that covers a distance beyond the range of your sword and hits everyone nearby. All of this culminates in a greater overall fitness and also makes you a single repetition learner, like Link you'll only need to be shown how to do something once and you'll be able to do it as long as you have the ability to. In addition to this mastery of swordsmanship you have learned how to create Tiger Scrolls which allow you to pass on any of your physical arts to a willing student. A student must dedicate around six hours of practice to what is written upon the Tiger Scroll every day, however the instructions are concise and within a week a weak version of the art should be learned with the full version being learned in around a year. Sadly you can only craft one of these Tiger Scrolls per year and it can only contain one 'move' of an entire art, so to learn a full martial arts style the master would have to break it down into separate pieces that together teach the entire style, The Tiger Scroll can't teach magic or non-physical 'moves' but those moves that are largely composed of physical action with a magical or mystical component can be taught, such as the moves learned from the Blade Brother's Spin Attack is done by channeling slight mystical energies into the sword before using the attack. The Tiger Scrolls don't discriminate, however, so if someone you don't like picks one up they could learn as easily as anyone you like.
600	When on the Edge of Demise. . .	Legend of Zelda: The Minish Cap	Transmutation	Like many of the villains of this world when pushed to the absolute edge of your ability you have a hidden ace. A monstrous form which enhances your ability to take and give damage by a wide margin. You could be a vast being up to twenty-five meters tall or it could just be a hyper focused version of yourself granting you a massive boost in overall performance through compressing your power into a small form. Magical Ability increases as well in this form. simultaneously. Further, any alternate forms you have gained over your Jumps may now have their abilities freely combined in this form; access any of your powers or racial traits from any form whilst in this one. This power activates automatically if you are about to be defeated in combat supplying you with a full restoration of Health and (this world's) Magic.
100	My Power, Not Yours	Legend of Zelda: The Wind Waker	Metamagic	It's never fun to have your own powers or techniques turned around on you, is it? Having a fireball whacked back at you after throwing it is both irritating and nonsensical - how does one hit a fireball with a sword anyways? Counter magic perhaps? Or just ludicrous skill? Regardless of the fact such deflection shouldn't be possible, your own magic will do only about half as much damage to you as it normally would. It won't stop them from hitting it, but it will make the rebound hurt less.
100	Hyoi Pear	Legend of Zelda: The Wind Waker	Enchantment	Vermin of the sky they might be, the seagulls are now your friends. This special kind of fruit has a small amount of magical energy inside it, allowing you to temporarily bind the seagull who eats it - or another kind of animal, if you prefer - to you as a sort of familiar. You can direct it's flight, have it bring you small items or perhaps smack a switch for you. However it has a bit too much free will, as the connection will break after no more than an hour, and it won't exactly fly into combat for you.
100	Gossip Stones	Legend of Zelda: The Wind Waker	Divination	Two small blue stones, tied into a pair of necklaces. When fed small amounts of magical energy, messages can be transmitted to other stones. Sadly, there's no aiming. It's called a GOSSIP stone for a reason. No private conversations. On the other hand, there aren't that many left in the world, and this only gives you two. For even more magical power - and I'm not actually going to tell you how to turn this part on - you can see through them, as a sort of magical eye. Useful, right?
100	Treasure Map	Legend of Zelda: The Wind Waker	Divination	A red scroll, opening to reveal a random location with a single red X located on it. And I do mean random, as it could be pretty much anywhere. The only real guarantee is that it's going to be somewhere in the ocean. Find where the X is in real life, and you'll find some treasure. Might be a neat magical artifact, or just some rupees. The map changes a few days after you find each treasure.
200	Me And My Shadow	Legend of Zelda: The Wind Waker	Enchantment	You will find, in the tales of old, that evil is often alone. When the Hero confronts him atop his tower, who stands by his side? No one. While evil may not have friends, he does, more often than not, have minions. For this reason, you have torn away your own shadow from the ground, and given it a fragment of your magic. While you can see through its eyes and hear through its ears, you do not have perfect control over it, and it's intelligence is lacking. If it's destroyed, it will merely fade away and return to you, ready to be fed more magic and sent away again.
200	Unmastered Sword	Legend of Zelda: The Wind Waker	Artifice	A way better sword than that dinky old family heirloom this magic sword has no powers! . . . Or, it had powers but they kinda faded. Now, it's merely incredibly receptive. Hook it up to an energy source, or cast a spell though it, either way works. It's not much for amplification, but it's ridiculously easy to work with - for you. A spark of divine magic might turn it back into the master sword, or you could twist it to your own ends and empower it with something else.

200	Hero’s Charm	Legend of Zelda: The Wind Waker	Divination	“You got the Hero's Charm! This mystical trinket gives you the ability to see the life forces of your foes!”A small golden mask made to resemble a skull, it hides a useful secret. While wearing this mask one can view the raw lifeforce of the people around you, visible as a small red bar floating over a person or monster's head. A historian might try to tell you about the Sheikah and their eyes, but in this day and age the design doesn’t mean anything. Still, it’s useful enough, if a tad creepy.
200	Swordsman's Scroll	Legend of Zelda: The Wind Waker	Origin	This simple blue scroll might often be mistaken for a map, but inside it lies a powerful sword technique. The great spin attack, though you may also know it as the hurricane spin. Well, I suppose a more strict explanation is that it teaches you how to add in magical energy to your attacks, something that causes the spin attack to evolve into the hurricane spin. I’m sure you can create other techniques with a bit of effort, though that's up to you.
200	Shouldn’t That Have Exploded?	Legend of Zelda: The Wind Waker	Abjuration	Magic used against you is slightly more cohesive than it should be. Not enough to do any additional damage, but just enough that you might be able to deflect it. It does require that the magic be projectile in nature, but with a little bit of timing, those spells could explode in their own users’ faces. Keep in mind though, they could potentially bounce it BACK, and that it will eventually explode at some point in the ensuing tennis match. Also, beams are much much harder to deflect than an ordinary - well, I say ordinary but this is magic we speak of - projectile.
300	Potion Set	Legend of Zelda: The Wind Waker	Artifice	“You got some Red Potion! You got some Green Potion! You got some Blue Potion!”A trio of glass bottles, each with a useful potion inside of them. The first, a red potion, restores your health. The second, a green potion, restores your magical energy. The third, a blue potion, restores both. Each bottle will refill at the end of the day if you use it, but you won’t get any extra if you haven’t used it. If one of the bottles breaks, then you get a new one.
300	Mirror Shield	Legend of Zelda: The Wind Waker	Abjuration	“You got the Mirror Shield! Its shiny surface reflects beams of light. ”The mirror shield is a sturdy and reliable thing, able to block enemy attacks with ease. However, as one might imagine, it’s true power comes from it’s well polished front, to an almost mirror like sheen - hence its name, the Mirror Shield. This mirror is intended to be used to reflect light, and adds in the faintest traces of holy magic, often stunning or damaging evil creatures and forcing ghostly beings to solidify for a short while. On top of that, the shield is also capable of deflecting full on light magic, such as the Light Arrows.
300	Fire and Ice Arrows	Legend of Zelda: The Wind Waker	Artifice	“The powers of fire and ice have been added to your arrows!”I really hope you bought the Hero’s Bow if you’re going to buy this, as it would by default be an upgrade to that same weapon. If you didn’t buy it, perhaps you’d like to tack the potential upgrade of freezing or burning your foes onto whatever weapon you do actually have? Both effects require a small amount of magical energy to be used, but are quite worthwhile. As a small note, when attached to the Hero’s Bow, the arrows will gain the ability to alter the environment for a short period of time - a volcano might cool after being struck by a ice arrow, while a frozen wasteland might become somewhat tolerable for a short time after hitting it with a fire arrow.
400	Magic Armor	Legend of Zelda: The Wind Waker	Abjuration	“You got the Magic Armor! Use your magic power to create a barrier around you that protects you from enemy attacks!”A purple gem with some sort of orb inside of it, made in a far away land. When activated by feeding it a small amount of energy, it will transform into a purple aura that surrounds you. Incoming damage is more or less ignored in this state, though momentum is not. Also, it’s not your magic that takes the damage, it’s your wallet. Unfortunately, it only takes rupees. That’s not too much an issue though, since you can usually find a handful just by mowing the yard.
400	Light Arrows	Legend of Zelda: The Wind Waker	Artifice	“You got the Light Arrow! The sacred light of these arrows can pierce pure evil itself!”Light nuke might be another name for these, if only Hyrule knew what those were. Regardless, the light arrows are the complete antithesis of the dark and its inhabitants. So much so that most monster will simply disintegrate with a single arrow to the face. Of course, that assumes the monster is ‘dark’, or has some sort of affiliation with the dark. Without that, these arrows ‘merely’ hit like someone throwing a big old pirate ship at you. Now, they do cost quite a bit of magic to fully activate, but I assure you, it’s more than worth the price. Also, if you didn’t buy the Hero’s Bow (because who buys arrows without a bow?), you can apply this to a weapon of your choice as a more permanent upgrade. Not quite as powerful, but constant.
400	Deku Treehouse	Legend of Zelda: The Wind Waker	Conjuration	I have no idea how you even found one of these, but you have a mid-sized Deku Sapling that’s grown in such a way as to be a treehouse. Just, treehouse. I don’t even. Anyways, it’s a living wellspring of magical power, and will probably create its own version of the Korok at some point in the future, so try to take good care of it. If you took ‘The Great Deku Jumper’ perk, then you may jumpstart your growth and immediately gain the benefits of the perk.
400	Fairy Fountains	Legend of Zelda: The Wind Waker	Conjuration	A set of six natural springs with their entrances hidden underneath some amazingly large seashells. Each fountain contains a Great Fairy, along with a small number of regular fairies. Visiting these fountains will find yourself receiving a blessing from each of them. One will double your magic, three will allow you to hold more items, one will give you a fairy in a bottle as a 1up, and the last one will give you a magic weapon of some kind, or perhaps merely upgrade one you already have. Each fountain must first be found in order to use, and in true Hylian fashion are guarded by a small puzzle of some kind. Thankfully, I shall give you the maps you need to find them, which should simplify things immensely.
400	Cyclones	Legend of Zelda: The Wind Waker	Origin	Much like the minor god Cyclos, you now possess the power of manipulating the wind. This is dependent upon your magic reserves, so nothing too big is going to be happening anytime soon, but in theory, if you have the power, you can do whatever you want. Realistically, using the Ballad of Gales more than once every few days will leave you utterly exhausted, though merely changing its direction is much simpler.
400	Princess in Disguise	Legend of Zelda: The Wind Waker	Transmutation	So what if you’re the long lost princess of a long lost kingdom? They can just get lost if they think you want anything to do with that. You can, at will, create a weakened form of yourself, temporarily cutting yourself off from as much or as little of your power as you want. Getting it back requires a very magical girl-esque transformation, but you can get back as much or little as you want each time. While sealed away, nobody can sense your sealed powers - the man hunting you down would not see you for who you really are.
600	Crystalized Magic	Legend of Zelda: The Wind Waker	Artifice	What is a rupee? Where does it come from? How is that relevant to you? Well, maybe it isn’t. Anyways, you now have the power to create small shards of crystalized magical energy. These crystals are basically pure lifeforce. Regardless, these gems are now your preferred form of currency, because you seem to be able to use them instead of the local currency in most cases. A merchant will accept them gladly, though they may not fit in a vending machine. Or if you prefer, you can save them up to convert back into energy later - wasn’t there a shield of some sort around these parts that ran on rupees?
600	Royal’s Wisdom	Legend of Zelda: The Wind Waker	Origin	In these flooded lands, this ocean and its islands, there isn’t much in the way of magic left in the world. Most of what you’ll find is magic items - weapons and the like that have a special effect when magic is channeled through them. Things like the Deku Leaf, or the Fire and Ice Arrows. Still, just because magic is forgotten, doesn’t mean it doesn’t exist. Where others must wield these magical weapons in order to use any magic at all, for you merely using them a few times is enough for you to use the magic yourself. Beware though, as your magical strength is not without limit.
600	Conqueror’s Power	Legend of Zelda: The Wind Waker	Metamagic	You will often find that those without power will flock to the side of those with it. A suitably charismatic individual could be pure evil, but so long as they had enough power to back it up, their army and allies would remain theirs. You are one such individual. Compared to the others in this world, you are simply better. The spells you cast have more weight behind them, your sword blows hit harder, and your words resonate in people’s hearts. In all other aspects, your power is not as overwhelming, but you are still stronger than most everyone.
600	Wind Waker	Legend of Zelda: the Wind Waker	Evocation	The Wind Waker is a magical conductor’s baton, capable of controlling the flow of the wind. It can also do other things, through the use of various songs, but I’m only giving you the wind’s requiem. Specifically, up, left, right, will allow you to set the direction of the wind at will. You could also experiment with adding notes to do something like cause a hurricane or something similar. For more general use, the Wind Waker acts as a massive magical amplifier for wind based magic, and can create entire orchestra's to go along with whatever simple melody you actually conduct with it.
600	Kin of the Rivers	Legend of Zelda: The Wind Waker	Transmutation	Let us speak of the Rito for a moment. In years gone by, they were known as the Zora. In essence, they were fish people. But now they are birds. How exactly did this happen? With Valoo’s Scale, an affinity for the wind could be created. Still, it must have been an immense undertaking, if it was done on purpose. Let's assume it was, because it would be even stranger to be an accident. Regardless, with an artifact of some kind, and an immense amount of power, you can work that artifact into a person, thus making it a part of them. Something to consider would be making a contract with a spirit of some kind, both for a supply of foci and for them to handle the power. Kin of the river does more than just provide them with a power, it gives part of that power to their kids You’re basically creating a new species. It’s not a perfect process, seeing as the Rito still need scales from Valoo during Wind Waker to get their wings, but it can eventually go away without making them weaker, seeing as Valoo is nowhere to be seen during BotW
400	Prayer to Valoo	Legend of Zelda: The Wind Waker	Enchantment	The Rito were once the Zora, but over time evolved to their new form. Somehow. In the here and now, they have a contract with the sky spirit Valoo - they attend to him, and he provides them with his scales. Those same scales are the ones they need to fully grow their wings and allow them to fly. Similarly, you now have a level of skill at negotiating such a contract with the supernatural, as well as a mix of luck and brashness to allow you to find them and actually be heard out.
200	Deku Leaf	Legend of Zelda: The Wind Waker	Artifice	A single leaf from the Deku Tree, and the thing that the Korok use to fly, helicopter style. Unlike normal people, who are too big to do anything but hang glide, they can float about more or less indefinitely. Not much for actually controlling where they go though. Additionally, the leaves seem to have an affinity for the wind, as simply swinging it around will create an unusually large burst of air.
100	Gale Boomerang	Legend of Zelda: Twilight Princess	Artifice	A boomerang inhabited by a fairy of the wind; the spirit inside of the boomerang is capable of helping you guide its movement, moving between multiple targets before returning, and can speak with you telepathically if it wants. More importantly, it creates a cyclone with its movement that allows it to suck up objects and smaller enemies while disorienting the larger ones.
100	Zora’s Armor	Legend of Zelda: Twilight Princess	Abjuration	A special suit of magical armor that grants the aquatic abilities of a Zora when worn, allowing the wearer to breathe underwater and swim with more ease. It has a major drawback, however, as it makes the wearer share their vulnerabilities to ice and fire when worn.

100	Bottle Collection	Legend of Zelda: Twilight Princess	Artifice	While they might not seem like anything special these bottles are invulnerable to damage or spilling, and their corks are designed in such a way that they are both spill-proof and porous enough for living beings such as fairies or insects to be contained safely within them. One of the bottles is special; once a day, so long as it is empty, it will be filled with a random substance from this world ranging from oil, to a blue potion that is capable of restoring someone from the brink of death. There's even a chance of it becoming filled with the rare tears of a Great Fairy, which are not only capable of restoring someone's health to full, but also doubles the damage they do until they take damage themselves.
200	Dungeon Delver's Kit	Legend of Zelda: Twilight Princess	Divination	These items are essential to any explorer, and are usually something you'd have to find in each dungeon- however, these will work anywhere. The first is a magical map, that will reveal the floor plan of any building you enter- including hidden rooms. It' s not extremely detailed, but it will mark the location of exits, entrances, and locked doors. The next item is a magical compass, which points towards treasure chests and any other items of interest. Finally, there is a carved talisman of a strange, bird-like creature known as an Oocca. When you use the talisman you will be returned to the entrance of the building or dungeon you are currently in, finding it replaced with a smaller talisman that- when used- will return you back to the location where you used the original talisman, which will replace the smaller one in turn. This can be useful if you get in over your head, or find yourself needing to resupply mid-dungeon.
200	One On One	Legend of Zelda: Twilight Princess	Conjuration	Sometimes you just need to beat down a hero without any of their pesky friends trying to help them. When that happens, you know a special, magical technique that will create an impenetrable wall around you and your opponent, preventing them from escaping and anyone else from trying to help them until one of you is dead. You can add more than just one enemy to the arena if you'd like, but for each ally it encompasses there must also be at least one additional enemy. This technique can also be used to seal doors behind people to similar effect, if you'd prefer something a little more ominous.
200	Ancient Technology	Legend of Zelda: Twilight Princess	Artifice	The ancient Oocca have left behind many artifacts in the land of Hyrule, some of which were enshrined in various temples. You have three such artifacts; the Dominion Rod, the Spinner, and the Clawshot. The Dominion Rod has few real uses; it can be used as a bludgeon, or to control certain statues. In addition to the rod itself you will get a few different statues that can be controlled by the rod, some of them large in size and capable of wielding weapons. The Spinner is a sort of gear-like mechanism that one can ride on. It's best used on special grooves that it can use to move at high speeds, but it can also be ridden normally and can cross quicksand and patches of ice easily. It can also soften one's fall if they happen to be riding it when they go over a cliff or something. Finally, the Clawshot is essentially a grappling-hook that allows one to attach to various objects pulling them closer to you (or you closer to them, if they weight more than you do). It fires with enough force to kill small enemies, but against larger ones it may only stun, if it does anything at all.
200	Restocking the Shelves	Legend of Zelda: Twilight Princess	Artifice	Part of being a shopkeeper is having things to sell to people. In fact, that might be the most important part; one might even go as far as to call it the point. However, most shopkeepers must also buy things, which ultimately cuts into profits. Instead of cutting into that most precious of things, you've cut out the middle-man and learned to make a wide variety of common Hyrulian products yourself. Ranging from arrows to potions, lantern oil to bombs; if it can be bought, it can be sold. Making these things is easy and efficient, and can be done with common items and materials you can find anywhere.
300	Twilight Mirror	Legend of Zelda: Twilight Princess	Conjuration	A copy of the Twilight Mirror, which was once used to execute and imprison the worst criminals of Hyrule by casting them into the Twilight Realm. Yours is capable of transporting yourself to a similar, Twilight filled world in future Jumps- you might use it as a prison like the ancient Hylians, or maybe you'll find that it's already inhabited if you decide to explore. . .
400	Royal Blade	Legend of Zelda: Twilight Princess	Artifice	An ornate weapon passed down the family tree for generations, and now ending up in your care. Although it is a high-quality weapon, and nearly unbreakable, it's not quite on par with the blades of yore. It's main use is as a catalyst for magic, allowing one to channel their abilities through its structure and strengthening them. It does have one similarity, however; because of its use in magic, the Royal Blade is capable of deflecting magical attacks as well.
400	Fairy's Fountain	Legend of Zelda: Twilight Princess	Conjuration	A healing spring where fairies gather to frolic and play. Diminutive, helpful creatures, fairies will restore the life energy of anyone that seeks their help, and will even allow themselves to be captured by you for later 'use'- disappearing once they've rendered their aid and reappearing back at the fountain, where the waters will restore their magical power. The most notable thing about a fairy's healing ability is that they can restore others after they are dealt normally mortal wounds, which they will do automatically if someone who has 'captured' them is wounded. In addition, a Great Fairy lives here- and can be called upon to grant some of her tears, so long as you don't already have some. Can be made into a Warehouse attachment, but not when purchased by a companion.
400	Ancient Oocca Technology	Legend of Zelda: Twilight Princess	Artifice	The ancient Oocca built many strange technologies, leaving them around Hyrule before they absconded to their new home in the sky. Somehow- either by learning from the artifacts they left behind, or perhaps by learning from one of their inventors yourself- you have learned a great deal about magic and technology, like the greatest of them, allowing you to make similar wonders. The clawshots and Dominion Rod are just two examples of what you can make; with enough resources, you could make something like the Sky Cannon, or even your own City in the Sky!
400	Triforce of Courage	Legend of Zelda: Twilight Princess	Metamagic	You have been blessed by Farore, one of the three Goddesses and the creator of life. In addition to the great bravery you now possess- which allows you to fearlessly face terrifying monsters- you are also at the peak of physical fitness for your race and are naturally talented with weapons and adventuring tools, mastering basic techniques as soon as you pick them up and learning more advanced skills quickly. When the land is shrouded in Twilight, you'll be able to keep a physical body by taking on the form of a powerful wolf; post-Jump you'll be able to do this at will, and you resist similar body or mind altering magics much more easily. Finally, you possess one-third of the legendary Triforce- an omnipotent power left behind by the goddesses after they created the world. Although its power is greatly diminished on its own, bringing all three pieces of the Triforce together will grant unimaginable power.
600	Magic Armor	Legend of Zelda: Twilight Princess	Abjuration	This suit of heavy golden armor has an incredibly powerful- and costly- enchantment. When it is worn, it will start to consume the Rupees on its wearer's person; in exchange, the armor will protect them from all damage, while becoming light enough to maneuver in as easily as one would regular clothes or chain mail. One Rupee equals one second of protection; once the wearer's wallet is emptied, the armor will take on a duller color, and become about as heavy as one would expect golden armor to be. Post-Jump, the armor will convert the native currencies of whatever worlds you find yourself in, so long as they are on your person, in addition to Rupees.
600	Blade of Legend	Legend of Zelda: Twilight Princess	Artifice	A legendary weapon on par with the Master Sword, wielded by ancient heroes in times long past. An enchanted, indestructible artifact created for the purpose of destroying and sealing evil. The weapon is blessed by both the goddesses and the mercurial gods of the Twilight Realm, giving it the ability to banish darkness and break curses when wielded by its wearer. It will defeat most creatures of darkness- such as the creatures invading Hyrule- in one blow. If an evil enemy cannot meet its demise even by the sword's blade, it will instead seal them away for a time, or else force them to enter a cycle of reincarnation. The weapon also has the ability to deflect magical projectiles.
600	Cave of Ordeals	Legend of Zelda: Twilight Princess	Conjuration	A dungeon that goes deep into the earth, and features fifty floors worth of enemies. For every ten floors that are cleared, the Great Fairy will make something good happen in the world- it won't be anything too major, or violent in nature, but it will be something positive that will also benefit you. After clearing the last floor the Great Fairy will appear to you and perform a bigger miracle, as a reward for your actions. The dungeon can be cleared multiple times, but subsequent runs will simply result in the Great Fairy rewarding you with her tears- although she will do so even if you already possess some, for what it's worth.
600	Artifact Hunter	Legend of Zelda: Twilight Princess	Artifice	There are many strange and wondrous artifacts scattered around the land of Hyrule; remnants of a bygone age, magical items of great power, or the advanced technology of a city hidden in the clouds. While such things aren't exactly common, for you they often seem to just end up in your lap. Sure, you might have to defeat a mini-boss or do a job for someone, but quickly amassing a veritable treasure trove of tools and weapons is worth the effort. Future worlds will have similar artifacts coming across your path and although they tend to be somewhat specialized for certain jobs they tend to be highly effective at doing that job- and many of them will have uses in combat or additional utility uses- and will continue to be useful well after you leave the world that you discover them in one way or another, so long as you have the wisdom to find out what those are.
600	Sorcerer	Legend of Zelda: Twilight Princess	Origin	Magic is rare in this time period, very few people possessing the ability to use it like you do. Using magical energy which replenishes slowly overtime or by consuming certain items, you have gained the ability to levitate, shoot elemental projectiles, create small but nearly impenetrable barriers, teleport short distances, slip through walls, summon simple weapons or armor and even change your appearance and shape to a degree. If you somehow gain more magical power, you'll not only be able to increase the effect of these spells but will be able to pull off much more impressive feats- conjuring gigantic objects, making yourself massive or tiny, empowering or corrupting others and even transporting yourself between worlds are all things you could do, if only you had more power. . .
600	Triforce of Wisdom	Legend of Zelda: Twilight Princess	Metamagic	You have been blessed by Nayru, one of the three Goddesses and the creator of all laws. You are naturally intelligent and the Triforce of Wisdom itself helps you make decisions, giving you wisdom far beyond even the wisest of sages. You can also wield powerful light magic, shooting bolts of energy or creating magical runes to attack your enemies and even infusing weapons or projectiles with light. You are also unaffected by the Twilight, letting you keep your physical body even when the land is saturated with it.
600	Dark Beast	Legend of Zelda: Twilight Princess	Transmutation	Some creatures are so powerful, that the land itself is changed by their presence. You are one such being, having been infused with some sort of dark power that has increased your size and possibly even changed your appearance, making you much bigger than any person and granting a few additional features such as the ability to shoot magical projectiles or create lesser spawn of yourself. Not only that, but you're capable of corrupting the landscape near where you make your home. You might fill the land with poison, make a mountain more volatile and prone to landslides or eruptions if it's a volcano, or you might just corrupt the existing wildlife to better serve you. Whatever changes have occurred in your body, it would take a lot of courage to face you, now.

700	Twilight Princess	Legend of Zelda: Twilight Princess	Transmutation	You have no blessing from the goddesses who banished your ancestors. Instead, you are the rightful ruler of the Twilight Realm, wielding a portion of the Fused Shadow that houses your ancestor's dark magic. However, Zant, the usurper, has also cursed you with an imp-like form… which might not be such a bad thing, depending on your tastes. Among your powers are the ability to traverse the Twilight at-will, the ability to teleport using Twilight Portals which you can open with a little effort, the ability to 'disintegrate' objects into black particles- including massive ones, like a good portion of a bridge- the ability to take on a shadowy form to exist in the world of light, which also allows you to meld into shadows or slip through cracks, the ability to float, change your shape temporarily, and project dark energy that can break metal chains, and finally the ability to extend your hair and use it as an additional, massive hand. As you collect more pieces of the Fused Shadow your powers will grow. The drawback to these amazing powers is an increased vulnerability to the light, and especially Light Magic; however, there might be one who can remove this drawback, at great cost to themselves. . . You've been 'cursed' with an imp-like body, though your mind is still your own; you can choose whether or not your imp form is your real appearance or not.
800	Triforce of Power	Legend of Zelda: Twilight Princess	Metamagic	You have been blessed by Din, one of the three Goddesses and the creator of the land itself. You are naturally tall and strong enough to toss around Gorons with ease, let alone anyone else who might try to fight you; furthermore, only wounds inflicted by powerful weapons such as the Master Sword can truly cause you harm. The Triforce of Power also acts as a nearly unlimited source of magic, giving you ample fuel when it comes time to toss around spells so long as you have the ability to cast them in the first place. Even if you don't, you will be able to channel your raw magical power to create blasts of magical energy that could break through castle walls with ease. Twilight does not affect your body.
100	Magic Glasses	Libriomancer	Divination	These glasses allow you to see magic as a shimmering energy field composing all things magic. Even invisible or secret magic is visible in some form while wearing these glasses. You may also see the faint lines connecting the magical aura of a created object or recent spell to its initial caster (assuming it occurred recently enough). These also give you a much better idea of what is going on whenever magic happens making it easier to understand and learn from it.
100	Favored Library	Libriomancer	Conuration	Attached to your warehouse you gain a small but well stocked library filled with all of your favorite books with a small sitting area and comfortable lighting. They are mint condition with authors signatures and first editions available to you if so desired. Furthermore, any book you bring in here will be stored, labeled and sorted onto the appropriate bookshelf for easy retrieval. While the library will expand to accept more books it will not take in duplicates and any items left in the library will be shunted back to the warehouse after an hour.
100	Supernaturally Streetwise	Libriomancer	Origin	You are familiar with the magical underground, the major players in your area and rumors of all supernatural goings on that travels through the inhuman grapevine. Wherever the supernatural exists you are able to find it, drawn inexorably to stories, legends and myths which are more often than not true. No matter what world you go to, so long as there is a secret supernatural world you will almost certainly find it with only a modicum of effort.
200	Tamer	Libriomancer	Enchantment	Perhaps as a consequence of your own inner monster, real ones seem to respond better to you. Non-sapient creatures that may be considered "monsters" do not immediately attack you instead regarding you with cautious gestures of trust. You may build up a rapport with such monsters, gaining their trust and allowing you to train them more easily.
200	Technomage	Libriomancer	Artifice	While not a magic user persey you have the unique ability to make magic and technology play along together in just the right kind of way. Perhaps you can take a fictional operating system out of a book and install it on a real computer. Or create a self-replicating swarm of nanomachines from a sliver of magically created tissue. Whatever it is, you can do it and are likely to be the envy of your magical peers.
200	JG-367	Libriomancer	Artifice	the pinnacle of military magic, a wand mounted on a handgun's grip, fully programmable through its cutting-edge touch-telepathy interface. The wand is titanium, infused with more than twenty firing modes, including sleep spells, transformation, and temporary or permanent petrification. More importantly, this new model includes an exorcism mode, capable of tearing spirits and demons from their human hosts and trapping them in a sphere of magical energy.
200	Traditional Practices	Libriomancer	Metamagic	You have been classically trained in ancient spellcraft. Your magic is more refined, being built on a long tradition of magic users working to improve your magical field. You need less energy to cast spells than most magic users, are able to do magic more frequently and with a shorter casting time. You may also engage in "cooperative" magic with other magic users, making more difficult spells easier for everyone involved and accomplishing feats of magic impossible by a lone spellcaster. (Note: this does not grant you access to magic, simply altering the potential of existing magics you purchase here)
200	Dispellation Resistant	Libriomancer	Metamagic	Resistance to magic is a fact of life most practitioners have to deal with. For you it is. . . less of an issue. While your magic is not appreciably more powerful it is much more resistant to effects that may dispel, counter or reverse it. Foes who are normally able to dispel or resist magic with ease may be caught off guard as your magic is composed of sterner stuff, requiring greater energy or concentration to be properly turned aside.
300	Fire Spider	Libriomancer	Enchantment	You possess a small pet, a tarantula like spider with unique red markings. Its primary diet consists of crickets, other small insects and sugary candies. It provides an immediate danger sense, flaring up as it almost supernaturally detects any and all threats to its owner. It is fiercely loyal, will obey all of your commands short of suicide and can emit heat and flame equivalent to that of a blowtorch on command. Or when angry. Mostly when it's angry. Don't make it angry.
300	Gift of Bi-Sheng	Libriomancer	Artifice	A gift from the students of Bi-Sheng. This plain white book made from rice paper allows you to transcribe your thoughts, memories and personality into it. It will serve as a metaphysical anchoring point, allowing you to maintain your identity and cohesion in spite of whatever trauma you may face or attempts to alter your identity/wipe you from existence.
400	Mental Fortress	Libriomancer	Abjuration	You have a very special tattoo on your left temple. This particular mark shields you from all forms of magical, psychic or supernatural means of detecting or tampering with your emotions and thoughts. It also makes you immune to possession or any means of divining or changing your thoughts or actions by any means other than mundane ones.
400	Flawless Recall	Libriomancer	Metamagic	You have a flawless memory, able to recall instances that happened years ago as if only a few seconds had passed. While this photographic function will not let you "know" something automatically, you may go back and review your memories as though they were photographs or videos with perfect recollection of how things really happened. You are also gifted with superb mental organization, never getting lost in your memories and always able to summon up the correct thought or series of thoughts without fear of your mind wandering.
400	Spell Recollection	Libriomancer	Metamagic	Somehow you have expanded the bounds of magic beyond what should be possible. You are able to perfectly memorize a spell to such a degree that you can reproduce it simply by taking the same actions as the initial caster. While this effect is significantly decreased in power from the original, you may recreate literally any spell you see cast before you with only moderate effort. As this is a reproduction of the prior spell, you do not need to understand the principles behind it, only reproduce it. You will still need to learn the principles behind if you wish to truly cast it or bring it up to its original efficaciousness. Furthermore, you may still purchase and utilize this ability even if you chose the inhuman background.
400	Bardic Music	Libriomancer	Origin	You are a bard. A rare class of magic user who can use music to change the world. Music is most useful for altering the mental state of others, making them calmer or more compliant to your will. Alternatively it could make someone more aggressive, or in some cases more clear headed (and arguably intelligent). If the subtle manipulation of emotions isn't your style, perhaps you could default to the standard "blast them with unnatural vibrations" style of bardic music. Whatever you decide to do, the magic of music is sure to set you free.
400	Sanguimancy	Libriomancer	Necromancy	You are a rare breed of magic user. A sanguimancer, one who taps into the inherent magic of blood. No; you can't go making blood spurt out of people's ears. It's more subtle than that. By imbibing the blood of another , you gain a fraction of their powers temporarily. The blood of a normal person will let you heal your own wounds and extend your lifespan to unnatural lengths. The blood of a wizard may give you access to his particular brand of magic. The blood of supernatural creatures such as vampires or werewolves will grant you the abilities of a fledgeling of whatever species you drank of, without any of their corresponding weaknesses. You are skilled enough in your art that you will never succumb and become a vampire or werewolf permanently through your magic unless you intend to. However, these abilities are temporary while you may extend the duration of them given practice, once the blood leaves your system you will revert to normal. Generally, about 250 ml of blood will give you enough "juice" for about half a day but the ratio of blood consumption to time of empowerment will likely improve with experience.
600	Magic Damper	Libriomancer	Abjuration	Any hostile magic used against you will likely be dispelled or suppressed as if by reflex, and you may in turn extend your will out into the world. By concentrating on an active spell or magical object you can will it to unravel. Weak magical objects may be outright destroyed by your ability while stronger ones will be suppressed. Magical creatures may have their individual abilities suppressed but cannot be outright destroyed by this.
600	Necromancy	Libriomancer	Necromancy	No, this isn't your classic "bones rising from the grave" Necromancy, this is "control the spirits of the dead" necromancy. You are a fledgling medium, able to see and talk to the dead as you please. They frequently speak in long dead languages and are generally confused but using your very particular brand of magic you can bend them to your will. Forcing them to divulge secrets or knowledge long passed from mortal memory is one of the more common practices of necromancy. You will of course have to find their spirit first. Smart money is either their place of death or burial. As you grow you will find that you can command these ghosts to do more for you, such as spying on your enemies and reporting back or alerting you to intruders. Eventually you may even be able to force them into the bodies of the recently deceased, granting them a physical form able to impact the world. What? You want to make devourers? Well, I guess you can but why would you want to? Stripping away the ghosts identity until it becomes a blank burning slate of raw hatred and magical chaos? Immune to magical ingres and capable of suppressing or destroying magic in its entirety through simple contact. A creature bent on devouring magic and turning all other magic users (save you of course) into inhuman souls like them. I hope you can live with yourself if you do that.

600	Bronze Armillary Sphere	Libriomancer	Divination	Shaped in the classic geocentric view of the universe this armillary sphere is actually a prison and font of knowledge. Whomever stares down at the earth from the uppermost viewpoint is sucked into the sphere and able to see the flow of magic with their very soul. If lacking magic there is a small chance they may develop an inkling of magical talent. If already a practitioner, they may receive new insights, becoming much more powerful or fluid in their arts. When one is inside the sphere they are free to remotely view very nearly any location in the solar system (save those that are magically warded of course). While this pseudo astral projection may be powerful, the sheer volume of information and potential for things and places to be can be overwhelming and difficult to sift through. Those that are trapped within it are forced to answer any yes or no question truthfully (indicated by the sphere changing orientation to either a correct or incorrect reading of the askers birth date). While capable of keeping a powerful sorceress prisoner for a thousand years the prisoner may be released if they can answer truly if they regret their actions. If they are truly remorseful of their wrongdoings and willing to make amends then they will be immediately be released upon answering the question. If they are not then they could very well spend an eternity within the sphere. (Note: It may still be broken from the outside by mundane means, freeing whomever is trapped inside).
600	1973 Triumph Convertible	Libriomancer	Artifice	A sleek black car, perpetually clean and made of steel. Heavier and more durable than most modern cars but with all their speed and then some. Its windshield is enchanted to remain perpetually clear and grant nightvision to the passengers, as well as act as a two-way video call to whomever you are magically connected to. Its traction is good enough that it could be taken out snowmobiling on a frozen lake. Its anti-theft mechanisms are legion ensuring it will never be taken without your say so. With its ability to transform into a boat, submarine, motorcycle and flying saucer, the oil slick, hidden machine guns and caltrops all just seem a little overkill.
600	Libriomancy	Libriomancer	Artifice	You have mastered the basic arts of libriomancy. With an appropriate book you may reach inside of the pages and pull out any item described. There are of course limitations to it, most significantly you can only draw out items that are small enough to fit through the open pages of the book in question. Any item you create will also drain your magical energies slightly for however long it exists. While this is slight if you keep too many items active at once (usually ten) it will become more noticeable and will negatively impact your health. Similarly, if you do not return items that you have used back to their books after using them, you will likely burn the books out and make them unusable after a mere twenty five uses. This power comes with a number of other restrictions and drawbacks (paramount that the books must be published, read by a large number of people in hardcopy and be actual books, not comic books or manga or the like) but other than that nearly the whole of literature is available to you. (Additional rules and restrictions may apply. See notes)
600	Gutenberg's Pen	Libriomancer	Artifice	You seem to have acquired a copy of Gutenberg's fountain pen, made of gold with silver fletching and a diamond nib. With it your skills of libriomancy are greatly enhanced. Books can be 'locked' preventing other libriomancers from using them and other magic users may have their magic or memories sealed away. (Keep in mind that 'sealed' and 'gone forever' are two very different things and there are at least three cases where such attempts have utterly failed). Your skill with High Libriomancy is also increased, allowing you to alter bookborn characters and assemble complex spells with no risk of magical char to yourself, though the books will still char if overused.
600	Ponce de Leon's Cane	Libriomancer	Artifice	The cane of Ponce de Leon, given to him by Gutenberg himself, broken down and reforged with the highest grade of magic manageable by mortal hands. The cane is composed primarily of flawless black wood with a chromed operatic handle with flakes of gold in both it and its neck. Using it to channel magic almost completely removes the effects of magical char from all but the greatest of workings. It may be used to store spells for later casting, though this requires a command of magic above that of most ordinary wizards. Nearly indestructible, the cane can be commanded to transform into a multitude of melee weapons and has even been known to keep devourers at bay for a time.
800	High Libriomancy	Libriomancer	Metamagic	(Requires Libriomancy) Oh, oh my. You seem to have taken a step above the common libriomancer. You have grasped the true spellcasting potential of libriomancy, able to "read" the story of magic in all things living or magical. At a glance you may determine whether something is magical as well as any active spells or effects it might hold. Furthermore instead of drawing objects or energy out of books you may instead call upon supernatural or magical effects described therein, allowing you to cast spells and magical effects as though you were the proper caster (standard limits of libriomancy still apply). Perhaps the greatest application of all is that you may draw out spells and magical effects from multiple books, combining them into a new spell all its own with the best parts of all those described. Using this method, you could perhaps even create a stable portal from the earth to the moon. Whatever you do, you will likely be at the forefront of magical knowledge and research in this world. (Restrictions for regular libriomancy still apply)
800	Sympathetic Magic	Libriomancer	Metamagic	Like effects like. That which is a part of something may impact the whole. This is the core of all magical theorems and you have come to understand this to a degree others cannot. By taking a small piece of something (or a suitably constructed symbolic representation) you can affect the main body or others like it. Attaching a vampire's fang to a yoyo could let you send other nearby vampires spinning back and forth. Channeling magic through a narrow straw creating compressed air could let you create localized gale force winds. You could create tracking devices or communicators using locks of your hair, and similarly find a target by having something that they held dear or was once a part of them. Just remember that you are ultimately covered under the same sympathetic clauses as your magic.
800	Sorcery	Libriomancer	Origin	Well, it's been a quite some time since one of you came along. You are a true sorcerer, able to "see" or "feel" or "sense" magic as is appropriate to your chosen medium. For Bi Wei it was starlight, for Ponce de Leon, wind. Who knows what it is for you. In any case you are able to draw upon the power of magic in very nearly all of its various forms. While not capable of the specific applications of magic such as libriomancy, bardic music or sanguimancy you can generally dabble and control magical energies of all sorts to some extent. More specifically you have the most general powers of your envisioned "wizard" able to communicate across great distances to precreated scrying mirrors, teleport short distances or fly as you please. Cause heavy objects to become light, light objects to become heavy and lift and throw both of them with magic. Heal most wounds, unravel violent spells and turn them back on their caster or simply deliver raw concussive force as needed. Don't even start me on your ability to go unnoticed in crowds, transform magically unprotected individuals into newts or turn a letter opener into a broadsword. You're a sorcerer now subject only to the amount of magic you can channel and your imagination.
100	Esoteric Lore	Libriomancy	Metamagic	You have a body of esoteric lore embedded in your mind. From ancient legends of buried treasure to what really happened to Atlantis, you know all of the old secrets and just how the secret supernatural wars shaped history into what it is today. This knowledge is updated whenever you move to a new world and while not granting you any particularly germane knowledge to your current situation, perhaps you might devise a unique insight or solution based on knowledge that no one else is privy to. (Imagine if you were the only one who knew the story of the trojan horse)
100	Enhanced Strength	Madoka Magica: Wraith Timeline	Transmutation	In your Magical Girl form, you are much stronger than you look. You can lift up about two tons and can probably rearrange someone's face with a well-placed punch. You can buy this ability multiple times.
100	Enhanced Dexterity	Madoka Magica: Wraith Timeline	Divination	You are graceful and quick, able to move with great dexterity and aim with deadly precision. Your eyesight is also clearer and lets you take in more details than you could outside of your Magical Girl form. This can be bought multiple times, letting you keep up with a long-term firefight even as you're being juggled in the air.
100	Vanity's Reward	Madoka Magica: Wraith Timeline	Illusion	Don't like your new look? That's alright. You can now change your Magical Girl form or any clothes you're wearing with a wave of your hand and a very tiny amount of magical energy being spent. No matter what design you pick for yourself, it will always look good on you.
100	Play Along With Me	Madoka Magica: Wraith Timeline	Metamagic	Music is the soul of mankind… and, well, your soul isn't in your body anymore so it makes perfect sense you'd be good at it, right? What? That doesn't make any sense? Well, who cares! Pick a single mundane musical instrument. You are now amazingly talented at playing said instrument. You can, if you wish, give magical abilities you have a 'musical' aesthetic by having the sounds of your chosen instrument play along with whatever sounds your magic makes. . . though this won't add anything except a personal touch to it, mind you. Go forth, Jumper. And play.
100	Cake~!	Madoka Magica: Wraith Timeline	Artifice	You may use magical energies to summon any sort of pastry or cake you like into existence. You may summon this food to be up to the size of a small house, letting you potentially crush someone with sugary goodness.
100	Cake~! - Boosted	Madoka Magica: Wraith Timeline	Artifice	For an extra 100 MP, this can be any sort of food at all (though copies of unique food won't have any supernatural properties if they had them) that you've seen or eaten at least once. **(CG Note: Requires base Cake~! - Madoka Magica: Wraith Timeline first.)**
200	Luck	Madoka Magica: Wraith Timeline	Origin	Do you want to live a carefree life? Fate seems to continually smile on you. . . it's no coincidence, as your magic actually makes you just a little bit more lucky. You duck out of the way of lethal attacks more often, you find clues by accident just a little more, and so on. This doesn't make you invincible, however, for even with magic luck is rather flimsy and random - it will just tilt in your favor a little more often. This is a passive effect without an energy drain.
200	Weapon Summoning	Madoka Magica: Wraith Timeline	Conjuration	Do you want to always be ready to fight? Your Weapon can normally only be summoned by itself and as a singular entity, but not anymore. You may now summon as many copies of your weapon as you have the energy for, creating your own unlimited works of weaponry. The extra copies tend not to last very long after being used, but if nothing else, you won't be empty-handed in a big fight.
200	Trick Weapon	Madoka Magica: Wraith Timeline	Artifice	Do you want to see the look on their faces? A spear that can detach pieces of itself and be controlled with your mind? Maybe a hidden blade or chain somewhere? Regardless, your weapon has a 'trick' behind it that can make your fighting style more unpredictable, and this 'trick' is aided a little by your magic. This can make challenging you in melee (or even at a range) a more difficult prospect.
200	Black Wings	Madoka Magica: Wraith Timeline	Artifice	Did something or someone set you free. . . or bind you with grief? A pair of magical wings can sprout from your form, made of energy and entirely malleable in shape and size. This enables you to fly at your running speed, and merely having them revealed like this greatly increases your own agility. If you're someone with. . . well, problems, you may choose to manifest these as wings of Grief, like Homura Akemi herself will eventually end up using.

400	Bindings	Madoka Magica: Wraith Timeline	Artifice	Do you want to keep someone from hurting themselves? Whether it's ribbons, ropes, or chains, you are able to summon extremely tight and durable bindings from thin air. These are strong enough to completely restrain an unprepared Magical Girl and possibly even act as crowd control for a Wraith if used carefully. They need some energy to maintain, but the cost is fairly small.
400	Energy Weapon	Madoka Magica: Wraith Timeline	Artifice	Do you want to protect others? Your Weapon is now directly charged with magical energy from your Soul Gem, letting you inflict even more magical damage by 'overcharging' them. This is proportional to how much energy you put into the weapon itself - letting the next attack or shot from it become anything from a little extra punch to a devastating finishing move. Just try not to use all of it at once, alright?
400	Strange Apartment	Madoka Magica: Wraith Timeline	Conjuration	You have an address to a specific room in an otherwise normal apartment building. Within this place is a white void with several ticking clocks floating around the air, along with enough furniture to live comfortably. The memories of the owner (yourself) and those who enter this apartment will play back like ongoing movies around them, though they won't focus on a particular event unless you or they start thinking about it. This apartment complex seems to escape magical detection, letting you rest in it without fear of attacks unless someone already knows where to find it. Post-jump, you may put this room in a similar building nearby or make it a Warehouse attachment.
400	Invisibility Cloak	Madoka Magica: Wraith Timeline	Illusion	Do you want to live life without consequences? You can obscure yourself from both magical and visual detection by cloaking yourself in magic, appearing completely transparent and invisible to the naked eye. Your footsteps can still be followed if you're walking, however - try not to make a splash in any puddles.
400	Dimensional Inventory	Madoka Magica: Wraith Timeline	Conjuration	Do you want to keep your precious things close to you? You may store physical items within a time-frozen pocket dimension. This manifests one of two ways - either you can access items freely from your Warehouse, or you may store it within a bottomless dimensional pocket. However, if the latter contains any items you didn't buy with CP or move to store into the actual Warehouse, the items are lost on the next jump - you will need to restock.
400	Don't Give Up!	Madoka Magica: Wraith Timeline	Metamagic	Despair is the ultimate enemy of Magical Girls in this world - use too much power or dive too deep, and you'll vanish forever. And life is full of plenty of hardships already without having to put growing up into the equation. It's a good thing you seem built to deal with that, right? You're good at holding onto hope despite things like your friends dying or breaking down, and though you may still shed tears, it will take more than a cruel and cold universe to make you fall to despair. Your willpower is boosted greatly by this, and emotion-based magic is just a little stronger in your hands to show for it. Just be careful - holding onto hope can turn into insanity if you focus too much on the impossible. But if something is possible? You'll only give up when you're ready to give up.
600	Barrier	Madoka Magica: Wraith Timeline	Conjuration	Do you want to keep others away? The older sister of Weapon Summoning, you can call gigantic versions of your Magical Weapon out from the ground or the walls. This not only enables you to hit with bigger, stronger attacks, but it also lets you form a protective 'field' around any wall of weapons that you summon with this ability, which can shield you or others from strong attacks.
600	Shard of a Heartbroken Wish	Madoka Magica: Wraith Timeline	Abjuration	This glowing blue shard carries a deep regret with it. . . spurned affections, forgotten friends, unspoken cruelty and despair. Despite this, it seems to have some kind of resolve behind it. . . corruptive and influences that seek to control the mind and heart are banished from your presence, unable to affect you so long as this shard is held close to you. You may 'burn' the shard, destroying it until the following month, to completely exorcise a location and all those within it of such influences and infections, and they will be unable to return or affect anyone within that radius for the next day.
600	Perfect Partner	Madoka Magica: Wraith Timeline	Abjuration	It can be tough, going alone for a long time. Even if you're as self-sufficient as you can possibly get, you may want someone to share forever with - a rival, a best friend, even a significant other. But now, you have someone who will always be by your side - not behind you, not ahead of you, by. Your. Side. If you've managed to achieve a significant emotional bond with someone (preferably a positive one), you may choose to be 'in sync' with them, which they will have to voluntarily agree to. A declaration of protection, a confession of love, even a simple handshake will do. You will always know where this person is and how they currently feel, and they will likewise sense the same from you without fear of your abilities shutting them out or striking back at the reading (unless you want to - doesn't that cheapen the bond, though?). In addition, when fighting or teaming up, you both count as one entity when working together, and their competence in any mundane skills you have soar to your equal level, able to work perfectly as a duo for teamwork purposes. This may even work for magical powers, though they have to be capable of it and already know enough to use it on their own for that to work, and nothing unique or 'just you' will carry over. You will understand and know each other better than anyone else in the world, and if you maintain this bond, it may last forever. That said, breaking it off with them or losing this bond to begin with will make all the associated benefits disappear. You may also only share this with one individual at a time - it's perfect partner, not partners, after all.
600	Rewind	Madoka Magica: Wraith Timeline	Benevolence	Do you want to set something right? Sometimes, we wish we could do things over again. You can, now. Once per jump, you may reverse time up to 24 hours, undoing all events leading up to that point. However, do note that fate is difficult to change - events will conspire to unfold in a similar if not identical way, with the sole exception of what you reversed time for. Struggling against this for long can lead to unforeseen consequences, as one Homura Akemi can attest. This power activates automatically if you are struck down by a fatal blow, undoing the events leading up to your death. . . but this power can still be only used once per jump. It will not save you again. Post-Chain, this power can be used as many times as you wish.
600	Decretum	Madoka Magica: Wraith Timeline	Abjuration	You were such an idiot. You're not quite the Hero you want to be - you had some kind of ugliness or selfishness you didn't recognize until it was too late. But that's okay. That doesn't mean you've given up on yourself, does it? You've accepted and recognized your faults, and this makes you completely untouchable by mind control or manipulation that tries to exploit your flaws and regrets. Seeing the worst day of your life play out in an illusion would hurt, but it would have a lot less power over you than your enemies would have hoped. More than that, you have a tight enough hold on your inner demons that you can actually call yours forth. . . by spending a fair amount of magical energy, you may summon a representation of your despair and personal mistakes forward, creating a 'Barrier' around you and your foes. This beastly extension of yourself can isolate the battlefield in an eldritch location within this Barrier, and fight your foes alongside you. Eventually, it will disperse, though not before likely confusing and even laying low your enemies. As a side benefit, summoning this monster will immediately 'refresh' your mind of any scars or trauma, breaking the chains of any negative emotions that tried to hold you down. This shouldn't be possible. You must be some kind of Witch, huh?
600	Absolute Configuration	Madoka Magica: Wraith Timeline	Metamagic	I take back any comments I made about you lacking experience - that's clearly not the case here. Magical Girls have a limited, singular arsenal that's determined by the nature of their wish and their soul. No 'power ups' are really to be found here. You've found a way to compensate - do one thing and do it well. You are now an undeniable master of using a single weapon of your choosing (likely your magical weapon) - muskets? You're a sharpshooter that would put even experts to shame and never suffer from jamming. A sword? You may as well be a painter who only uses red when you're wielding that steel. This even applies to using said weapon unconventionally, like using a gun as a blunt weapon or throwing swords en masse. But wait, there's more. You're an incredibly quick thinker and tactician, enough so that you could fight someone with time stop powers on even ground if you got the drop on them - figuring out the abilities and limitations of your opponent is something you can do in mere minutes, and you can plan ahead far enough in a combat situation to know how your opponent plans to take advantage of a weakness of yours without skipping a beat. Can they keep up with you?
600	Purification Shot	Madoka Magica: Wraith Timeline	Evocation	Do you want to stand for the best in others? Your magical attacks from your Weapon and otherwise can now have a 'purification' effect that can damage or even remove corruptive effects, as well as greatly damage things made of despair, angst, or other negative emotions.
600	Finale	Madoka Magica: Wraith Timeline	Evocation	Do you want to end a fight with a bang? Similar to Energy Weapon, you may 'overcharge' your weapon to unleash a single, devastating Finishing Move that can deal a deathblow to a Wraith if placed at the right time. The difference being is that while the energy cost is much lower than if you simply charged it, you can only use it once every thirty minutes. Constantly using a finishing move just isn't a class act, you know.
600	Shard of a Burdensome Wish	Madoka Magica: Wraith Timeline	Metamagic	This wish was made for the sake of someone else, but the consequences were dear, and the wish itself is forgotten in the flames. Still, the memory makes you stronger. . . so long as you hold this shard, fire or high temperatures do no damage to you, and you become physically stronger and more resilient, enough so that you could wrestle a tank without fear of it hurting you outside of your Magical Girl form. You may 'burn' the shard to gain the ability to bathe an entire building in flame, and control fire with your mind for up to an hour before the energy exhausts itself. You will receive a new shard the following week after using it this way.
600	Isolation Field	Madoka Magica: Wraith Timeline	Illusion	Well, well, taking notes from Kyubey, are we? This is an isolated magical barrier, about the size of a small bedroom. Anything within the field is a complete blind spot to events happening outside. . . beings that exist outside of time, dimensions, or any other sort of 'cosmic' nature cannot perceive what happens within said field. It also cannot be detected by any sort of magical or technological sensors, being a complete 'blank'. Currently, the field only functions as camouflage and remains at a small size, but with time and tinkering, you could perhaps find a way to make it grow and expand. . . and perhaps function as more than a simple blind spot. . . such an understanding may take centuries to do on your own, however. Perhaps Kyubey could give you some ideas?
600	. . . And Deeper Than Despair	Madoka Magica: Wraith Timeline	Metamagic	It can be called many things. Love. Insanity. Mania. Sorrow. These are intense and powerful emotions, things that would usually make one spiral into despair, and spell doom for a Magical Girl. But you, you're something else. You're a Devil, the very antithesis of how magic in this world works. You may greatly enhance any magic you use, from this world or otherwise, by channeling your most intense emotions into it. . . though this has a bias towards things like 'murderous insanity' or 'obsessive love', being most powerful when those are in use. This even has the luxury of making your Soul Gem completely separate from your emotional state - even if it is on the verge of shattering from energy loss, you'll still be your old self. The same goes for any force that dares to try and change your emotions against your will, finding your mind and heart will be as still as a stone.

600	Hidden Power	Madoka Magica: Wraith Timeline	Metamagic	Kyubey was amazingly persistent in wanting to make a contract with you, and now you can see why. Your magical potential is much greater than the average Magical Girl, whether from winning the superpower lottery or some twist of fate. All magical abilities you have from this world or otherwise greatly increase in potency, and you will find both your Soul Gem and internal energies in your body will have much more energy available to burn for said magic. This is enough that you could potentially fight a swarm of the strongest Wraiths and live to tell the tale, and you will quickly become both admired and feared for this might. Imagine if all that potential went to waste, huh? Good thing you made a contract.
600	Shard of a Selfless Wish	Madoka Magica: Wraith Timeline	Metamagic	A wish that truly gives back to others, yet asks for nothing in return. . . such a thing isn't meant to exist in this world, yet, here it is. And such a thing could perhaps change the world. Holding onto this pink shard increases your own magical power greatly and gradually replenishes lost energy. 'Burning' this shard will let you dramatically increase your magical power tenfold, though the boost is temporary and will be lost afterwards until your next jump. Notably, any magic given towards aiding or healing others without any expectation of a reward, karmic or otherwise, are most powerful when used with this Shard.
600	Incubation of the Soul	Madoka Magica: Wraith TImeline	Transmutation	That's a fancy way to put it. Though even they don't completely understand how it works, magic in this world is generated by the power of the soul and intense emotions within sentient beings. Incubators themselves aren't really capable of such things (most of the time), yet somehow found a way to harness it. Magic can create weapons from thin air, make dimensional spaces, halt the flow of time and even reverse it completely to a predetermined point. It can even create a wish tailored to the words and desires of a user. That said, this isn't a free lunch. Magic is the same as any other energy in that an equal amount of power is spent in the end result that was needed for it in the first place. Constant use of Soul Gems makes the user increasingly melancholic and prone to irrational behavior. A world-changing wish takes a 'cost' equal to what it created, and could even destroy the one who made the contract entirely if they somehow tried to change the physics of the world. Still, if you have the energy for it, magic can perhaps change the world. . . or make a very small part of it better, if you heed the costs. All of this said, you now have an understanding of how to enable other beings to use this magic, and how to create Soul Gems of your own. You can, if you desire, grant the wishes of others through a willing contract. . . but it won't be able to escape the equivalent exchange required, and you (or they) should be prepared for the costs and entropic backlash. Or not. It's not your problem, after all. Though something you should remember is that if you make a contract for a wish with someone, it's largely out of your hands in both execution and end result. That's a lesson a certain Incubator learned the hard way. . . not that he'd remember anything if you asked him. Strangely, even though a large amount of despair seems to create a larger 'return' of energy, anyone who falls to despair while using a Soul Gem or having it shatter just seem to vanish from existence. I wonder why that is. . . ?
800	Revival	Madoka Magica: Wraith Timeline	Necromancy	Do you want to be a hero? Even among other Magical Girls, you are very good at healing from injuries. You will be able to heal bruises in seconds, cuts in minutes, and deeper wounds within hours instead of days or months. You can even 'share' this ability with allies, letting them heal quickly along with you. Be warned - healing yourself is a passive effect that costs no energy, but healing others will take more and more out of you. You can't save everyone, after all.
800	Double	Madoka Magica: Wraith Timeline	Conjuration	Do you want to have an ace up your sleeve? You can create a convincing 'double' of yourself with the same equipment and abilities as yourself. The copy itself is always temporary, as is anything it is wearing or wielding, and is extremely costly to maintain. . . but you'll find an instance where you can catch someone off-guard if you use it properly. You can switch places with your Double at any time, with your opponent likely being none the wiser until the clone dissolves into magical energies.
800	Multi-Shot	Madoka Magica: Wraith Timeline	Divination	Do you want to reach out to everyone, no matter what? As long as you have the magical energy to spare, your attacks and magical abilities can reach someone. Your attacks now having a 'homing' capability limited only by the amount of energy you can use, and can launch multiple magical attacks with this same ability. While an average magical girl could attack all Wraiths in a small city block with a good chance of success, a true powerhouse could strike Wraiths across an entire continent. That said, that level of competence is rare, and will need a lot of energy and practice. . .
800	Stop Time	Madoka Magica: Wraith Timeline	Transmutation	Do you want to move without limits? Using a slight sum of your magical energy, you can bring time to a complete halt around you. Anything that isn't touching you is frozen in time. Initially, you can maintain this state for about a minute at a time before having to 'renew' it with another chunk of energy, but you can eventually maintain it for a few minutes longer after some practice.
0	Weapon	Madoka Magica: Wraith Timeline	Artifice	You are given a single weapon of your choosing, melee or ranged, to match with your Magical Girl form. You may import a weapon you already owned for free, letting it benefit from your magical energie like a 'normal' one would. Muskets, swords, bows made of energy. . . you can use any weapon of your choosing, just note that anything more powerful or complicated than an infantry-sized item is impractical -at best- and extremely costly at worst. If you forfeited a Soul Gem, you must pay 100 points for this.
0	Soul Gem	Madoka Magica: Wraith Timeline	Transmutation	As part of your contract with Kyubey, your soul has been partially separated from your body. It is contained within a tiny gem with a color and aesthetic matching your personality and your wish. . . well, what WOULD have been your wish if you chose a background, or just a look that 'fits' for Drop-In. The benefits to this state are as follows:Unaging - You do not physically age from the point of your contract onwards. Magical Body - You can transform into a Magical Girl form by activating the Soul Gem, where it will rest on a part of your body either embedded onto your skin or as a piece of jewelry (it can remain in this form in your 'civilian' persona, as well). This creates a 'projection' around your physical form that is much more physically athletic and can take a lot of physical punishment with only some of the damage and the pain. Being knocked around or juggled by a powerful Wraith is still an unpleasant and painful experience, but you'd have a good chance of surviving the first few attacks instead of immediately dying like an ordinary person would. It's in this form that you can use your Magic, detailed below. Even better? As long as your Soul Gem is still intact, you can use magical energy to regenerate your body even if you were just a smoldering pile of ash, though this takes time and is a huge drain on your resources - you're more likely to disappear without a full 'tank' of energy ready than completely regenerate from a single cell. You will also be conscious through the entire experience, so. . . try not to get to that point. Magical Girls, Represent! - As a bonus, your 'transformed state' has a neat costume and aesthetic of your choosing. It doesn't change its function, but if you want to wear a pretty dress into battle or look like an armored knight of some kind, you can. Just note that what you choose remains the same unless you find another way to modify it. That said, this isn't all sunshine and pink dresses. There are some downsides. No Wish For You - I'm holding onto that wish of yours until we're finished with your chain. Believe me, it is not worth cashing in here. Energy Requirements - Everything I explained above, and the Magic it powers, is a product of the Soul Gem. The Soul Gem only has so much energy to spend and for the duration of this jump, you can only regain energy by using the remnants of Wraiths after defeating them. While you generally won't have to worry about this if you pick your fights wisely, using a huge amount of power or coming back from atomization will put you in the red fairly quickly. Your mood will also dampen and become increasingly manic and depressed the more severe your energy deficit is. This also ties into…It's Called a Soul Gem For A Reason You Moron - The Soul Gem literally houses your soul. If you're separated from it (more than a small room's distance would do it), your body will drop dead and start decomposing, utterly helpless until the Gem is returned to it. You have no motor control or awareness in the Soul Gem itself, to boot. What's more, it's amazingly fragile and if destroyed, will instantly kill you. Hm? You can survive this somehow? Then your Soul Gem will reform with you, but it will lose the same amount of energy needed to restore your body from the ground-up. You'll need to 'refill' quickly. Game Over - If your Soul Gem is destroyed (without some way to cheat death) or you exhaust all of your energy, you suffer the same fate as other Magical Girls and vanish from existence. . . although, in your case, you just go home safe and sound as if nothing happened. Thankfully, this only applies to this jump - I'll get to alternatives and how things work onwards in a little bit.
50	Soul stone	Mage: The Awakening	Origin	The soul stone is a physical fragment of your soul, drawn out from the depths of your spirit during an act of deep meditation. It is not necessarily a stone but it is usually very small and thematically linked with your path. A Thyrssus mage might have a fang or flower, while an Obrimos mage might have a golden ring or rune-covered key. Whatever it is, its effects are the same as it is a literally fragment of your soul made manifest in the fallen world. The soul stone is a powerful tool and may be used as a strong basis for creating an enhanced or imbued item. Its true strength emerges only after someone has reached mastery in an arcana. Once this is done, the mage may choose to create a demesne; a ritually prepared area in the fallen world wherein vulgar magic does not induce paradox. The size of the demesne and the arcanum that may be cast there are limited by the number of soulstones that are willingly contributed to it, and the paths of the mages that those soul stones belonged to. A single soulstone could be used to create a demesne large enough to cover a small apartment or underground chamber. By adding more soulstones from different mage's (to a maximum of five) the demesne will extend over a sprawling estate or series of underground tunnels. While vulgar magic will not trigger a paradox in these hallowed realms, the spells themselves are still subject to disbelief and subsequent unraveling by sleepers observation. Should someone get their hands on it however, they will be able to siphon magic away from the soulstones owner freely. Furthermore anyone who possesses it will have an incredibly powerful sympathetic link to its owner; allowing them to cast spells at a great distance on them with an extreme chance of success. Finally, soulstones are highly sought after by all sorts of nightmarish entities, from the Tremere Liches evil spirits and demons of the abyss, all of whom would happily destroy or devour the stone for their nefarious purposes. Soulstones are an extreme vulnerability and must be well guarded, lest their owners suffer terrible fates.
50	Magical Tools	Mage: The Awakening	Artifice	Any mage worth their salt knows the importance of sympathy; like effects like etc. While a mage normally uses the sympathy between their own soul and their watchtower to channel magic, sometimes they require a bit of an extra "boost" to this power. This can be accomplished using physical objects associated with the materials and forms that are representative of their watchtower. You receive one wand, one sword (or knife), one cup, one coin and one mirror. You possess a sympathetic connection to each of these objects, which allow an easier flow of magic from the supernal realms to your hands. This decreases the chance of paradox and increases the effectiveness of your spells whenever you use them in conjunction with your magic.

100	Shadow Name	Mage: The Awakening	Illusion	All mages possess a shadow name, one different from their given one so as to minimize the threat of a sympathetic assault. Yours is a bit better than that however. Your real name is completely obfuscated by your shadow name. Any attempt at mystical divination of your true name reveals only your shadow name and any mundane attempt to find your real name finds only strangely edited but impossible to decipher records. The only way anyone can find out your true given name is if you tell them. Any other attempts are categorically doomed to failure.
100	Mystical Infiltration	Mage: The Awakening	Illusion	Stealth is the cornerstone of espionage. As a magical spy, another layer is added to this conundrum as mystical detection is yet another thing one must be concealed from. You are now keenly aware of how your magic can be used to conceal your presence, as well as how to detect and get around both mundane and mystical means of detection.
200	Supernatural Tactics	Mage: The Awakening	Origin	The mages of the Adamantine Arrow are not police, nor are they a riot squad. They are a tactically deployed strike team and their targets are almost always supernatural in nature. Whether they are rogue mages like Banishers, the traitors that comprise the Seers of the Throne, or the cornucopia of other monsters that dwell in the world of darkness, Arrow mages will likely have to deal with them all at some point. . . if they survive long enough that is. You have been trained in how to fight nearly all the enemies mages face on a regular basis. You know what does and does not work on vampires and werewolves as well as the best ways to hurt, or escape from them. Against other mages you have been trained to identify their casting ability and to use your own magic in creative ways to counter or overcome their spells.
200	Lucky Deck	Mage: The Awakening	Illusion	This deck of playing cards comes in a sealed box, wrapped in plastic and sorted in new-deck order. If returned to the box, when no one is looking, it will return to this state, wrapped in plastic sealed and in new deck order. When you first take out the cards from the deck, they appear as any theme or pattern you wish. Should you replace them in their box and later remove them, you may choose a different theme for them. Should the cards be lost or destroyed, so long as you have the deck-box you may regenerate any spent cards by expending mana into the deck. Any card drawn or dealt from this deck will be what you desire it to be. With it, you may choose to have any card or set of cards dealt at your discretion. Excellent for gambling; less useful for when people ask for their money back.
200	Guerilla Futurism	Mage: The Awakening	Metamagic	The future is coming and you intend to be on the right side when it arrives. And now, so will all of your social media followers. You are masterfully expert at engineering campaigns of social media, public awareness and crowdsourced fundraising. With covert use of your magic, you may use just about any information distributive method at your disposal to disseminate any information that you desire. The only limitation on how far and how wide this information will spread is how long you actively focus on keeping the campaign running. You could reach normal kickstarter goals in hours or ensure that everyone on the planet has seen a celebrity photo. Perhaps with a year of covert efforts and preparations, you could manufacture the next “Gangnam Style. ” I suppose you could use it to make and spread your own memes as well, but really that is a waste of your talents.
200	Stitched lips	Mage: The Awakening	Origin	An ever present danger in the world of espionage is that should an agent be captured, they will be tortured, interrogated and coerced, likely divulging sensitive information in the process. You have been trained in anti-interrogation techniques as well as meditations that will prevent your thoughts from being detected by outside interference. It is likely that you will be able to shrug off just about any torture, drug, mind probe, mystical lasso of truth or any other technique that would make you divulge information against your will. This does not mean however that you will be able to escape the consequences for resisting (they may still try to kill, or torture you more if you don’t divulge information).
200	Grimoire Hunter	Mage: The Awakening	Divination	Grimoires are one of the most prized possessions a mage can acquire. Within them are insights on the nature of the supernal realm, spells that have been lost to the ages, and a means of casting extant spells more easily. While these tomes are frequently rare and hard to find, you have a combination of insight, talent, and luck that will invariably lead you to discovering these grimoires where others might have failed. Be warned that finding these tomes of power is only the first step, deciphering their meaning and understanding them is a challenge all its own. (In future jumps, this ability extends to any tome or document of rare mystical and/or forgotten knowledge.)
200	Arcanum (Additional)	Mage: The Awakening	Origin	Add a level to any Arcanum, in accordance with your Gnosis level. **(CG Note: Requires Gnosis (One Dot) - Mage: The Awakening and Arcanum (Basic) - Mage: The Awakening first.)**
200	Gnosis (Two Dots)	Mage: The Awakening	Origin	Increases your Gnosis from one to two. (CG Note: Requires Gnosis (One Dot) - Mage: The Awakening first.)
200	Gnosis (Three Dots)	Mage: The Awakening	Origin	Increases your Gnosis from two to three. (CG Note: Requires Gnosis (Two Dots) - Mage: The Awakening first.)
200	Gnosis (Four Dots)	Mage: The Awakening	Origin	Increases your Gnosis from three to four. (CG Note: Requires Gnosis (Three Dots) - Mage: The Awakening first.)
200	Gnosis (Five Dots)	Mage: The Awakening	Origin	Increases your Gnosis from four to five. (CG Note: Requires Gnosis (Four Dots) - Mage: The Awakening first.)
300	The Mark of Qazalak	Mage: The Awakening	Abjuration	This tattoo is about the size of a silver dollar, appearing as a twisting spiral of barbed wire with the barest hint of a face. It may be removed at will by the user as one would remove a piece of cellophane, but it cannot be stolen or removed postmortem, only given. When activated the Mark cleanses the bearers body of all poisons, intoxicants, drugs and other deleterious chemicals that may be in their system.
300	Count Amoury’s Spectacles	Mage: The Awakening	Divination	This pair of antique lenses contains lenses that stem from the Supernal realm of Aether. By simply tapping the sides of the lenses the wearer may instantly scry on anyone or anywhere that they possess some form of sympathetic connection to. The stronger the sympathetic connection, the more rapid and clear the scryed image. (Knowing/having seen the person or place is the minimum requirement. Having a piece of the person such as a hair, blood or DNA sample significantly increases the chances, as does having something they deeply value.)
300	The Spotted Stone	Mage: The Awakening	Divination	This stone bears a design reminiscent of the olmec were-jaguars and is strung along a leather thong. When activated the user gains superb sight, able to see in dim light, complete darkness or magical darkness as if it were broad daylight. Other illusions and spells of invisibility may similarly be seen through using this artifact.
300	Siderite Rod	Mage: The Awakening	Artifice	Mages have long known of the process of perfecting metals, passing mundane metal into and out of twilight dozens of times until nothing remains but pure platonic metal. While doing so strips away roughly 90% of the original material, what remains is truly perfect. Siderite is the refined form of iron, gleaming a bit more brightly than mundane iron or steel, but it is more ordinary in appearance when compared with other perfected metals. Immensely durable, it can bend and twist and resume its shape without signs of fatigue or distress. It can also be forged to an edge that will never dull and is strong enough to cut steel or even diamond. This 2-foot long 1-inch around rod of siderite is an excellent example of this, perfect for use as a mystical tool, bargaining chip, or perhaps be crafted by a skilled Awakened smith into much, MUCH more.
300	Spray-on-magic	Mage: The Awakening	Artifice	A unique practice of those who dabble in the matter arcana is the ability to store their magic in physical objects for short-term use. A rather common application of this involves storing said magic in an easily dispensable if single-use form such as with a liquid, draught, pill or in this case, a spray. You have a collection of five spray cans, each one mystically attuned to carry a single spell. You may cast any spell you know into the cans and release them at a later date, with the full effect of the spell being delivered upon a single target that was successfully hit by the spray.
400	It Stares Back	Mage: The Awakening	Origin	Unfortunately, you have been seen by the abyss. You can feel it watching you, even more so than most Mages. But this awareness of being watched is not without benefit. You gain a sixth sense related to abyssal spirits, able to tell where they are as well as whether or not they are aware of you. You also gain a sufficient understanding of what could cause a paradox in this world, and can sense when the eyes of sleepers (normal people) are upon you. You are much less likely to invoke a paradox and can more easily recover from the damaging effects of your own spells. In this and future worlds, your magic is much less likely to fail and result in a catastrophic backlash or be disrupted by outside influences.
400	Defensive Magic	Mage: The Awakening	Abjuration	All of the Arcana possess at least one defensive spell meant to protect the caster from outside forces. At the start of each day you may select one Arcana that you can cast spells in. You are now able to cast and maintain the defensive spell of that Arcana constantly throughout the day at no loss of mana to yourself. This defensive spell is much harder for other mages to dispel, but may still be broken by overwhelming force, or bypassed by the objects/entities that it does not protect against (i. e. the mind defensive spell only defends against sentient beings that are intentionally trying to harm you, while the fortune defensive spell only protects you against things that could be avoided through sheer luck).
400	No Strings on Me	Mage: The Awakening	Abjuration	Your will seems to be your own. At least mystically speaking. To date, there does not seem to be a spell or oath that can actually make you do anything that you yourself do not want to do (not that they don’t exist, just that they have yet to be discovered). You are immune to nearly all mystical compulsions that would affect your mind, and even signing an oath and swearing in blood would not bind you unless you desired it. You will not however gain the benefits of magical contracts unless you do choose to submit.
400	Coin of the Jester King	Mage: The Awakening	Abjuration	This golden coin bears the face of a king wearing a jester’s hat on one side, and a pair of crossed wands on the other. The bearer of the coin may concentrate with it, removing the minor effects of fate and coincidence that would work against them. Penalties such as unfavorable winds, rainfall or even a crooked dealer in a casino will not impede the bearers chances of victory when in use. (Note; it can only remove a single deleterious effect when concentrated upon, it cannot create benefit for the user)
400	Mage sight	Mage: The Awakening	Divination	All of the arcana have a means of detecting the supernatural, the unseen world hidden behind our own, but yours is particularly attuned. You have learned from your order to shape your soul in such a way that you may automatically use one form of mage sight (chosen amidst one of your arcana) and may have it be continuously active. This will grant you a greater insight into the mystical and physical worlds at all times with no need to waste time casting or focusing on it.
400	Conspiracy Sniffer	Mage: The Awakening	Divination	There are many secrets in this world, and many of them need to be gathered up and buried in deep dark hole. You have been trained in a series of mystical techniques and spells that allow you to find those secrets, embarking on supernatural investigation trails. So long as you know what the information in question is, you may mystically detect whether or not a person knows the information. Summarily, you can trace the memetic spread of this information from them, who they told it to, and who told them. With enough time and appropriately placed spells, you may trace an entire web of conspiracy. . . and when the time comes, may begin splitting its threads.

400	High Speech	Mage: The Awakening	Metamagic	Broken fragments and twisted syllables are all that remain of the once mighty Atlantean language. So broken is this system that the words can no longer be transcribed, only passed along orally from one mage to the next. Sleepers are unable to comprehend it at all, instead perceiving it as indistinct noise. All mages of the pentacle orders are trained in high speech to some degree, as its sympathetic connection to the supernal realms allows them to empower their spells by speaking the correct corresponding words. You however have taken this to another level, as all of your spells significantly increase in power, effectiveness and duration whenever you incorporate Atlantean into the casting. Be warned as while this may increase your spells power, if there are sleepers around it has an increased chance of also invoking disbelief. Post-jump this high-speech will still invoke disbelief in those not of a supernatural persuasion.
400	Personal Grimoire	Mage: The Awakening	Metamagic	This grimoire contains the sum total of your mystical knowledge. Every spell, every rote, every shortcut, technique and secret you have uncovered in regards to magic rests within this grimoire. As you continue to grow in the mystic arts, so will the grimoire, filling in its pages with more information, or perhaps even splitting off into a second volume. With a great deal of time and effort it could be copied and mystically circulated for a significant profit, perhaps even enhancing Awakened society as a whole. Or, you could simply use it as a blackbox should your mind be tampered with, forcing you to lose any mystical knowledge you had acquired. For now however, it remains well warded and in a safe but accessible place of your choosing.
400	Technomancy	Mage: The Awakening	Artifice	Fusing technology with magic is not a new practice, especially since technology has existed since man first made fire, or tied a stone to a stick and called it a spear. While there are many other mages who purport to merge technology and magic, you do so with such seamless efficiency that it is nearly impossible to tell where technology ends and magic begins. You could tie the triggering of a spell to a computer program, having it take effect when someone tries to open it. Or perhaps you could use your magic to improve the quality of machines, increasing their speed, effectiveness and overall power. Perhaps you could even write out a grimoire, a repository of magical knowledge into a simple graphing calculator. Whatever you do, it will likely be creative and never seen before as the disparate disciplines are masterfully merged under your guidance.
600	Combat Casting	Mage: The Awakening	Evocation	You have been instructed in the ways of combat magic and may apply your knowledge of war and physical combat to the workings of your magic. The more skilled and practiced you are in physical combat, the more damage your offensive spells will do to their target. If you desire, you may combine your magic and martial skill into a fluid style, augmenting your physical abilities with magic while delivering the spells in the most efficient way possible through physical strikes. You have only begun to learn this combined art however and it will take many years of study to fully master mystical martial arts.
600	Finessed Casting	Mage: The Awakening	Illusion	One of the greatest deterrents to will working is the observation of others. Many mages are hampered in their casting by being watched and some magic is outright dangerous to display. You however have developed a keen understanding of the psychology of the outside observer. . . and know just how to exploit it. Your spellcraft is much more subtle than other will workers, allowing you to use covert magic in such a nuanced and precise way that many cannot tell that anything supernatural happened at all. This finesse extends even into the higher realms of reality, making it very difficult if not impossible for other mages to tell when you have used magic, or to detect residual traces of your casting.
600	Enlightened casting	Mage: The Awakening	Metamagic	The practical application of knowledge. You may now use the information you have acquired through normal scientific study to magecraft. This in turn makes your spells more powerful as their effects become stronger and produce more tangible results. For example, a strong understanding of physics may better allow you to increase the strength of matter or force spells. Knowledge of biology could increase the ease with which you use life spells or alter the cognitions and impulses of organisms through mind spells. The stronger your base knowledge in a scientific discipline, the more powerful and effective your spells will become.
600	Traditional Casting	Mage: The Awakening	Origin	At the core of the Mysterium is tradition, and learning to cast spells as the mages of old. You have studied these ancient teachings and found a way to draw a sympathetic connection between your own magic, and that of the long past. Whenever you perform a spell that you have studied extensively and that has been cast by someone else in the past, you may form a sympathetic connection to that previous casting, preventing your spell from being interrupted. So long as you are able to start casting the spell, it will continue to progress and take effect regardless of any interruptions that may occur. For example, if you began casting and someone were to punch you in the throat, preventing you from completing the necessary verbal component, the spell would discharge when you would have completed the spell had you not been interrupted. The spell however will be weakened by the lack of your own involvement, being less effective and having a shorter duration, but it will still occur. (Note; this does not protect your spell from being dispelled by another mage after it is cast, and it will still be nullified if cast within an antimagic field).
600	Resolved casting	Mage: The Awakening	Origin	Traditionally the determining factors of a spell's ability to effect a target are the power of the caster and the mastery of their craft. You however have learned of a hidden X-factor that allows mages of equivalent skill and power to overcome one another. Willpower. It may be a bit trite but you have discovered the means of reinforcing your spells effectiveness through sheer force of will. The stronger your willpower is, the more likely your spells will be to effect a target, overcoming any innate resistances or mystical safeguards they may have, as well as increasing the duration of your spells effect.
800	The Opal of Styx	Mage: The Awakening	Enchantment	The Opal of Styx appears as a large ring of ornately carved lead with a distinct black opal set into it. When pointed at a person, and speaking the command word "kneel" 1/3rd of your total mana is drained, but the target you are pointing at is almost invariably forced to kneel before you as the strength from the target's limbs fade and their mind loses the mental resilience to resist your command. This effect works on any being that is mortal and possesses a conscious mind, regardless of other factors.
300	Familiar (Twilight Familiar)	Mage: The Awakening	Conjuration	A familiar is a spirit, a being native to the astral plane which may enter the coterminous realm of twilight. To become a familiar, a ritual occurs in which a mage mystically bonds the familiar to their soul, allowing them to see through the familiar's eyes and have it perform tasks on their behalf. Spirits in turn may use the mage as an anchor to stay in the material world for prolonged periods of time, experiencing all they have to offer. Spirits come in one of two forms:Twilight familiars are invisible and largely intangible unless they utilize their spiritual powers to affect the fallen world. These powers are diverse and include (but are not limited to) one of the following abilities; telekinesis, aura reading, minor curses, minor blessings, small electrical discharges and ectoplasmic formation. All of these uses however draw from the familiars innate pool of mystical energy, and when this is depleted, it cannot interact with the physical world until it has recharged.
400	Familiar (Embodied Familiar)	Mage: The Awakening	Conjuration	A familiar is a spirit, a being native to the astral plane which may enter the coterminous realm of twilight. To become a familiar, a ritual occurs in which a mage mystically bonds the familiar to their soul, allowing them to see through the familiar's eyes and have it perform tasks on their behalf. Spirits in turn may use the mage as an anchor to stay in the material world for prolonged periods of time, experiencing all they have to offer. Spirits come in one of two forms:Embodied familiars possess all the same benefits as Ephemeral familiars save that they also have a physical form (usually that of a small animal) allowing them to interact with the fallen world as any flesh and blood creature would without the need to spend the mystical energy to do so. Familiars may also help to aid in dealings with other spirits, acting as messengers or go-betweens. If time and effort is invested into a familiar they may become more spiritually powerful. This however is a task best suited for those with a deep and thorough understanding of Spirits and the Spirit Arcana.

0	Arcanum (Basic)	Mage: The Awakening	Origin	Arcana are the various expressions of supernal truths in the fallen world. Specifically, they represent a given branch or type of magic that a Mage may specialize in. The various ranks of mastery displayed below denote the level of a given type of spell a Mage is able to cast. Higher level spells require higher Gnosis to use and will likely cost more mana to cast/maintain. It should be noted however that the higher ones Gnosis and the higher the level of spells they have access to, the greater the chance of causing a paradox is. The effects of magic that cause the greatest and most wondrous effects (i. e. creating earthquakes o granting a machine sentience) all risk paradox and may result in a backlash even against an experienced Mage. For this reason overt expressions of magic are denoted as “vulgar” whereas the subtle effects that do not cause paradox are called “covert”. You receive the first two ranks in your ruling arcana for free and may choose one free rank in any other arcanum. Death-1. Initiate: You may discern the specter of the grave from its grossest to its most rarefied. You may see and speak with ghosts both resting and unquiet. You catch glimpses of death and can tell when others are near death themselves. You have begun the practice of shaping ectoplasm and so long as it is available may contort it to your will. You gain the basic powers of manipulating existing shadows for concealment. 2. Apprentice: You may alter a corpse, changing its apparent cause of death. You may summon ghosts, entreating their friendship or castigating them. You may conjure ectoplasm (the substance the dead use to manifest in the physical plane) from nothing. You may even draw the objects held by ghostly apparitions into the world for a short time. You may cause steel to rust and wood to rot. Your mastery of shadow and concealment increases allowing you to hide even from other Awakened. 3. Disciple: When you speak, the dead head your commands. You may temporarily walk in the realm of ghosts (twilight) and may temporarily will yourself to enter a state of death, as well as to rouse yourself from this temporary death at a later time. You may call up lifeless corpses from their burial grounds to serve as soldiers or servants. Steel and stone may crumble beneath your grasp. While a heinous act, you may choose to devour the spirits of the dead and dying to regain strength and mana. With great effort, you may be able to pull the souls of the living out of their spiritually unprotected bodies, leaving them devoid of vigour and passion. 4. Adept: You may chain the dead and ghosts to this world, forcing them to exist in their now rotting shell. You may walk in the worlds of ghosts and end the lives of normal humans with a well placed word. You may place the shadow of death upon the living, making them appear dead on nearly every level of existence. If your need is dire and your morals are questionable, you may steal the souls of others and bind them within yourself. 5. Master: Death is all too familiar to you now. You may consume the souls of both the living and the dead, restoring your willpower, physical health and mystical energies with each feeding. You may obliterate even powerful magical constructs or destroy spells with a touch. You may call upon the dead from thousands of years ago to do your bidding and answer your questions. Fate-1. Initiate: You may perceive the way the subtle strings of destiny alters the lives of others. You may tell if an action is one of destiny, or if destiny is to be thwarted by free will. You may detect the relative fortune a given soul carries, how lucky they have been and how lucky they will be in the future. You may also detect where, when and how a prophecy was uttered, and how it will impact the world around it, if at all. 2. Apprentice: You are able to subtly alter the threads of fortune, allowing you to make good actions more likely to happen to good people, and misfortune more likely to befall the unrighteous. Oaths you swear and fortunes you tell are more likely to be upheld or come to pass, as fate shifts ever so subtly in your favor. Even the mundane affairs of daily life may plague you less, letting you ward yourself against the inconveniences and happenstance that drive salary workers mad. 3. Disciple: You may use your spells to improve the luck and happenstance of the tools, garments and vehicles of your allies, making them more likely to function well in their given task. Similarly, you may curse the objects of your enemies, making them more likely to break or malfunction at inopportune moments. Your workings become more resistant to other fate-manipulating entities, and with effort you may slightly shift destiny or twist sanctified oaths. 4. Adept: You are now able to manipulate vows and contracts with ease. You may send the soulless and lifeless to their destined end, and convey the fortune of treasures, and the bane of curses as you please. You may break the chains that bind one spirit to another (both literally and figuratively), emancipating all with your power. 5. Master: You may change the destined path of nearly anyone with enough power. You may through manipulation of destiny, make a pauper into a statesmen, or lay low people of influence from their high office. Miracles and plagues in equal measure may be accomplished, as the dice of coincidence, luck and fate align under your spellcraft. Forces-1. Initiate: Through your magic, you may perceive the invisible physical forces which surround us. The flow of gravity, the passage of invisible light, the waves of sound, the tumultuous nature of heat and all other kinetic energy sources are laid bare to you. Perhaps you may subtly manipulate this energy to deliver a message to a person far away, a letter whispered on the winds. 2. Apprentice: You may now maneuver some of these unseen energies to your will. You may hide others from sight by bending the light around them, or slightly drain the kinetic force of lethal blows before they strike you. Through your magic you may conjure light, heat or sound and make them flourish or diminish as you please. 3. Disciple: You may transform some of the raw energies in the universe into other forms, making light become heat, or heat into a kinetic strike. Your magic is strong enough that you may maintain your invisibility even while in motion, and can control electricity and fire at a distance. 4. Adept: You may create thunder and fire from nothing. You may strike down at enemies with conjured thunderbolts and may control the weather if you are strong enough. You may call rain and winds on a clear sunny day, or bring a brief drought amidst a monsoon. Your spells may even let you move at the speed of winds, and turn bullets aside. 5. Master: You may harness the fury of the storm and earthquake, unleashing them accordingly as you desire. Even the fundamental force of gravity is under your control. You may create a miniature facsimile of a sun and outright destroy the mundane technology of sleepers. You may fly through the air as the legendary gods of old and halt bullets in midair. Life-1. Initiate: You may perceive the trillions of invisible microscopic lives that share our world. Your magic allows you to nullify poison, and detect any ailment within a someone's body. 2. Apprentice: You may manipulate your own life force to an extent, using your magic to heal yourself and dispel ailments. You may use such powers on small lower lifeforms as well (cats, dogs etc.) and may completely dominate the least of living creatures, bending insects to your will. You may manipulate your flesh, strengthening your bones and hardening your skin, making yourself more resistant to damage. 3. Disciple: Higher orders of beasts will now head your mystical commands, including snakes, reptiles, dogs and cats etc. You may throw literal barbs grown from your skin at enemies, and may mend the injuries of allies. You may change your own shape within the limits of human possibility, as well as the shapes of simple animals. If you desire, you may reshape your face entirely. You may adapt yourself to your environment, using magic to make yourself grow swifter, stronger or more enduring as needed. 4. Adept: You may change your form into that of a bird or a beast or change your normal appearance as other people would change clothes. You may change lesser beasts into greater versions of themselves (Cats into tigers, dogs into direwolves etc.) and assert your control over them. The forms of your fellow human beings are similarly mutable to you. If necessary you may even stimulate their various secretory glands and hormone production to influence their behavior and urges. 5. Master: You may wear any shape with equal ease, and transform yourself into nearly any biologically possible form that you could envision With enough time, care and application of your craft, you may even create an entirely new species, or elevate existing creatures to take on the forms of mythic creatures (transforming a lion into a griffon or a snake into a basilisk). Lesser creatures may be raised up to the intellect and capacity of humans and even humans may be manipulated with enough effort through the application of your life-controlling spells. Some may even fear you as a deity, for you possess the magic to create life itself. Matter-1. Initiate: You may gaze into raw matter, and see the intricacies of an atom’s dance, knowing at sight one material from another, as well as if any mystical effects have been cast on it. You may more easily see the strengths and flaws within material objects or tools, and gain the first insights you need in how to reproduce them. 2. Apprentice: You may improve the craftsmanship of simple devices; causing swords and hammers to have perfect balance or weight. You may shape water or rain drops as well, or engage in truly biblical transformations, changing a glass of water into aged wine, or even coffee. 3. Disciple: With a bit of time, preparation and well crafted spells, you may render iron as soft and warm as butter, or as easy to manipulate as clay. You may transmute mud into steel or render glass as strong as stone. . 4. Adept: Just as you can create matter from mana, so too may you destroy it. At will you can create and destroy wood, rock and even diamond, though the size and value of such objects will require greater effort, time and mana. You may even manipulate air itself causing it to be solid, forming invisible cages. Your art has now propelled you above the concerns of lesser man, allowing you to perform the long sought parlor trick of changing base metals into gold. 5. Master: You may create alloys beyond the knowledge of ordinary men, and create elements not found on the periodic table. You may make objects grow or shrink at will, and may even annihilate powerful and durable magical artifacts. Mind-1. Initiate: Through your magic you are able to sense the conscious minds around you, determining their emotional state and focus at a glance. You may tell if a person’s mind is disciplined or untrained as well as whether or not they are capable of psychic feats. Even
0	Gnosis (One Dot)	Mage: The Awakening	Origin	The root of all magic. Gnosis is a measure of how close you are to the supernal world. Higher Gnosis provides many benefits; Rituals will take less time, your mana pool is larger, and you may learn higher levels of Arcana. As a Mage you have one rank in Gnosis free. You may obtain a maximum of five ranks here or over the course of the jump, but cannot reach archmastery (higher than five gnosis) until post-spark. A higher Gnosis is also a danger as the higher it is the more likely a paradox is to occur when you use vulgar magic. When a paradox is invoked, its power will be equivalent to the level of your Gnosis. Gnosis limits the level of Arcana you may know at a given time. For ease of reference a chart has been produced below listing what level your Gnosis must be to know a new arcanum (the top row of numbers indicate the order in which you learned your arcana). Your first and second Arcana will always be your ruling Arcana while your third is the one you chose to invest a single free rank into. The rest follow in order as you choose to purchase or learn them. Maximum Arcana possible by Attained GnosisThese same limitations on Gnosis and Arcana will persist after the jump, and while you may learn more Arcana and increase your Gnosis, they will always fall within the limitations provided by the chart to the right.
600	Unbound Casting	Mage: The Awakening	Metamagic	By keeping yourself untethered, it seems that your magic has similar freedoms. Your magic does not seem to suffer the same ill effects of counterspells or antimagic fields as other mages might. Regardless of the mystical circumstances, it seems that you will be able to cast your spells at full effect so long as you manage to complete them properly (note; You may still be stopped or interrupted during your casting, and some creatures still have innate resistance to magic which this does not bypass. Your magic will simply be unimpeded by any ambient effects or willful acts of countermagic.)
50	Corkscrew	Neverland: The RPG	Artifice	A magic corkscrew that can drill a small hole through any non-magical material.
100	Ghost Drum	Neverland: The RPG	Conjuration	A hand drum with the words “Ni neart go cur le cheile. ” By playing on the drum and saying the magic words, you summon ghostly knights who attack on your command.
100	Hag Stone	Neverland: The RPG	Divination	A seafoam-colored stone that floats in water. Gives the holder a better chance of seeing through glamors/illusions.

100	Bell Earrings	Neverland: The RPG	Divination	Two silver earrings that, when worn together, protect you from being fooled by lies, with the protection increasing if the lies are enhanced by magic. Both earrings must be worn at the same time to work.
100	Big Hammer	Neverland: The RPG	Transmutation	A magic hammer that grows/shrinks to be oversized compared to the current holder, with whatever penalties the wielder has for oversized weapons carrying over accordingly. When thrown – and it can easily be thrown 100 feet – the hammer safely carries the thrower along with it. However, the hammer wants to hit things, and it will behave erratically if the user throws it for the sake of travel alone rather than towards a target.
100	Porcelain Bowl	Neverland: The RPG	Artifice	A huge porcelain bowl with paintings of violent monsters, humanoids, and other creatures (whatever beings/creatures most frightened you as a child) on the side. The bowl is filled with whatever drink you disliked the most as a child, and drinking the liquid from the bowl lets you understand (but not necessarily speak) any language for an hour. You can bottle the liquid, but the bottled liquid will turn poisonous after several days. The bowl remains constantly full but never overflowing – except in the case that the bowl is destroyed, in which case everyone within range is at risk of being hit by the liquid and in this scenario taking damage from contact with the liquid; if destroyed, the bowl repairs itself and refills in a week.
100	Mood Spells	Neverland: The RPG	Origin	You gain the ability to cast different spells depending on your emotional state when you access this power. For instance, envy (green) unlocks things (locks, chests, doors, etc.), boredom/disgust (violet) lets you polymorph targets, and fear (orange) temporarily boosts the defense of your armor. Different emotions and variants of moods can lead to new kinds of spells, and you can expand your magic repertoire for a specific emotion if you embrace that emotion for an extended duration.
150	Clover Honey	Neverland: The RPG	Abjuration	A small jar of clover honey that protects whoever consumes it against the effects of eating Fairy food. Also protects against enchantments, poisons, and other effects from foods and drinks you consume. Jar refills a day after being used up.
150	Gargoyle	Neverland: The RPG	Enchantment	A stone, winged creature (whatever your favorite animal is) that obeys your every command. It is able to fly and can also merge with stone surfaces. When merged with stone, it cannot attack or be attacked, and it leaves behind a carving of its face. When merging with stone, it can also safely take along whatever it can carry.
150	Clone Vat	Neverland: The RPG	Conjuration	A 10-ft vat filled with blue goop that tastes like your favorite childhood food. Touching the goo creates a clone of the toucher in under a minute. The clone only has 10 hp and a moderate armor [defense] level at most. While the clone copies everything, it can't do anything magical (or anything that can't be done in real life).
150	Menhirs	Neverland: THe RPG	Enchantment	Six massive, sentient rocks that share a collective mind as a single entity. You can give them basic orders like guard, patrol, or destroy. The Menhirs can attack by unleashing psychic waves that deal mental damage and push opponents back. In addition, if a Menhir is destroyed, a still-living Menhir can absorb the broken rock's pieces; this causes the fused Menhir to gain a permanent bonus to its total HP and attack power. If all six Menhirs are destroyed, you will get another full set in a month.
150	Cyclops Eye	Neverland: The RPG	Evocation	The mystical eye of a cycloptic statue, fashioned out of whatever gem is your birthstone in real life. When used in battle, it causes everyone in its line of sight to suffer elemental damage (random elemental type each time). After being used 6 times, it shrivels up like a raisin, but it will regenerate in a week's time.
150	Chimera Head	Neverland: The RPG	Divination	The severed snake head of a Chimera, still able to talk after being cut off the tail. It is able to speak all languages. The snake head has soothsaying powers and will answer three questions honestly, but it will do its best to obscure the truth as much as possible without lying. After three questions are asked, it will turn to smoke and die; it will regenerate and return to your possession after a year.
150	Chess Board	Neverland: The RPG	Conjuration	A 40-foot chessboard of black and red tiles – each 8 x 8 ft. Standing on a red tile makes you immune to physical harm, and standing on a black tile makes you immune to magic. Touching more than one color of tile gives you no immunities.
200	Seeker of the Hidden	Neverland: The RPG	Divination	Traditionally the Cunning Folk were called upon to hunt down witches, criminals, and missing people. You now have exceptionally tracking abilities, especially when you are searching for criminals, missing persons, or witches. On the flipside, you become more skilled at staying hidden from pursuers. In addition, you get a minor boost when fighting or defending against opponents that could be considered witches.
200	Steal Not From the Fae	Neverland: The RPG	Artifice	Objects wrongfully taken in Elphame will turn into various, worthless objects – gold coins turning into wooden chips, diamonds turning into pebbles, gourmet meals turning into toadstools, magic rings turning into petals and bugs, etc. You can set spells on your possessions such that in the event someone takes them without permission, they will turn into other items. The items they turn into must be of considerably less value than their original form, and you must determine the preset curse before the items are stolen. You can also add a related geass to items you give away to others, binding the new owners to never tell others where they got the items from or to never show the items to others at all; breaking either condition you set will likewise cause the gifted items to turn into mundane, lesser things like petals or acorns.
200	Tylwyth Teg Wards	Neverland: The RPG	Abjuration	You know how to set up mystical wards linked to plants around you. These wards can have a lot of different effects, from magnetizing together or chilling metal items to enhancing plant growth to setting traps to redirecting people away from an area. Experimenting with different plants may let you develop new kinds of wards.
200	Gnome Spells	Neverland: The RPG	Transmutation	You know some various spells that only Gnomes can use. For instance, you can change the size (shrinking/growing) of up to 6 willing subjects (this can include yourself) or 1 unwilling target. You can also create or destroy up to 10 gallons of any liquid. In addition, you can change the warmth level of up to 6 willing individuals or 1 single unwilling target; this causes their body's temperature to drastically rise or drop.
300	Bath Body	Neverland: The RPG	Abjuration	It appears that some Bath Bear blood runs in you, for you were able to safely bathe in the Petrifying Well and gain some stone-hard armor. At will, you can cover your body with a rock coating (you can also dismiss the covering when you want). Your body will still be able to move/function normally, though the weight may slow you down a bit. The rocky exterior makes you more durable, but a strong enough force striking you in a single hit can crack off a bit of the armor. This perk also effectively makes you immune to petrification powers, for anything that causes petrification instead triggers this power and safely gives you the rock skin instead (any extra effects from the petrification will enchant your new coat). However, in the case you gained the stone armor via petrification rather than summoning it yourself, you cannot automatically dismiss it and will instead need to break it.
300	Rhyme	Neverland: The RPG	Enchantment	It seems that you somehow learned the tricks of the Blue Men – insane humanoids that sleep face-down in water. If you speak a line of rhyme in front of the target, the target must reply with their own line of rhyme or else take mental damage and be paralyzed until the rhyme is completed.
300	Mermaid Games	Neverland: The RPG	Illusion	Mermaids play all sorts of "innocent", devious tricks using their water magic, to distract people so they miss what the Mermaids are really up to. Charisma and deception-related abilities that you and allies use are enhanced whenever you are in the water or using water-related powers. In addition, your affinity for water-based powers increases.
300	Crow	Neverland: The RPG	Metamagic	Like Peter himself, you are a clever mimic. Not only are you good at imitating voices, you can successfully mimic (and cast) vocal spells and powers you have heard. However, you can only memorize one spell to mimic at a time, and must rehear a spell you have forgotten in order to cast it once you've shifted to mimicking a different spell. Also, mimicking a spell costs (MP, energy, etc.) twice as much as it would if normally cast (even if the normal spell had no costs, the vocal mimicry will still get an extra cost attached).
300	Fairy Bargain	Neverland: The RPG	Artifice	You are able to make magic trades with people, offering favors, blessings, and treasure in exchange for taking something precious from them in return. If you offer something incredibly powerful or valuable, you can request something strong in turn, even something abstract like their boredom, success, shadow, charm, or bad luck. The person you are trading with must willingly accept the exchange at the time; however, you need not be forthright about all the details of the arrangement, and you are not required to refund them later if they change their mind. See Fairy Trades section for more details on potential trades you could get others to give away to you.
300	Mystic Charms	Neverland: The RPG	Artifice	You can create various magic charms that protect against magic forces/beings to varying degrees. You are also capable of divination rituals to discover hidden secrets, such as the toad bone ritual (you use frog or toad bones to either find what other people are seeking or see the unseen). Or you could try burning a list of names or locations and seeing which one burns brightest or least. There's also scrying by looking into a pool and seeing an answer to your question or the guilty party in the reflection. In addition, you know a spell to resurrect the dead, but it can only be done twice a year.
300	Lich Wards	Neverland: The RPG	Artifice	You know how to create and use the magic wards that John Darling (now called the Lich Boy) uses to guard his secret lair. Unlike the Tylwyth Teg which are attuned to nature, these wards are more cut-and-dry, academic-style magic, though still capable of manipulating the elements. Effects from these runes/glyphs when triggered include but are not limited to: negating all magic in the area, causing fire (under daylight) or necrotic (under moonlight) damage, teleporting people away, and dropping the temperature to below freezing. With this perk, you also gain the ability to more easily build structures into surfaces that would otherwise be difficult, such as a dungeon under a sandy beach.
400	Power of Belief	Neverland: The RPG	Abjuration	When someone attacks you with a weapon that is not magically enhanced or made of silver, the attacker must thoroughly believe in you to cause damage. If they have any doubts regarding you (thinking you're an illusion, believing you and/or your race is imaginary, thinking they're in a dream/nightmare, etc.), the weapon strike will not harm you. Attackers with weapons can still damage you if they have a sufficient Wisdom stat (or equivalent stat), basically requiring their Wisdom stat to take the place of their Strength/Dexterity in determining the success of the attack. Attacks that do not use weapons are unaffected by this perk.
400	Old as the Trees	Neverland: The RPG	Abjuration	The Elder Tylwyth Teg follow their own pace and do not let others dictate their speed or actions. In addition to gaining the patience to carefully think over challenges, you gain immunity to mind-altering magic and resistance to mind-altering effects in general.
400	Monstera Reflect	Neverland: The RPG	Abjuration	Like the tadpole forms of Monstera (tree frogs that flatten themselves to resemble leafs), any spells cast on you are reflected back at a target of your choice for double the spell's original strength/power (please note that this reflecting does not cost you anything, since it's just using the spell already cast by the original caster). In addition, like the adults, you can reflect ice and fire, but now fire and cold spells/attacks are reflected for 2. 5 times the original power.

400	Wonderland No More	Neverland: The RPG	Enchantment	Head-shaped plants (vines, mushrooms, grass, cacti, seaweed, etc.). They are all insane but follow your commands. Aside from different plant types, they come in two main variants. The Bloodsucking Foliates are aggressive and carnivorous. They use spores to leech life from prey to replenish their own health. Muttering Foliates are shy and photosynthetic, but still dangerous. Their spores are poisonous, and any vomit from someone who's taken enough poison damage from them will produce a new Foliate. Both kinds of Foliates can also spit a sap-like substance at targets to make their appendages stick together. Foliates can grow even on rocks, and they can merge with whatever they're planted in to reappear up to 60 feet away.
400	Fallen Throne	Neverland: The RPG	Enchantment	A throne made out of a Fallen Star. Please note that this item does not trigger chaotic Star Surges with magic casting unless you want it to. Instead, the throne enhances charisma and mind control-oriented powers when sitting upon it.
400	Gecko Puppet	Neverland: The RPG	Enchantment	A towering wooden puppet (it can be shaped after either your favorite reptile or whatever reptile freaked you out the most as a kid). Each appendage has a hole bored into it and contains a cat-sized gecko piloting that appendage. Together, the geckos form a hive mind to run the puppet as a whole. If part of the wooden puppet is carved and repurposed into something else, the gecko piloting it will instinctively know how to use the new carving accordingly. The lizards also can cast some mind control spells. Both the lizards and the puppet are immune to electricity, though the puppet is weak against fire.
400	Magic Iron Sword	Neverland: The RPG	Artifice	A mighty sword forged by Michael the Mountain Smith. After three successful hits on a target, the sword damages either the opponent's weapon (reducing its attack power) or their armor (reducing their defense).
400	Corn Dolly	Neverland: The RPG	Necromancy	An animated corn doll made from grains grown around Hangman's Tree. If you add some part of a person (hair, fingernails, etc.) into the doll, any damage or effects inflicted on the dolly will be redirected at that individual. You can only tie the doll to a single individual, but once you modify your doll, you'll get an unbound copy in a week's time.
400	Fae Farm	Neverland: The RPG	Conjuration	A copy of one of the many farmlands found in Elphame, complete with enchanted crops and livestock. Your farm includes but is not limited to: cabbage (which either turns you into a donkey or turns you back to normal), hungry grass (cursed wheat that triggers mad, endless hunger if one walks through before it's cut), witch herbs (only grown in the dark for dark mystic powers), fairy cattle, and the Arkan Sonney (a nigh-uncatchable white pig that brings good luck to whoever manages to catch it).
400	Sand and Bog Crafter	Neverland: The RPG	Artifice	John and Wendy alike have become quite capable mages in their own ways, especially with their artificial creations: John has his sand golems, while Wendy has her bog bodies and moss gallants. You are now incredibly gifted at constructing and commanding animated guardians from various materials, whether moss, sand, or something else like ice or milk. The more magic you pour into their creation, and the more of a boost they'll get when fulfilling whatever you define as their key prerogatives (guarding an area, carrying out knightly duties of chivalry and propriety, etc.). You can even place smaller golems inside larger golems – essentially two enemies in one.
400	Belly the Butcher's Knife	Neverland: The RPG	Artifice	A magical knife from a pirate cook that perfectly skins animals every time you use it; this attribute might also come in handy in combat.
400	Magic of Belief	Neverland: The RPG	Metamagic	Children have an unexplained power over the Fairies of Elphame and the Pixies of Neverland. This perk gives you a boost when fighting or defending against fairies or other magical beings, with an increased chance of dispelling or counterspelling magical effects. These powers are enhanced if you vocally express belief or disbelief in magical things.
400	Wishing Well	Neverland: The RPG	Conujuration	If you drop an item down the well, a wish of yours can be granted. However, the level of the wish is directly proportional to the monetary value of, power of, and personal value placed on the item you drop into the well; for especially potent wishes, you'll need something exceptionally powerful or valuable. Anything dropped into the well cannot be replaced. Items that would be replaced via jump fiat or similar means, or are nigh indestructible, will not grant you a wish if thrown into the well and will be simply spat back out.
600	Time's Up	Neverland: The RPG	Abjuration	Many of the creatures of the island like the Crocodile are from long-lost ages, and they've lived long enough to no longer fear time. You (this includes all body parts) are now immune to all time-based magic and effects as long as this perk is active. Furthermore, nothing, whether physical or magical, can slow you down – this accounts for not only time magic that might slow your speed, but physical things that slow down your speed like mud, ice, breaking through barricades, etc. Please note, however, that this perk only eliminates things that reduce your speed; it does not actually increase your speed beyond what your speed would be without things to slow you down. In addition, you can cause a ticking clock sound to echo from your body, which triggers deafness in nearby listeners and lowers their overall stats. Plus, you are able to keep perfect time.
600	House Parent	Neverland: The RPG	Conjuration	You can now stimulate and manage the "growing" of houses you own/live in. At the very least, you can make it so that the building will gradually grow in size over time. Not only will the overall size of the house change, but individual rooms will also grow in size, with internal fixtures like beds increasing in size as well along with gaining additional decorations like extra furniture and nightstands. If they grow long enough, they might even gain entirely new rooms – or entire extra floors. But if you don't want your house to grow too big, you can instruct it to stop growing (which will halt further growth). Alternately, you can direct it to grow in one main direction such as upward (whether as a tower or as part of a massive tree). In addition, by treating the house the way you would your child, you can teach the home new tricks. Over time, with enough love and care, your home might even gain a sense of devotion towards you, making it hard for your enemies to use the structure against you. Once your house has been influenced by this perk long enough, it can even move about. Maybe eventually your house will in turn become a parent with children of its own, even?
600	Whirlpool Magic	Neverland: The RPG	Conjuration	You can create and enchant whirlpools to become portals between other whirlpools. You can manifest whirlpools anywhere. If you enchant a single whirlpool, it will just take you to the closest random whirlpool in the area, but if you have enchanted multiple whirlpools, you can link them together for specific portals. While you can safely travel through these whirlpools, others lacking strong swimming skills will likely be torn to pieces before they even get through the portal – and then there's the matter of escaping the second whirlpool on the other side. You can also enchant other forms of water to varying effects, like making a waterfall become a solid wall that unfurls like a curtain when you wish to pass, or enchanting rain to cause sleep, forgetfulness, or wild dancing.
600	Stitcher	Neverland: The RPG	Modus	Sewing in Neverland has a bit of magic to it, as the Gnomes know from experience in the craft. You can use sewing for a wide range of mystical abilities. For instance, Knots of Fate lets you foresee the future (immediate present) luck of up to three targets and swap their fated lucks with each other. Backstitch undoes effects on yourself, Running Stitch teleports targets up to 60 feet, and Hemming Stitch fuses limbs together. If you work on developing your sewing skills, you can potentially find new sewing-related magic to cast as well.
600	Magic is Neutral	Neverland: The RPG	Origin	The Cunning Folk believe that spells are not inherently good or bad, but rather defined by the wielder and their intention. Any spells you cast can have their "good/evil" alignment/karma be determined by your own level of good/evil and your good/ill intentions for the spell. That said, keep in mind that magic that requires performing evil actions to cast like human sacrifices, due to such actions being evil, would make the spell likely still count as evil under this perk.
600	Fallen Star Heart	Neverland: The RPG	Origin	Like Captain Hook, you have placed a Fallen Star inside your chest cavity (you can choose an alternate part in your body if you wish). And as everyone on Neverland knows, Fallen Stars are incredibly magical and cause magic to go awry. Any spell cast on you will flare up with uncontrollable magic and random effects. This also affects any spell you cast. The spell might fail, or be delayed, or hit a different target, or even invert its effect. That's not even getting into crazier possible effects such as making people and/or their body parts change size, summoning elemental spirits, causing snow or rain, or making shoes turn into wooden clogs. You can dispel the Fallen Star from your body when you want to avoid the chaotic effects and resummon it at will. See Notes for a longer list of potential star surge effects.
100	Monster Killer	Percy Jackson	Artifice	It seems that every demigod needs a gem like this, these days. This "monster killer" is in fact a weapon of your own design (up to and including guns, although it'll only come with three rounds if you choose so) made of either Celestial Bronze or Imperial Gold. What this means, essentially, is that it is capable of harming Monsters and Gods, however at the same time incapable of harming mortals: attempting to do so will have it slide through effortlessly without any harm being done. Should the weapon be broken, it will appear within your warehouse in a day, good as new.
100	Minor God	Percy Jackson	Origin	A child of one of the many, many gods of the Greek Pantheon. However, unlike the majority of Camp Half-Blood you find yourself as one of the minor gods. This doesn't mean much on its own aside from the group you've been sired from, although there is a misconception that children of minor gods will always be outshined by those of higher birth. At the same time, it is admitted that more often than not you'll yourself without some of the flashier powers, and for those of Greek birth you will likely not be claimed until the events of The Last Olympian. At the same time however as the Minor Gods seem to fool around slightly less than the twelve, you'll have a bit more of your parent's attention than you would have otherwise.
200	Nectar and Ambrosia	Percy Jackson	Artifice	The food and drink of the gods, guaranteed to cause mortals to instantly turn to fire and sand if consumed, with demigods to do so as well if they consume too much. Despite the fact that it's only truly safe for godly consumption, it also boasts an extreme healing effect able to set and mend even life threatening injuries and as such is treated as both a commodity and a valuable resource around these parts. They also have a strange magic to always taste like the consumer's favorite food and drink as an added bonus. You start out with a baggie filled with ambrosia squares and a canteen of nectar, which each refill every week.
200	Monster Killing Metals	Percy Jackson	Artifice	About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.
200	Olympus Twelve	Percy Jackson	Origin	One of the majority, I see. It seems that you've been born of one of the most commonly known Gods of these setting. That is, save Artemis and Hera. They would never do such things willingly. No, that would require taking both Godly Scorn and Daddy/Mommy Issues for no points in order for such an affront to their vows to occur. . . You may also take only Godly Scorn instead if you wish to be a child of one of the Big Three, at least guaranteeing you the love of your own parents unless you choose to pick otherwise on your own.

400	Wings of Icarus	Percy Jackson	Artifice	What a fancy little contraption you seem to have here, Jumper. Fashioned from Celestial Bronze, this pair of wings seem to be rather encumbering until fitted upon. At that point, however, you'll find that not only are they incredibly lightweight, but also capable of flight despite the fact that it should not be able to support the user's weight. While this is used best for gliding, the user can also take off from the ground if they are willing to spend the extra energy to get themselves aloft. Guaranteed not to melt if you fly too close to the sun.
400	Argo II	Percy Jackson	Artifice	The legendary ship that in a few years time will be used to sail across the Atlantic towards Europe, or at least a copy of it. Aside from being completely sea and sky worthy, thanks to incredible craftsmanship from the Hephaestus Cabin, this ship is capable of flying itself thanks to what appears to be a sentient dragon head at the top of its mast. Aside from being a rather comfortable ride for a decent crew of heroes, one of its hidden functions lies in its destruction. When the ship is destroyed (or if ordered to) the dragon head will disconnect and multiple parts from the ship will reconnect with it, forming a creature in the size and shape of a dragon that loyally follows your orders until ordered to reconnect to the ship or destroyed. However, in exchange while the dragon is disconnected the boat will be rendered inoperable, either floating aimlessly in the water or air depending until the dragon reattaches itself. Should the ship be destroyed it will appear within the Warehouse again in one week, good asnew.
400	Titanborn	Percy Jackson	Origin	So you wish to be born of the Titans, hmm? While your kind is rare, it is not a thing unheard of. However, this is not a world that is kind to you, friend. The general consensus of those not firmly on the side of monsterkind is that those of the Titan's ilk are evil, up to an including your progeny. In exchange for taking this parentage, you must take Wrath of Olympus to reflect your status as an outcast in this world.
400	Giantborn	Percy Jackson	Origin	Ah yes, the giants. The children of Gaea, great towering creatures with domains and powers similar to and even predating the gods themselves. While they, like the Titans, are not known to sire mortal children it seems that once again you have proven the exception. Those of this parenthood must take Wrath of Olympus just as the Titans must, due to the inherent animosity towards giant progeny.
600	Divine Implement	Percy Jackson	Artifice	While every Demigod needs a trusty weapon, this goes beyond such things. Being of the quality that even a God would consider worthy for wielding, it is a completely indestructible weapon of your choice (or armor, if you prefer). In addition, it has an enchantment of your choose that would be appropriate for a weapon of such strength, such as raining down lightning on your foes or summoning storms with a wave. If you choose you may also use this option to instead obtain a copy of a currently existing Divine Implement, although there is sure to be confusion if it is witnessed in use.
600	The Protogenoi	Percy Jackson	Origin	The founding forces of the universe, that from which all things descend from. Normally the children of such beings would never be anything less than a fully fledged god, but in this case it seems that perhaps things have went awry. Aside from being incredibly proficient in the manipulation of your parent's domain, much as other demigods are, you'll find that you otherwise benefit from your heritage than others do. Bigger, faster, stronger, all the things a hero might be expected to be in order to live up to such a legacy. Such power does not come without consequences however, as Foreign Target must be taken without any points for such privilege.
800	"Godhood"	Percy Jackson	Origin	Not necessarily a god perhaps, with this option you have ascended to the level held by the deities of this setting. Whether a God, Titan or Giant by this option, you may choose up to five different concepts to base yourself around which will make up your domains for this setting, along with the theme your powers will take on. In addition you'll find yourself with additional powers depending on which subchoice you make here, such Gods having their True Form which atomizes mere mortals upon eye contact, the Titans with their supernatural manipulation of their domains to the point of causing major disasters with ease, and Giants being unkillable unless laid low by both mortal and God. While this option can be taken alongside other parentages, at least two of your domains must me in the same 'thematic' as your ancestor to reflect the closeness in bloodline. A God who is the child of Zeus might end up as the God of rain, for example. Godly Restraint (if you are a Demigod) or Wrath of Olympus (if Titan/Giantborn) must be taken for this option, with no points extra to reflect your unique origin.
0	Godly Powers	Percy Jackson	Origin	Being born of (or actually being) one of Godly Might has its perks. While the actual effect depends on each demigod, along with their actual proficiency, you'll develop powers that fit your thematic. Children of Poseidon can control water and speak to Horses, Children of Aphrodite have a 'people sense' and are supernaturally charming, etc. (CG Note: Requires one of the following from Percy Jackson: "Godhood", The Protogenoi, Giantborn, Titanborn, Olympus Twelve, and Minor Gods.)
50	Fairy Dress	Peter Pan	Illusion	A lovely outfit made from various plants that is designed by the finest of fairy clothiers to reflect your personality and abilities as a fairy. Neverland flora never truly dying even when plucked, the clothes remain completely fresh, and will regrow if damaged.
50	Mermaid's Comb	Peter Pan	Illusion	A beautiful comb, a four-pearled whalebone of superb design. This priceless (for the land-bound) treasure is imbued with mermaid magic. Any hair combed with the item can become as long and silky as the user pleases, without the hair ever becoming heavy. Furthermore, you can arrange your hair any way you like, and it will remain perfect even if you take a splash in the water. Also, hair combed with it can perfectly cover your chest while teasing just slightly, and even if you are wearing nothing else you will somehow seem elegant and dignified; someone in a fully-covering nightdress would seem more scandalous than you. Similarly, you can put any natural, organic water items (seaweed, lily pads, starfish, etc.) on your combed hair without seeming out of place.
50	Pixie Dust	Peter Pan	Artifice	A small bottle of pixie dust for emergency flying. Never know when it might come in handy.
50	Feathered Headdress	Peter Pan	Artifice	A headdress decorated with a rainbow of feathers (even those of a Neverbird), worn by only the elite warriors of the tribe. Wearing it grants you enhanced valor in battle, and also strengthens your access to spiritually-based magic.
100	Advanced Flyer	Peter Pan	Origin	You have become an exceptionally good flyer, to the point that you no longer need pixie dust to fly. In fact, defying all sense, you have no weight at all unless you wish to. As long as you are awake, you can move fluidly through the air without ever touching the ground for a second. If you wish to sleep, you only need to rest on a sharp breeze to stay afloat, and if you fall asleep and start to fall, your descent will slow down so that you gently drift down like an autumn leaf. Although as a Fairy you do not need fairy dust to fly, you will need to purchase this perk for the additional abilities such as riding the wind, constantly flying even when asleep, and a slowed descent if your flying fails.
100	They'll Sweetly Drown You	Peter Pan	Enchantment	Drowning is said to be a bad way to go, but a mermaid can make it into something to die for. You have a beautiful, perfect appearance that can make victims fall over themselves. Furthermore, you have a personality to match, able to exude cheery innocence and mysterious seductiveness as you see fit. All of this is meant for the express purpose of a mermaid's favorite pastime: drowning. You might stun a victim with your beauty and turn the drowning into a sensual if fatal encounter. Or you might treat your drowning efforts as a playful game, with an endearing innocence that makes few people willing to hate you even as you try to drown them, or willing to intervene. You don't even need to speak a word; a simple smile or gentle caress on the hand is enough to get them into the water and never come back out. The skill works best for drowning people, but in general makes it easier to kill people without facing significant resistance; it can also be useful for extracting favors or information from people. Even so, it only increases the likelihood of people cooperating – it does not guarantee it, especially once they get in the water. The perk's power is strengthened with Siren's Song and vice versa.
100	Tree Costume	Peter Pan	Illusion	The disguise allows you to pose as an evergreen tree. The costume is remarkably lifelike, and as long as you remain still it is impossible for anyone to tell that you are not a real tree. Furthermore, as long as people are busy and not directly examining you, you can sneak closer without getting caught; this ability is enhanced with Silent Stalker. In fact, the tree is a Neverland variety and still alive, so if you have plant-based magic wearing the evergreen will boost your power. Comes with extra tree outfits for companions.
100	Silent Stalker	Peter Pan	Illusion	The natives of the island are masters of stealth, and can creep around through the underbrush without making a sound. It is almost as if you have blended in with the forest. Unless you intentionally make yourself noticeable, those without significant perception skills will not spot you until you attack. In addition, you can leave small clues behind you to alert companions – and only them – of your trail so they can follow in turn.
100	Fairy Fluent - Boosted	Peter Pan	Metamagic	You can naturally understand the tinkling, bell-like language of fairies, and also know how to teach people to understand the language. It is the most wonderful of tongues, sounding like the sweetest, most innocent bells whether you are professing love and rudely insulting somebody. However, unless you are a Fairy, you cannot speak it in turn, unless you pay 100 CP extra. **(CG Note: requires base Fairy Fluent first.)**
100	Mother Knows Best*	Peter Pan	Artifice	Mothers are highly treasured on the island, and you bring with you the talent of a (childish) mother. You are skilled in multitasking, and can cook, clean, darn socks, sew pockets onto clothes (even ones that weren't made for pockets to begin with), and in general look after a large number of children, even rowdy ones, effortlessly. Plus, you give these different things a "mother's touch": beds you make will feel cozier, clothes you make/sew will feel more comfortable, rooms you clean up will make people feel more at home, etc. ; this may therefore enhance other domestic-oriented perks you have. You also become a skilled storyteller – at least one for children's tales – and can easily recall classic tales or invent your own; you can even take existing stories and give your own unique flair to them, such that Cinderella fights off pirates with a revolver, while retaining the wonder of the original. Moreover, it gives you an aura of respectful motherhood that makes anyone with the form of a child (even beings that are actually much older) much more likely to behave like a child and follow your instructions when you are present, with your control increasing the more you act like their mother. You can even have an effect on people with an older physical form if they long for a mother (it helps that the perk makes people more likely to want you to be their mother).
100	Pixie Dust	Peter Pan	Artifice	Most if not all fairies constantly produce the magical substance of fairy dust around their body, such that a trail follows wherever you fly. People and even objects as large as ships, when covered in the sparkling dust, gain the ability to fly. However, while inanimate things can fly without any challenge, people wishing to fly must have sincere faith and happy, carefree emotions. During the jump, you constantly emit fairy dust as easily as breathing, and you are constantly surrounded by a cloud of fairy dust, though in later jumps you can control the emission. To help, the perk also enables you to breathe easily without choking on pixie dust or other particles, such that you could breathe and talk even with smoke all around you. If you took this perk and are not a fairy, you will be looked at quite strangely by others, but things are often strange in Neverland so that's hardly a bad thing.

100	Teddy Bear	Peter Pan	Artifice	A cute little teddy bear you can carry around with you. It has a rip in it, but surprisingly none of the fluff ever comes out. On the contrary, you can stuff in much larger objects without much trouble, even cannonballs; even so, anything much larger, such as the size of a human, won't fit. It remains ever-so-light when carried by you, but reveals its true weight upon contact with someone else. Under such circumstances, the bear may be useful as an unconventional and unexpected weapon.
100	Nautilus Shell	Peter Pan	Artifice	Every mermaid has her own nautilus shell that determines your rank and standing. For 100 additional CP each time, you can increase your nautilus' size to gain a better position in the snobbish mermaid hierarchy. Just make sure you don't have one larger than the Queen's, who starts out five sizes above you; that is just not allowed. Although most mermaids are only concerned with the cosmetics and snob potential of their nautiluses, the shell has other uses. If the shell is large enough for a mermaid to squeeze in, sleeping inside heals a mermaid's health. By sitting on it like a cushion, your water magic is strengthened, and by blowing into it like a musical instrument your singing power is amplified; the level of the enhancement increases with the size of the nautilus. If you are not a mermaid, expect mermaids to try to take it from you.
150	Pan Pipes	Peter Pan	Enchantment	A copy of Peter Pan's famous pan pipes. The instrument is made of Neverland reeds, and always stays in pristine condition. When you play it, the music charms the hearts of those around you, making them more admiring of you. People who have heard it before will instantly recognize that you are playing it and happily welcome you. It also lets you, as long as you play the pipes, animate and control shadows, assuming they aren't attached to anything (see Shadow Biter).
200	Hidden Kisses	Peter Pan	Abjuration	Everyone has their own childhood loves when they are young, often linking with the imaginary and fantastical, but they are rarely if ever fulfilled. Once you grow up, the hidden kiss remains on the right-hand corner of your mouth. Though its inner magic weakens after your first kiss, it stays on you, and can only come free if given to someone you can genuinely and openly share your innermost childhood wishes with. With this ability, you can "steal" the hidden kiss of a target. The theft requires building up an emotional connection with the holder, such that his or her hold loosens enough for you to snag it; fortunately, you have a charismatic nature that can melt the hearts of most people (even a fierce warrior or man-killing monster), though the exact way they react to their growing passion for you varies. Each hidden kiss you hold yourself increases your own childish innocence, making you more adventurous and less susceptible to corruption. However, if you hold onto and strengthen the ties you made to obtain the hidden kiss, you can form a deep bond with the former owner, the kind that is generally found only with soulmates. Moreover, by willingly giving a hidden kiss to someone, you grant that magical wonder to him or her; such a miracle could restore someone from the worst of corruption, or even bring the recipient back to life; however, in the latter case it would only work if the deceased one's body is still physically present and "warm," with the deadline at most being 24 hours.
200	By Hook or Crook	Peter Pan	Transmutation	If either of your hands is ever removed from your body, you may instantly and bloodlessly replace it with any small tool or weapon (even a magical one) of your choice. Whatever you choose, it is further enhanced with moderate water magic that you can unleash on foes. If the tool-hand is cut off again, you can instantly will the tool back to your stump and reconnect it. When you wish, your regular hand will regenerate, and you can switch between your regular hand and the tool at will. In addition, each new jump you have the option of selecting a new tool when your hand/tool is removed from your body again; you can switch between any of the tools you have used as a replacement and your true hand at will. Any tool or weapon in your possession is selectable under the perk.
200	Long Tom	Peter Pan	Artifice	A trusty old cannon that has been modified for shooting upward, perfect for attacking flying boys in clouds. In fact, the cannon ignores all laws of physics, such that cannonball may fly straight up for a mile in a perfect line with no gravity, wind resistance, or anything else hindering its course. Regardless of damage or location, if a shot comes within ten feet of a group of targets, the individuals will be swept away by wind and scattered, and will be unable to reunite with each other for five minutes. Must be loaded manually for each shot, but has unlimited ammunition.
200	Fit Just Right	Peter Pan	Transmutation	Each Lost Boy gets to the Home Below the Ground through his own personal tree, which has been carefully hollowed out by Peter to fit only you. It is therefore critical that your proportions never change, so you have learned to wiggle your body just right so that you can always slide down the tree without getting stuck. You can now fit through any tight gap easily without getting caught. Your success getting into your tree stems half from your physical efforts, and half from your heartfelt wish that the tree is wide enough to fit you, which is thus made real by Neverland's magic. Accordingly, the world itself will bend so that the gaps are just wide enough to slip through. However, the difficulty in using this jump increases with the size difference between you and the gap; if an opening is just a little too small for you, that's easy enough, but good luck trying to enter a mouse hole as Godzilla.
200	Private Apartment	Peter Pan	Conjuration	At a place of your choice in Neverland, you now have a small, veiled alcove, no larger than a bird cage, that opens up to your private quarters, with all of the amenities and decorations you need. The furniture is some of the most classic and prestigious of fairy works, and the home has the feeling of a nose turned permanently up. No matter your size, you can shrink down to enter – and so can anyone given a personal invitation by you to visit. Due to its small size, enemies will never notice its presence, allowing you to spy on them if they pass it by. After you finish the jump, it is attached to your warehouse, but you can place it in a new location in another jump if you find a good place.
200	Tom-Tom	Peter Pan	Illusion	This large drum is perfect for sending various messages, whether for war movements or for announcing victory. The reverberations can echo across an entire island, and all allies will understand the message you are conveying through the drum beats. If you took Mimicry, you can make the drum beats sound like natural phenomena of your choice, though the people you are sending the message to can still understand it. The drum can also make your enemies fearful. As many rituals are based around the use of drums, the tom-tom will enhance any spells you draw on from the Tribal Magic perk.
200	Mimicry	Peter Pan	Illusion	You can perfectly imitate the cries of any wild animal on the island, or even specific people, as long as you have heard the real voice in the past. Even people who have known the person you are imitating for years on end will be fooled by your voice. You are also a master at throwing your voice such that it seems to be coming from a different direction, such that you can remain concealed and no one can determine your location unless you break cover. In addition, you can use musical instruments to mimic non-vocal sounds.
200	Ocean Secrets*	Peter Pan	Metamagic	Mermaids know all of the secrets to the ocean, and every secret whispered that rippled off the water's surface. You are incredibly wise in spite of your outward personality, and often know things that no one else does, from where a treasure is hidden to what Hook (or someone else) is plotting, to ancient spells and lore hidden beneath the waves at Atlantis. Not only is this information available for your use, but many will come to seek your advice, giving you more opportunities to drown them. After the jump, the ability applies to any ocean or sea you can access. If you also took the Water Fairy Talent, you can apply the same power to any body of water, even the water in a bathtub or bottle.
200	Cinderella	Peter Pan	Artifice	A makeshift boat-carriage with a small cottage attached. It was based roughly on fairy tales such as Cinderella, and is powered by an old-fashioned sewing machine. It uses sails to travel both on land and sea, and it can also travel through the air using a magic stone inside the carriage. Could feasibly be combined with The Little House.
200	One Feeling at a Time	Peter Pan	Origin	The hearts of fairies can be compared to bouillon cubes due to their concentrated compactness. In fact, a fairy is so small that it can have only a single emotion pouring through its entire body and soul at a time. While those big humans might call such a mindset capricious and a flaw, you know better. You don't have to worry about never knowing what emotions you are feeling, or having them mixed together. Whatever you feel, it is with full certainty and intensity. As a number of abilities draw on a specific emotion in the user, you can reach intense levels that you could not achieve with extra emotions getting in the way. Your emotion can change, whether by choice or at random, but it will always be a complete change. Furthermore, the concentrated nature of your inner self means that when you focus on a specific thing, whether it is an emotion or a certain talent, you can put your full heart into it and bring out the best of that quality of yourself. You will have to deal with the emotional changes as a fairy regardless of whether you bought the perk, but you will need to purchase the perk to access the same abilities (with greater control) after the jump.
200	Golden Glam-Shell	Peter Pan	Metamagic	A head-sized, golden seashell owned by the queen of the mermaids for her concerts. The shell strengthens all musical/singing abilities of the user, including Siren's Songs. Furthermore, as the treasure was donated to the mermaids by a pirate, the shell also grants the owner good luck in finding treasure.
300	Shadow Biter	Peter Pan	Origin	Like every animal, even a domestic one, instinctively knows, you can literally bite or claw off a target's shadow, making it fall off as a piece of cloth. And since you're smarter than a regular animal, you also know how to cut off the shadow using non-natural means (swords, magical attacks, etc.). The shadows of exceptionally-willed individuals may have a mind of their own, but for the most part the shadow is now a simple item for you to claim. The effects of losing your shadow can range from harmless to dangerous depending on what world you are in, but a victim will never feel the same without his or her shadow, and victims will likely lose some degree of their full powers. Plus, you can gradually learn to make it so that cutting off a shadow will also take away at least some special powers the victim used to have. See Shadow Sewing or My Shadow companion for more benefits.
300	Torch of Darkness	Peter Pan	Evocation	A jeweled, wooden scepter that burns a vile, purple smog. The smoke embodies the corruptive darkness of growing up, and magical beings such as fairies in range of the smoke will feel intense pain and weakness.

300	Star-Talking	Peter Pan	Divination	Peter has taught you how to fly up to the stars themselves and say hi to them. Whenever you fly up to the star, or just look up at it in the sky, it now manifests itself as a head-sized ball of light that can speak. Stars were placed in the heavens for a crime they have forgotten, and they enjoy having any company. They know many secrets, and can even spy on specific locations on different worlds, acting as a sort of look-out. The stars are rather ornery, so your relations with them may vary. To make sure that you can successfully communicate with the stars without killing yourself, the perk also grants you protection from extreme heat, gravity, lack of air, and other negative effects that would normally impede your conversations with stars, but only when you are interacting with them. The perk also makes it possible for you to "blow out" stars like candles; the star in real life will not be harmed, but all light from it will be sealed for the next year until it recovers (and don't expect it to be very talkative now). In the case of the Sun, though, seeing as children view it differently from stars, it is quite old and powerful, able to shoot a million arrows either for directions or for defense/offense and very difficult to blow out; therefore, he makes for a great ally or a great foe if you cross him. In other jumps, this means that any star that is viewed by a large population as a sun will be elevated to a rank higher than normal stars. After the jump, you are able to actively ignore the enforced rules of reality and chat with the stars just as you could in Neverland. Outside observers are still blinded by their grown-up logic, and will be baffled at the impossible paradox they are witnessing.
300	Mirror of Melancholy	Peter Pan	Divination	Also known as the "Mirror That Answers All," it is a mysterious, giant mirror found in a cave on Neverland. When accessed, the mirror shown will reveal the answers to how to accomplish your strongest dream. However, in the case that you already have the ability to fulfill your dream or have already come to terms with your dream and don't care for the answer anymore, the mirror will just show your reflection. In addition, if someone other than you tries to use the mirror without you dismissing the protection, a special enchantment will draw him or her into a trap: the victim will be caught in an illusion generated by his or her memories to make the person give up on the dream, while outside the vision rock-hard vines will sap the subject's life energy; however, it is possible to break free by exerting enough willpower or by remembering the positive parts of your dream – it's also possible for others to break into the mirror to help the trapped victim. If you took Shoot the Birdie!, you become very skilled in convincing people to use the mirror and ignore the trap until it's too late to get out.
300	The Little House	Peter Pan	Conjuration	A magical cottage that Peter built for you. With a top hat for the roof and a shoe as the door knocker, it is rather unusual, but has magical properties. Although it is the size of a small shed, the interior will always have just enough room for however many people enter, though it may be a little tight. Also, despite no fire inside, the house is always comfortably warm and spouts smoke through the chimney, which has a cheery and stubborn personality. Similarly, even when you turn the lights off inside to go to bed in the dark, the exterior of the blinds will shine a light outside to give the impression that the lights are on inside; you can also choose to have it do the opposite, with lights inside and no sign of light from the outside. No matter how much is inside it, the house can be carried by just several strong men working together. Mother Knows Best will allow you to alter and potentially expand the interior as you please. After the jump, the Little House is stored in the warehouse for you to use as you wish. Whenever you sleep, you can subconsciously summon the house to you such that you will awake in bed. Could feasibly be combined with Cinderella.
300	Mermaid Treasures	Peter Pan	Illusion	A seemingly endless collection of rare pearls, gems, and other priceless trinkets that you may wear as accessories. Your set is only slightly above average for mermaids, but even the cheapest of your hundreds of decorations would be worth a king's ransom for humans. From seashells of every color and variety, to pearl necklaces long enough to string across Neverland, to golden tiaras embedded with perfect gems, to ancient fossils that nonetheless shine like crystals, each one will only further add to your beauty. Also, a few of them have magical properties. Although they are heavy for humans and thieves, they are lighter than bubbles for mermaids, and you may adorn yourself with all of them without feeling the slightest weight; after the jump, the same applies to whatever form you wear them in. Any treasure you find in the water can become a part of your collection, and it will be altered into a beautiful accessory with the same weightless properties as the others; any special properties that it had before are retained in the new version, though their powers may have been reduced in the process of changing their composition. However, the items are only weightless in the water; although they are still light if you prop yourself up on adjacent rocks and shoreline, once you are far enough away from water, they regain their full weight. If you have also purchased the They'll Sweetly Drown You perk and the Mermaid's Comb item in addition to Mermaid Treasures, your appearance becomes drop-dead beautiful, such that any person seeing you face with insufficient willpower or magical resistance will be charmed into an entranced daze and do almost anything for you as long as all the necessary items are on your person.
300	Shadow Sewing	Peter Pan	Artifice	You are an expert sewer of all things, and even a shadow is but a simple task. If you have a detached shadow in your possession, you can sew it onto whoever you please wit minimal difficulty. You may sew it back on whoever lost it, or perhaps you decided to sew it on someone else – so many possibilities. You could even try sewing it onto a cloth of some sort. Whenever someone's shadow is sewed onto a new person, the new person now owns the shadow both physically and spiritually. Also, you can sew on the shadow extra tight, such that it can only be removed under certain conditions (such as with Shadow Biter); therefore, with that adjustment the attached shadow will always be fully visible and in full-body no matter the position or absence of light, though this may sometimes be a detriment. You can also sew different shadows together (even if they're still attached to people or things); unless said individuals found a way to detach themselves from their shadows, they would therefore be limited in their movements due to how their shadows are linked. You could even physically alter shadows, such as sew pockets into shadows for storing things, or use an iron to make a shadow hard and stiff, or "wash" them. If you also took Mother Knows Best, you may eventually learn to magically apply your wonderful sewing skills to other unlikely things, such as reflections, giggles, and clouds. See Shadow Biter and My Shadow for further uses.
300	Piratical Poisoner	Peter Pan	Artifice	You know how to use all sorts of poisons, how to mix them with different things such as weapons and drink, and how to conceal them from detection by their unsuspecting users. Plus, you can make poison literally spawn from your body's secretions such as tears without being harmed unless you specifically want the poison to hurt you. This also lets you transfer poison to your tool/weapon hand if you took By Hook or Crook.
300	Saber of Long John Pepper	Peter Pan	Artifice	The sword of Long John Pepper, notorious as the worst (competently) pirate in all history. The sword has a minor mystical effect, but not one suitable for a pirate: it can make begonias and other flowers sprout when it touches the ground. Moreover, the sword constantly generates a cursed field that inhibits the luck of all pirate/thief-related abilities of those in the area.
300	Sands of Zephrite	Peter Pan	Artifice	A bag full of mystical sands of various colors. By releasing them in different combinations, you can call upon key winds and harness their power. Moreover, the wind can connect itself to other natural phenomena to bring rains, sandstorms, and hail among others. Just be careful not to get too carried away, or the crazed winds might carry you away; Tribal Magic gives you greater control over the weather. If you took Secret of the Land, you can communicate with the weather to learn info from it like you can from the land.
300	Siren's Song	Peter Pan	Metamagic	The voice of a mermaid is beyond measure, and can make men jump off sharp rocks to hear the melody up close. Your voice and song is especially gifted for a mermaid, and you can enchant the hearts of victims with but a few verses. You gain extra power under the moonlight, and it is said that those who hear the mermaids' song under the moon will follow the song to the source and do anything the mermaids wish, never to be seen again. With particularly weak-minded saps, you can completely mesmerize them and implant suggestions in their brain that they will believe that they thought up themselves. Furthermore, mermaid songs at night often contain potent curses that vary between the victims; pirates hallucinate and see old enemies, birds and other flying beings start flying upside down as they lose their sense of up and down, and fairies transform into bats. For the magic to take effect, the victims must be able to hear the song; if they are able to avoid hearing it, they won't be ensnared. The range of the song depends on the acoustics, but at most has at most the radius of half a mile. Also, the strength of the effect is split between all listeners, and therefore dilutes with a large audience. On the other hand, every voice added to the chorus strengthens the song's power, and moonlight strengthens the magic night effects. Also, since mermaid songs are never dampened by water or storm, the songs will retain their full intensity even at the bottom of the sea or in the middle of a hurricane.
300	Dragon Key	Peter Pan	Transmutation	A large stone key that, when thrust straight into the heart of a dragon, will turn it to stone indefinitely; however, if the key is removed from the rock, the dragon will come back to life. While you can use the key with no trouble, the key can otherwise only be wielded by someone with considerable patience.
400	Think Like an Animal	Peter Pan	Enchantment	Never Never Land is full of wild things, but there are ways to deal with each creature, however big or small. Due to Peter's guidance and your own wild nature, you have a knack for dealing with various wildlife on the island, and can identify specific actions that will drive them away, usually exploiting their simple nature. For instance, a wolf will run away in terror if you bend over and stare at them backwards with your head between your legs; if you draw a line in the dirt around yourself and dare anyone to cross it at their own peril, a full pride of lions will not pass over the barrier; and bears will hesitate to attack their own kind, even if it is just you in disguise or with a teddy bear. Please note that an animal sufficiently antagonized with you may push aside its qualms and still try to attack. Also, as the composition of the creature moves away from the natural end of the spectrum and more toward an alien or magical beast (since Neverland's beasts are somewhat magical, the shift is less sharp on the magical end), the solutions become increasingly complicated; even so, the solution will always be within your capabilities.
400	Dress-Up	Peter Pan	Illusion	We are what we wear, as clothes are so much of what a person is. By putting on the right clothes, you can gradually gain the qualities of the original wearer. For instance, wearing a pirate's outfit would make you more like a pirate, while slipping on a child's dress would make you into a child yourself; you could even change gender by wearing the opposite sort of clothing. More than that, you will begin to gain the skills and powers of the normal wearer – by wearing a mage's robe you would naturally start to learn magic, and by putting on a caveman's primitive attire you would gain increased strength. If the clothes stand out as unique and belonging to a specific person, you may also adopt more specific skills and powers associated with that individual. However, the longer you wear the clothing, the more it influences you, until you may very well become what you were dressed as; fortunately, if you can find the will to take the clothes off and keep them off long enough (the amount of will and time increases with the duration of the wearing, though), you will return to your old self. If the perk were feasibly linked with Mixed Identity, people would likely be unable to associate your normal self with the person you are dressing as.

400	Secrets of the Land*	Peter Pan	Origin	Your tribe has been on the island longer than anyone can remember, but unlike the other groups, the tribal records have kept your history alive. As a result, you know countless secrets about the island, from the physiology of different plants to hidden caves and forgotten shrines. Furthermore, trees have ears, and by simply examining minute clues in the wild you can learn the secrets of anyone who has passed through the area. By simply putting your ear to the ground, you can hear a dry leaf crinkle and immediately identify who stepped on it. After the jump, you gain an intimate knowledge of the history of natural environments, and also any secrets unwittingly revealed by people who have recently traveled through the habitat.
400	Devil's Bracelet	Peter Pan	Necromancy	An evil charm that resembles a twisted cross between a worm and a snake. When the bracelet is put on a person's arm, it possesses the victim with the spirit of a (minor) devil, bringing evil thoughts to the surface. The bracelet's lock on the subject can be broken if exposed to soap bubbles.
400	Talent	Peter Pan	Origin	Each fairy is born with an innate talent that defines her role in Neverland and what sort of magic she has. If you do not buy a talent, you will get a lot of strange looks from your fellow fairies. The power of the talent is proportional to your size. It is possible to teach your talent(s) to others, though it will take quite some time for them to learn anything more than minor little tricks (it's easier when you are teaching people with innate affinity for your talent); in turn, you might be able to learn a couple things from other talents, but not nearly as much as you would with it as your talent. Also, your control over your talent is enhanced with the One Feeling at a Time perk. Shoot the Birdie! lets you take leadership over people who specialize in/practice your talent. Fairies can either purchase a talent of their choice from the list with a discount on the price or, for free, roll a 1d9 to determine their talent. In the case that you roll a 9, you instead get a common talent such as laundry or table-setting; you will become highly skilled in your respective talents and now find the activity highly relaxing and blissful, but your abilities are more mundane than the rare talents offered below. You may purchase more than one talent if you wish. When purchasing additional talents, you need not roll; you can simply select the talent(s) you want for the discounted price. Other backgrounds can purchase a talent for the full price, but they must roll a 1d9 to determine which talent they receive. When purchasing additional talents, you need not roll; you can simply select the talent(s) you want. 1. Tinker- Tinkers are master craftsmen and women when they put their mind to it, and can make priceless works out of mere scraps. Interestingly, the trade of the tinkers requires them to work with iron often, yet they have no issue with the metal. While all Neverland fairies are immune to iron's effects on the fae, after the jump you will be immune to any negative mystical effects that iron might have on you, as well as any other metals that affect fairies. In addition, your talent gives you increased skill at finding utility in almost any material you obtain, even scraps thrown away as trash by others. 2. Animal- You can speak to any small animal in its native tongue and sense their emotions, allowing you to understand its condition and its needs. Therefore, you are responsible for looking after the smaller animals throughout Neverland. Like the animals you tend, you have a heightened sense of smell and hearing, and are a good tracker. In addition, animals know many shortcuts and hidden passageways that you can access and gain safe passage through. The talent also gives you increased skill in teaching/domesticating wild animals and finding good uses for their special skills (without harming them). 3. Garden- You can sense the needs of plants and imbue them with magic to grow. By producing just a speck of pixie dust, you can make a plant grow and blossom instantly. Moreover, just by examining a plant you can identify its key qualities and needs. You are also able to train small bugs such as worms and bees to help take care of your plants. Plus, you have a good sense of balance – which will come in handy when you need to carry half a dozen berries on your head. 4. Water- You have control over water, alter it between solid, gaseous, and liquid states, and form it into various animal shapes or even into fountains. You can send special messages in bubbles that only pop open to reveal the message for the intended recipient. In addition, you can find hidden sources of water. Being filled with so much water in their hearts, water fairies tend to cry whenever they feel strong emotions, whether happy or sad. You also know the "language of water" to communicate to a degree with any bit of water, which may enhance other water abilities you have (see Ocean Secrets). 5. Kitchen- Technically, the kitchen talents are subdivided among over 25 individual talents ranging from baking to scullery, but you have a knack for kitchens in general. And for fairies, given their small size and the lack of modern amenities in Neverland, chefs are greatly valued for their ability to make delicious foods from almost anything. You have not only increased ability at finding useful ingredients, but you can produce tasty replicas of normal recipes using any available resources – even if it shouldn't make sense to be able to make pastries solely from things you collected from a nearby tree, but somehow you can; this does not apply when the food being replicated consists of just one primary ingredient, such as roast chicken or corn on the cob. Furthermore, you have an instinctual knowledge of existing cuisines and cooking techniques for your location, though it's always good to experiment. Also, as you make the foods with magic, you can often bless your masterpieces with special enhancements. 6. Light- All fairies are surrounded by light, but you are one of the brightest. Fortunately, such is the source of your power, and you can control the light around you accordingly. You can bend and move light around as you desire, and even create rainbows with the help of water fairies. You can also enhance yourself with light, such as turning yourself bright red to burn through things in your path (it works better when you're mad). You can temporarily imbue individuals with light as well (this is normally limited to fireflies, but feel free to experiment). The strength of your light magic depends on the phase of the moon, being the brightest when the moon is full; even so, your power over light is still fairly strong even at the lowest phase of the moon. On a related note, you are born with an innate understanding of the stars in the sky, improving your interactions with stars if you also took Star-Talker. Said to have "bright" personalities, light fairies are energetic perfectionists who enjoy the spotlight quite literally. 7. Wind- You have power over the wind, and can produce anything from breezes to mini-tornadoes – and full- sized tornadoes once you get to a human's size. The wind also gives you enhanced speed; considering that even normal fairies, ever-filled with boundless energy, can open every drawer and turn every pocket inside-out in a bedroom by the time you've read this far into the sentence, a wind fairy can fly as fast as the quickest wind, such that you can reach subsonic speeds. 8. Art- You are constantly inspired to produce various works of art, but your greatest strength lies in painting. For you, painting is not merely a physical skill, but a magical one, as you can literally determine the color of things by painting them. Any change you make to a target's color becomes its true, permanent color unless you use a new paint. The colors will also enhance certain traits and strengths of the subject depending on the symbolism; for instance, blue embodies depth and stability, while orange represents joy and excitement. And if the colors should belong on something else, it can become that thing; for instance, painting stripes on a horse makes it a zebra, and painting a dome brown or white could turn it into an earthy hill or an igloo respectively. This ability also allows you to change the seasons by painting leaves either green or orange; once you paint enough of them the same color, the world will conclude that it must be time for that season and change accordingly.
400	Maid of the Sea	Peter Pan	Origin	Mermaids are spirits of the water, and thus have amazing control over the element. You can control whirlpools, summon floods, or sink ships in terrible storms with but a few airy gestures from your hand. Most of all, you are skilled with creating and controlling bubbles. You can trap victims in human-sized bubbles so that they can breathe underwater (until the bubble shrivels up), or even trap all of a victim's laughter into a bubble for you to play with as you please (fun fact – did you know that without laughter in their heart, a person will eventually die?). Whenever you cry, all the water around you can erupt in a chaotic storm.
500	Kiss	Peter Pan	Abjuration	A "kiss" (really an acorn or thimble) that you can wear on a necklace around your neck. The kiss has the power to absorb the full power of a single projectile, thus preventing it from actually hitting you. You then fall to the ground unconscious, and people may think that they actually killed you until you wake up. Don't worry, the "kiss" isn't destroyed; however, it won't be able to block another projectile until 24 hours have passed.
500	Coral of Corruption*	Peter Pan	Enchantment	The tales of mermaids are diverse, and some say that the mermaids ultimately seek to enslave all of Neverland with their charms. A sacred statue of rainbow coral is a key to their plan. When the coral is placed in a body of water, it will spread a continual magical effect within a 50 foot radius; however, the power cannot extend to any water past that distance, and any water that moves from one side to the other will change to match the setting. The magic causes all those who touch the affected water to be bound to a geis to serve the mermaids' every command. In the case that the corrupted individual is sapient, the water will additionally wash away all of the person's goodness and leave a bubble of evil instead. The effects of the coral can be resisted and removed with significant spiritual power, though.
500	Golden Arrow of Shu-Tata	Peter Pan	Artifice	A fabled arrow created when the ancient brave Little Panther brought peace between the sun and the moon. The moon discarded its old hatred in the form of an arrow, and the sun blessed it with golden light. Enchanted with the power of both the sun and the moon, and representing their pact that led to the regular sequence of night and day, this arrow is very potent magically, and could work as either as a weapon or a foci in a ritual. Your ability to use the arrow's powers is enhanced with Tribal Magic.
500	Escort for the Innocent Dead	Peter Pan	Necromancy	It's said that Peter Pan will travel part of the way with children who have died so they do not become lonely and scared at the new adventure. You can now find the ghosts and spirits of deceased children (and sometimes those who stay young at heart) and guide them to the next life. You can also interact with them, as they often have interesting stories. If you do not wish to take them to the afterlife(s) immediately, they're often willing to chat and join you on adventures, assuming you treat them nicely. You also instinctively know how to safely guide them past the intermediate state of ghosts; for instance, you know how to ensure that they get past the often-grim obstacles on the path to the afterlife, and if reincarnation is a possibility you know how to ensure that they get set up with a good new life in store for them.
500	Never Tree	Peter Pan	Conjuration	You now own your own Never Tree, just like the one in and above the Home Under the Ground. Multiple, seemingly normal trees appear on the surface, but they are in fact the "branches" of the tree. Each branch will continue to grow like a normal tree, but the inside of the branch is in fact hollow. In fact, if you measure a certain individual, you can make one of the trunk-branches' hollow interior just the right size for that person to slip through (any bigger, though, and you'd get stuck). Slip into one of the tree hollows, and you will end up in an underground hideout that encompasses the trunk and the roots. The roots are exceptionally hardy, and can thrive in any location. The roots grow systematically throughout the day, and regenerate all damage. Therefore, you can cut off a table in the morning, slap it on the regrown roots at noon for lunch, and then saw it up again to make room for playing. In any case, you'll never be low on firewood. Giant mushrooms also grow inside for handy seats and occasional seasoning. If you took Mother Knows Best, you can refurbish and expand the interior "home underground" as you wish. After the jump, it will grow in your warehouse, and you can plant cuttings in future jumps.

500	Jolly Roger	Peter Pan	Conjuration	Your own copy of Hook's own Jolly Roger, a magnificent galleon armed to the brim for piracy. It has been enchanted with fairy dust, and can be made to fly through the air and through space without the passengers being harmed. If you purchased the Long Tom item, you now own a dozen of the cannons arrayed on the port and starboard sides, each with the special properties the singular item has.
500	Seven League Boots	Peter Pan	Artifice	These mystical boots change their size to fit the wearer, and grant the subject the ability to jump through the sky almost as if you were flying. Moreover, the boots "grant wishes" through a minor boost to your skills to meet your desires, whether it's the know-how to make furniture fit for a king or the skill to set a trysail properly like a trained navy man. That said, unless you learn the skills on your own, they will be lost once you shed the boots. Moreover, the enhancements from the boots do not make you perfect, so don't rely on them to win your battles for you.
600	Clap If You Believe	Peter Pan	Abjuration	Belief in magic is the lifeblood of fairies, and when enough people believe, miracles can happen. Your life energy is strengthened by how many people believe in you. Furthermore, if you are on the verge of death, someone clapping and expressing his or her faith in you will restore a tiny amount of your health; with enough believers (at least a thousand) clapping, you can fully come back to life with more vitality than ever before. In such emergencies, people who believe in you will sense something wrong, and what they need to do to save you. You can only call on people once per jump for this perk. Also, your ability to call on believers depends on not only their belief, but also their amount of care for you; if they don't really care about you, it's less likely that they will be reached by you in this manner.
600	Night-Lights	Peter Pan	Abjuration	Night-lights are a "mother's eyes" when she is away from these children, and this set of three special nightlights helps protect you as you sleep. Their magic keeps unwanted spirits, nightmares, and other magical things from coming near you as long as you sleep. The defenses are enhanced when they are watching over children. However, familiarity has made the night lights much like children themselves, so it is possible to trick them into falling asleep themselves, thus negating their shields.
600	Crystal of King Kyros	Peter Pan	Evocation	A magical frozen crystal stolen from the Ice Realm of King Kyros. This crystal contains a fraction of Kyros' power, and can draw on the powers of ice. With enough magic applied to it, it is possible to freeze a whole island. Also, you can bring target's reflection off the ice to life, with the ice clone having the basic powers of the original as well as control over ice; however, it only has a limited consciousness, and must be directed by you.
600	Rainbow Wand	Peter Pan	Conjuration	A copy of the magic wand used by the famous Pirate Princess. It has the handle of a cutlass, but extends into a pole with a diamond at the end. It can make rainbows – not just "real" ones, but ones as solid as roads. With enough work you may be able to discover more powers within the treasure. For starters, since rainbows always lead to a pot of gold, wherever you point the rainbow a pot of gold appears, albeit hidden somewhere in the vicinity. Plus, if you show enough magical prowess, the wand can change the inner "color" of a person, such that an evil witch with a black heart would be turned into a lighted-hearted and kindly mage; however, the target can resist the change. Outside of this purchase, you are unlikely to encounter the Pirate Princess, much less claim her prized treasure, unless you change the setting from the traditional story.
600	Forever Tree Sword	Peter Pan	Artifice	A sword made out of the wood of the Forever Tree. It has the magical property of cutting just as well as a normal sword, but it' s still not much better than a standard weapon. However, the sword also serves as a badge signifying that you are third-in-command after Peter and Tink; given the two are usually together, this means you can lead the Lost Boys in Peter's absence. More than that, Peter now favors you, and at random he will gift you with miscellaneous items he has found on his adventures, which may range from simple things to mystical treasures; whatever the case, it is important that you always praise him for his finds. After the jump, as time and space have no hold on the eternal boy, Peter may suddenly stop in out of nowhere to chat for a few minutes and leave you with something new that he found, or even join you for a brief while as a temporary companion (though he won't show up if you don't want him to). If you took the Forever Neverland drawback, possession of the sword allows you to recruit Peter Pan as a companion. If you took the Be The Pan drawback, you will instead gain access to the physical form, skills, and knowledge (even things he's forgotten) of Peter Pan; perks and such you've bought here that are based on Peter's abilities (Betwixt-and-Between, Advanced Flyer, Hidden Kisses, Pretend Eating, etc.) will be enhanced a degree beyond their normal levels, and your overall flying abilities, fighting prowess, charisma, and luck will be significantly improved.
600	Dreams of Neverland*	Peter Pan	Conjuration	The Neverland is composed of the dreams of countless children, but the certain island you are on is primarily driven by Peter Pan, with other dreams being filtered into the mix time-to-time. Within this jump, you have the ability to pull the visions of dreamers closer to the island, until their imaginations blend to become an extra addition to the island. In any following jumps, you can create a new "Never Land" hub for dreams in that world, allowing the imaginations of children and the like of that universe to coalesce together into an island. However, each dream world is bound to the universe of that jump, and it must stay behind when you go. Also, while you can be selective on which dreams are the key pieces of the island, you cannot apply your own dreams to the Never Lands. Moreover, the dreams that embody the island are limited to those of childish whimsy, meaning that the creations can be somewhat limited, at least by grown-up expectations. That doesn't mean that the magic in the dreams aren't powerful or that conflict there is harmless, but rather that "cool" and "fun" matter more than overall effectiveness. So good luck trying to actually make productive use of that dream about an awesome superweapon. . . you're going to need it. Plus, it's typically harder to impose these dreams outside of your little Neverland hub. If you took the Escort for the Innocent Dead perk, you can guide dead souls into the dream worlds – whether Neverland or a new one of your creation and reincarnate them in a form of your choice in that world; once they have been reincarnated, they are now essentially in between life and death, so they could stay in the dream forever, go to the real world and potentially die eventually under normal circumstances, or eventually let go and pass on to the next life like they were originally meant to.
600	Memory Tidying*	Peter Pan	Illusion	Mothers know that their children are often troubled by things, so sometimes at night they take a look in their memories and tidy up the clutter a bit. By placing your hand on someone asleep, you can access the subject's memories and move them around as you see fit. You cannot destroy or alter memories, only view and move them. Also, as memories are never truly lost, only misplaced only of your reach, this ability allows you to counter amnesia in your charges, even those suffering from the Forget Me Not drawback; however, it does not grant you immunity to memory loss yourself. To access a person's memories, he or she needs to sincerely trust you, but actual consent is unnecessary, as children don't always know what's good for them like their mothers do. However, the ability only works when the subject is asleep; if he or she wakes up unexpectedly, you will lose whatever unfinished progress you made with the memories. If you are handling more than one person at once, you can also move a memory from one person's collection to the other's; on the other hand, it's going to take you much longer to properly finish the process if you do so (and you have less time to do so, seeing as just one of your darlings waking up will spoil the whole transfer) – plus, unless the moved memory was in someplace unnoticed in the clutter and its new place is likely out of obvious sight, at least one of your subjects will quickly recognize that something is wrong after waking up. Mother Knows Best allows you to apply the power to anyone who views you as their parent and ensure that nobody will prematurely wake up until you are finished. Shadow Sewing combined with this allows you to "sew" memories together.
600	Pretend Eating	Peter Pan	Artifice	Peter often has pretend meals that fatten him up as easily as normal cuisine, and while most boys have trouble you have learned how to fill yourself with these pretend dinners. By simply imagining a desired food and then visually acting as if you ate it, you gain half the nutritious value you would get with the real version of the food. If you took Mother Knows Best, you can also serve imaginary foods to other people with the same benefits as long as they play along with the pretend. Additionally, if you try hard enough, you can imagine even more things, and perhaps make imaginary doors and windows to keep people in or out, among other possibilities; these imaginary constructs will be invisible to other people, but have a solid feel to anyone who touches them. This also lets you potentially perform various tasks using "pretend" items in place of the real ones you'd need otherwise; for instance, with this you could do sewing (even Shadow Sewing) without real sewing equipment. However, you are limited to mundane, ordinary things; at most, you could pretend to drive an ordinary car, but don't ask for a James Bond limo, much less a nuke. Similarly, this cannot be used to recreate magical things.
600	Pearl Dream*	Peter Pan	Artifice	Do you know how mermaids are born? You must, since you are one. A mermaid is born from the chaotic irritation within a clam creating a pearl, which then is enchanted by Never Never Land's magic and becomes at once a fully-aged mermaid; being the manifestation of that irritation, mermaids are naturally vain and jealous. This insight, combined with your magic, gives you the ability to enchant pearls with magic. But more than that, you know how mermaids are born, and can reproduce the process yourself. By growing clams under the right magical conditions, you can create new mermaids. The more magic the pearl is exposed to before the clam opens, the more mysterious and wiser the mermaid; the longer the pearl grows and the irritation intensifies, the more beautiful and vainer the mermaid. Generally, with a stable supply of magic, you can grow an average mermaid in 2 to 4 years, though she will not have any magical powers besides breathing underwater. To grow a mermaid with special abilities such as singing or controlling water can take up to seven years. As for creating a mermaid at the level of a nymph queen or water spirit, it would take 10 full years. That said, with a large enough aquaculture facility and ready access to natural magic, you can grow multiple pearls at once.
600	Treasure Map/Chest	Peter Pan	Divination	You receive a map of Neverland that will lead you to a large chest filled with tons of treasure of all sorts (though it's not infinite). If you unearth the chest, you could rebury it (with different items if you wish) at a new location, and the map will change to show you its location. As long as the treasure is buried on Neverland, the map will consistently adjust to account for the island's ever-changing form, so that you will always have a reliable map of Neverland. Whenever the treasure is buried, nobody but you and people following your orders can find it. If you die or leave a jump without reclaiming the buried treasure, the protective curse vanishes and anyone can stumble upon it. If you do not retrieve the chest before the end of a jump, the map will instead lead you to a similar chest with generic treasure within your current jump.
600	Totem Pole	Peter Pan	Artifice	A towering, beautifully-carved totem pole of the tribal spirits and guardians. You can now speak with these spirits for advice, and can also summon them for aid in times of desperation. If purchased along with Tribal Magic, you can summon up to 8 totems that encircle a specific area (no larger than a small village) and cause anyone who approaches the sanctuary without permission to become hopelessly lost.
600	Fairy Mage Collection	Peter Pan	Artifice	An assortment of random fairy potions and spell books that have a variety of potential effects, from shrinking humans down to the size of fairies to enchanting a target so everybody laughs when he or she speaks to temporarily making storybooks come to life.

600	Tribal Magic	Peter Pan	Origin	You have been trained in the esoteric rituals of your people, and can now draw on the shamanic magic of spirits and similar things. You specialize in nature-based magic that allows you to commune with the spirits of the land and sky. Generally the rituals require special carvings accompanied by specific dancing, drumming, and sacrifices, and their functions can range from oracle foretelling to altering the weather to summoning tribal guardians into totem poles.
600	Giant Clam*	Peter Pan	Transmutation	A large clam big enough for you to lay down inside. The interior is as soft as pillows, and you can close the clam at will to get a restful, undisturbed sleep that fully restores your health. The clam is exceptionally hardy, and enchanted with magic, so very few things can even scratch it. You can also command it to close up with someone else inside, and it will only open at your order. Interestingly, if a non-mermaid was inside the clam, that would make it irritated, perhaps enough for a pearl to form. And since there is only just enough room for one person within the clam and nothing else, the prisoner would therefore become the pearl. And, if everything is perfect, a pearl can become a mermaid. Therefore, with the right skills (see Pearl Dream) this can be very useful. As the subject already has a soul, it takes at most a year to make him or her into a mermaid, and preexisting magical abilities help strengthen the transformation. However, the subject only gains the body of a mermaid, not the mindset, unless active measures are taken to suppress the memories and consciousness of the subject during the rebirth.
600	Starstuff	Peter Pan	Transmutation	A refilling bag of the mythical, green powder that can be produced from stars under rare occasion. It has a variety of magical properties depending on who is exposed. Any animal exposed to the substance transforms into a mythical, humanoid creature similar to its origin; for instance, a fish may become a mermaid, or a bird may become a fairy, though not the normal kinds found in Neverland. Furthermore, humans exposed to it can fly and can gain artistic inspiration; however, overexposure can lead to greed and paranoia. Outside of this purchase, the substance is extremely difficult to find in the traditional Peter Pan, unless the setting was changed. Also, unlike its form in the story, the Starstuff cannot be used to destabilize the fabric of the universe.
0	Flying	Peter Pan	Origin	You have the basic ability and understanding of how to fly, though you still need pixie dust and consistent belief and happy thoughts. With enough belief, you can defy all laws of physics and even fly through space. Everyone in Neverland has this ability, though for fairies you do not need pixie dust (well, technically, you always have the dust since it's a part of you) and don't need happy thoughts to fly. Moreover, by taking this freebie, you are able to fly whenever you have access to pixie dust and happy thoughts, no matter how old you are (normally flying is only possible for the "gay and heartless").
0	Fairy Fluent	Peter Pan	Origin	You can naturally understand the tinkling, bell-like language of fairies, and also know how to teach people to understand the language. It is the most wonderful of tongues, sounding like the sweetest, most innocent bells whether you are professing love and rudely insulting somebody. However, unless you are a Fairy, you cannot speak it in turn, unless you pay 100 CP extra.

Chapter: Origin				
CP Cost	Perk Name	Source	Chapter	Description
100	Chosen Hero	A Practical Guide to Evil	Origin	To be chosen by fate, to be the hero of the tale. . . isn't it a wondrousthing? Choose a single weapon. Your skills with it are second to none, allowing you to take onthree opponents at once, and emerge the victor. . . even before your Name steps in to boost yourstrength. With its might behind you, you could walk through an army unscathed, leaving nothingbut corpses in your wake. . . assuming, of course, you had a combat-focused Name.
600	Namer	A Practical Guide to Evil	Origin	Roles. The sign of the gods within creation. Each granted a Name andthree Aspects, a Name is a mantle of power, flowing from one potential bearer to the next, andguiding them toward their Fate. A Role is born from belief, from the ruts worn into creation whena story is told again and again, and a Name is a place in the story that is told, a sign that onehas adopted their Role. Of course, as in all things, how something normally occurs is not how itmust always occur. With this you find that you have the talent to form these Roles, and bind tothem a Name. By telling stories, you can begin weaving the threads of destiny around someone, forging a Name that will remain within the world you reside in. Although you may designate thefirst to bear it, and create up to three, broad, conditions for who shall gain it next, thusdesignating the Role it will play, a Name is bound to the world, not its bearer, and if its bearerdies, the Name shall flow onward with no more guidance than that woven into it when it was firstforged. Forging a new Name and Role will take you six months, three if you devote your entire attention to it.
0	Sorcerer	Ben 10	Origin	Magic is real and you are a practitioner. Whether an exile from the realm of Ledgerdomain or just a human who developed a very bizarre hobby, you understand the basics of the mystic art and how to cast simple spells. Maybe you're the standard reclusive wizard who keeps their nose in the books all day, or some kind of demented wannabe overlord trying to take over the world? There's a lot of those. Regardless, anyone who underestimates your spellwork is in for a nasty surprise. . .
400	Context Problem	Ben 10	Origin	Magic comes from mana, or maybe it doesn't. It could just be life energy that makes using it easier. Maybe it's just really advanced science? Or is the science really advanced magic? For some reason, your foes and onlookers have trouble nailing down what your abilities are and how they actually work. Instead of using things like context clues and experiences, they will assume it's something that makes sense to their world instead of leaping to 'otherworldly invader', and almost always in a way that gives you an advantage over them. It might be years before someone actually realizes how your special abilities actually work, let alone any weaknesses. Suckers!
600	Manablood	Ben 10	Origin	Well, that explains where all of your confidence is coming from. Not only are you a native to Ledgerdomain (even if you're an alien, somehow!), you're among its royalty. Perhaps you're a missing child of Spellbinder and thus a sibling to Hope, or belonging to some bloodline made extinct many years ago? Regardless, your capacity for magic is well above even some of the greatest sorcerers around. . . your body can channel and store twice the amount of mana it normally could, and wield it with fantastic amounts of precision and efficiency. You can likely sling spells about for hours before noticing any fatigue entering your body. Likewise, learning new magic or individual spells and enchantments comes easily to you, accomplishing in weeks what would take the average wizard centuries to pull off. It's unwise to underestimate you, isn't it?
600	Where the Heart Is	Ben 10	Origin	One problem with magic, particularly in this world, is that it's not quite as powerful outside of its dimension of origin: Ledgerdomain. You often have to make use of some lengthy rituals or magical implements in order to use it to its full potential, and even so it tends not to have as much oompf as in its home plane. Not anymore! Whether your body is a natural conduit for mana or you just found an intricate loophole, when you draw magical energy from Ledgerdomain or any source of magical power you can reach into, it will always be at its full power and potential. Even if you're trapped somewhere without a drop of mana, you will still be able to sling spells about like no one's business. Who's helpless now?
100	Bount	Bleach	Origin	Created by the Shinigami Development and Research Institute (S. D. R. I) in an attempt to create beings with eternal life using Shinigami blood with it, the bount have a unique ability to summon creatures known as dolls to do their bidding. Unfortunately they feed off of human souls, and were eventually hunted to extinction, save for a few groups that are currently in hiding. You are in one of those groups, and share a close bond with your fellow comrades.
100	Fullbringer	Bleach	Origin	Pride, especially in something that you hold dear to you is a power in its own. While you lack the numbers of the other origins, your powers are truly unique as they are all based on someone else's' "pride". Fullbringers are able to bring out the "soul" of an object with varying powers as a result.
100	Hollow	Bleach	Origin	In the event that a Shinigami fails to reach your soul in time, or that you had a regret that was never truly resolved your soul became corrupted, and your heart vanished, leaving you with only a hole. This brings you to torment, and the only way to sate this pain is to eat souls, and even then that only increases your hunger, leading you on an endless journey to fill your hole with other souls.
200	Quincy	Bleach	Origin	Humans that carry the blood of the Soul King's son, Juha Bach. Quincies are known for their reishi manipulation to pull surrounding spirit particles to them in order to create weapons. They are on bad terms with the Soul Reapers because Quincies will destroy the souls of hollows, while the Soul Reapers purify them; this lead to an escalating conflict which has wiped out almost all of the surviving Quincy.
200	Soul Reaper	Bleach	Origin	Once souls pass into the afterlife, they are able to attend school if their reiatsu is high enough, and graduate as shinigami. These shinigami are trained to be great hunters to purify the hollow spirits, and to defend human life at all cost; The Shinigami's main tool is their Zanpakuto, which have the ability to grow in power with their wielder.
400	Reiryoku	Bleach	Origin	One of those gifted sorts with above average reserves and production,you can produce massive amounts of spiritual energy compared to those at the samelevel as you, and if you purchase Bankai then your reserves would rival even that of thecaptain of the Kido Corps
100	Ring of Power	Charmed	Origin	Cupids are all about love, and younger cupids have barely any emotional capacity for feeling anything but love. This can be problematic given the relationship between powers and emotions. Not ever power can use love as a trigger and those that can, would be active all the time for those who feel love constantly and intently as a cupid does. While older cupids can manage, younger ones need to have their powers removed and tied to a ring to act as a buffer between them and their emotions. This allows them to activate their powers as a matter of will and intent, rather than emotion, and in so doing gives the cupid significantly greater control over thei power until they elarn enough emotional range to no longer need it. For you this ring works in the same manner as similar rings help young cupids, allowing emotionally triggered or fuelled magic to instead draw upon your willpower, intent or determination instead. It allows for greater control over your magic in general.
200	Dabbler	Charmed	Origin	You can perform the three basic forms of magic: spellcasting, potion-making, and scrying. Being able to do these is one thing, but all three are skills that neeed practice and effort to develop, and in scrying's case, a certain intuition or innate capability.
200	Seven Deadly Sins	Charmed	Origin	You gain only one sin, but may purchase additional sins at a discount. You have an orb that can encourage in a person an extreme emotional behavior along the lines of that sin. These sins tend to lead to a person's self-destruction, or make them very vulnerable to attacks distracted as they are. By throwing the ball at an unsuspecting target, the ball melts seamlessly into them and starts to work its magic. First it drives a person towards an extreme form of behavior determined by which ball was used and then causes them to self-destruct in an appropriate manner. A selfless act is sufficient to shake a person out of their altered state, with the exception of Pride as detailed below, and a strong enough will can resist and even push the ball out of their body before it can meaningfully effect them.
200	Ye Olde Wisdom	Charmed	Origin	You have insight and knowledge of subtler magic than what is seen in most powers. Rather than throwing fireballs, this approach tends toward midwifery, herbology, invocations of magic from nature and the creation of talismans and similar, to draw power from nature. Inherently protective and complementary with conventional magic, especially spellcasting and rituals, this magical lore is also uniquely usable by ordinary mortals, albeit much weaker in their hands than that of a Witch or other supernatural.

400	Avatar Link	Charmed	Origin	You have learned from the example of the Avatars, powerful neutral magical beings who cna recruit those other magical races to join their magical collective. This perk allows you to tie yourself and others into a system like the Power of Three. You can passively benefit from this link and draw power from other participants to perform spellcasting. Similarly, it is draining to do this, especially if done repeatedly or for extradorinary spells. This setup allows you to share magic between yourself and your fellows (max of 8). The Avatar Link can allow free sharing or any "fluid" magic that you and another participant both have. Mana, magicka, od, prana. So long as it is a form of magical energy that can be contained with a person, and the recipient has the ability to generate any amount of their own and manage the energy, then it can be transferred. This flow can be initiated by the reciever or the giver. A reciever cannot recieve more power than they can handle, and the "giver" cannot deny the reiciever the power they request. Sharing energy is inefficient, with some power lost in transit; this inefficiency is worse with distance between the relevant parties.	
400	Particularly Powerful Progeny	Charmed	Origin	Now you can be assured that your children are guaranteed to be at least a bit more powerful than you in terms of this setting's magic. You can expand this awesome potential your progeny possesses to ecompass any magic you possess at the time of conception that can feasibly be inherited, and they will be born with greater power or somewhat greater potential in that form of magic than what you have. No matter how powerful your child, you will always be able to bind their powers until maturity, should you choose to do so.	
400	Power of Three	Charmed	Origin	Similar to Avatar Link, you may establish a bond with another two Magical Beings in order to strength both them and yourself. You do not share specific powers, however you create a sort of virtual fourth person, derived from the synergy between you, where power can accumulate from the three of you into a pool of power that may be drawn through spellcasting and can passively stimulate your own potential growth in magic. This power is sufficient to allow you to punch far above your normal weight, magically speaking, but is best used with all three members present for effects of short duration, such as banishing.	
600	Shadow Wisp	Charmed	Origin	As a wisp of the enigmatic creature known only as the shadow, this fragment of mysterious existence grants several benefits to its master. Upon being absorbed into the body much like a power, the shadowy wisp grants free Shadow Manipulation, with freebies and teleportation-shadow. This wisp makes you charismatic and likable to beings of a nature akin to the Shadow, an amorphous cloud of three dimensional shadow. Additionally, the Shadow Wisp grants you a special power where once per day you can gain complete immunity from a single target's magic, no matter what, but only for three discrete strikes/spells.	
200	Rites of initiation	Cultist Simulator	Origin	What is a pastor without its sheep? A hunter without the hunt? An occultist without its tools? This purchase grants you basic knowledge surrounding the rituals needed for this jump, including the ritual to induct new followers. This includes a general understanding of their inner workings, allowing you to tailor them as you see fit. You may use this power to induct an individual into the dark side of the world, allowing them to unlock an affinity based on one of the Principles of the Mansus. This affinity will closely match the nature of the new disciple. Those that already possessed an affinity before the rite receive no benefit from this perk. For an additional 200 CP, you may take these rituals to other worlds, allowing you to create a new framework for magic based on the Principles and rituals found in this jump. This framework can interact with existing magical systems, allowing you to use the rituals you are familiar with to tap into the system, or you could have your powers work in an entirely separate manner.	
400	Mystic Hunter	Cultist Simulator	Origin	For a human fighting in a world filled with eldritch nightmares you are truly tenacious, and judging by the looks of it you seem to be able to hold just fine against threats larger than your own. With this perk, you'll receive a natural advantage against the supernatural. Against you, supernatural attacks feel more sluggish, accelerated movements look predictable, impregnable defenses are riddled with holes, and overwhelming strength is only slightly overbearing. You'll still be forced to play on the defensive, especially against larger threats, but at least you'll have a solid chance of succeeding regardless of whether you choose to fight or flight. This ability only works for the supernatural, so don't let yourself get mauled by a fierce beast, or squashed by a large rock.	
100	Linguistic Talent	Danmachi	Origin	There are many types of language existed in this world. This grants supernatural insight and comprehension at learning new languages as this allows you to learn dead or magical languages with just hearing someone talking in that language over a prolonged time or staring at an inscribed word for a long time. Potentially you can even create your own language to prevent others from reading your notes.	
600	Internalized Power	Danmachi	Origin	Having a power that you gained through hard-work and dedication, only for it to be gone the moment your god is killed or returned to Tenkai is a bummer. In this world your own Falna doesn't need the support from your god. Even if they are killed or returned to Tenkai your Falna would still keep working. While you would lose the ability to update your Falna until you leave the jump, it would be better than losing everything and needing you to join another Familia to access your powers granted by your Falna again. Beyond this jump, you learned how to make the powers that are given to you or acquired through a ritual become your own and internalize it, becoming something innate and permanent to you.	
400	Faustian Flip	DC Occult	Metamagic	You know how making a deal with the devil never seems to play out in your favor? Well, now it's time for that to finally change. You may freely break any sort of binding deal or contract made with a magical being while retaining any and all benefits you received from said deal. Just, you know, be prepared for a pissed off benefactor if you decide to do so. Of course, this does have one limitation. Namely that it only works on one deal at a time. Using it to retain the benefits of a new deal will result in the forfeiture of all those gained from the last such deal. Still, this is quite the talent you have here. Use it carefully.	
100	Shrine of [Insert Patron Name Here]	DC Occult	Origin	Your power comes from an outside source, and some such sources demand attention, whether through prayer or rituals performed in their names. This is a special shrine, a few feet tall, and made of wood. The drawers at the bottom contain a range of eclectic and occult tools and accoutrements, from sticks of incense to bowels and blood letting knives. All of these are marked with the symbol of your patron of choice, which can be changed with a quick chant. . . Maybe don't tell them about that bit, they may not appreciate how quickly your devotion can change targets. It comes pre-devoted to the being of your choice, which can freely change once per jump. Devoting it to other beings will be far easier than it would normally be.	
200	Back To The Basics	DC Occult	Origin	Your abilities make it easy for you to cast basic magic: things like lighting fires, cleaning things, making aesthetic changes to small things or similar small cosmetic changes to people, changing clothes, etc. It isn't likely to be much help in a fight, but damn if it doesn't make life more convenient. Your mastery of such prestidigitation allows you to cast it at-will, and essentially do so unceasingly, as it costs you almost nothing.	
200	Escape Artist	DC Occult	Origin	Either you learned it for putting on shows or out of necessity after being hog-tied for the upteenth time, you're become adept at escaping. Handcuffs, cages, or being blindfolded and chained up in the trunk of a car, you can escape from just about anything. You're not Houdini, but you're not too far behind, either.	

400	Blessing Without End	DC Occult	Origin	The Endless are a group of powerful beings, each embodying a fundamental concept of some kind. The Endless are far older and more powerful than mere gods and rule absolutely over their domains. You have somehow caught the attention of one of these beings and have been granted a boon related to their sphere of power. ● Blessing of Delirium: Once Delirium was known as Delight, but some event forever altered the youngest of the Endless into a twisted form. With the favor of Delirium, you never need fear this same fate. Your mind is a rock upon which madness breaks. Nothing, be it the passage of eternity or staring into the eyes of the Old Ones, may so much as scratch your sanity. ● Blessing of Despair: Despair finds you to be one of only a handful of beings in all of creation that she actually likes. For finding a soft spot in her heart, she rewarded you with an immense willpower that will forever shield you from the depression which she Embodies. ● Blessing of Destruction: Destruction is a strange being. Having long since grown tired of his duty as the embodiment of destruction and abandoned it to instead pursue (very flawed, due to his nature as the opposite) attempts at creation instead. With his favor, you gain insight into the structure of all things, and more to the point, the weakest points in the structures. Whenever you wish to destroy something, be it a simple physical object, a vast conspiracy, or something more abstract, you will always know where it is most vulnerable. ● Blessing of Desire: Desire is the personification of lust and desire. With this blessing you are among the most beautiful people to ever live. Even beyond your base attractiveness, everyone who looks upon you, or even a likeness of your image, will see something slightly different as your features warp in their mind to be ever so slightly closer to what they consider ideal beauty. ● Blessing of Dream: Dream of the Endless rules over the Dreaming. And he's honestly kind of a dick. But his involvement in the lives of mortals is really not that uncommon, and you are one of his favorites in millennia. With his blessing, you are now always capable of lucid dreaming and may project yourself into the Dreaming at will, allowing you to access both the whole of the plane itself and all the dreams of every living being. Additionally, as dreams and illusions are very closely related, any illusions you cast are enhanced and you are capable of completely ignoring any other illusions that attempt to affect you. ● Blessing of Death: Don't fear the reaper, baby. Death is not exactly what you'd expect. Oh, she once was, but then she took a tradition of becoming mortal and facing a mortal's death one day a century and her entire perspective changed. Now, instead of appearing as something unnerving, she appears as a rather attractive and upbeat goth girl. After all, everyone deserves one last hot date. As Death favors you, she will turn a blind eye to your death once per jump, reviving you and healing your wounds in the process. After all, why rush things? All will eventually find themselves before her one final time, no matter how many come before. ● Blessing of Destiny: Destiny is the eldest of the Endless and the one most subsumed by his duties. For him to favor a mortal is a very strange thing indeed. . . but then, you're not exactly a stranger to strangeness, are you? With the favor of Destiny, you are granted much greater freedom from fate than others. Any attempts to alter your destiny are doomed to failure, as are any attempts to look into a future which directly involves you.	
400	Real Magic	DC Occult	Origin	This is where it starts to get interesting. You have training in how to use real magic, whether you have training in a specialized version such as the backwards magic that the Zatara family uses or a more generalized type, you're capable of some fun stuff. Teleporting, transmuting, energy blasts, etc. On a small scale, you're capable of just about anything if you have the energy and know the right spells. You have roughly the same level of training and potential as Zatanna does.	
600	Outside Help	DC Occult	Origin	Sometimes, you alone aren't enough. Sometimes your magic needs some extra oomph. You know how to tap into external sources of power, whether it be leylines, artifacts, or a group of sorcerers channeling their power to you. You can weave this power into vast spells capable of amazing things greater than the sum of its parts, and you can handle far more of this power than would otherwise be possible. But even then, it puts a great strain on your body and mind, and even you have limits - limits that it will push you past if you're not careful. Your skill with this can grow in time, allowing you to reach over truly vast distances to draw power. Should the need be great enough and you have some method of reaching out to them, you could spread your net over the whole of the world, asking thousands of magical beings and sorcerers to lend you their power. Of course, you'll need to actually convince them to do so, but if the entire magical world was putting up a united front, you could be a valuable player in such a game. This also allows you to power magic with other forms of supernatural energy. After all, when you really get down to it, there's not that much of a difference in the power inherent in a soul or the chi that rests within the body from the energy you use to cast your spells, is there?	
600	The Moving Finger Writes	DC Occult	Origin	Magic always has a price and you are certainly no exception to this rule. However, you are very skilled at. . . negotiation. You may, in exchange for the normal consequences of a spell, expend enough magical energy to pay your dues. This scales with the value of what would have been taken in the place of the raw energy. Shrugging off addictive magic would be a small fee, but who can put a true value on something so priceless as a human soul? . . . What's that? You can quantify the value of a human soul? Well that doesn't seem entirely moral, but if you're willing to pay the exorbitant fee it would surely entail, who am I to stop you?	
1000	Avatar	DC Occult	Origin	You are an Avatar and Guardian of either the Red, the Blue, the Green, the Black, or the Grey and tasked with the protection of a form of life. The Red is a cosmic force which pervades nearly all organic animal life in the universe. As the guardian and avatar of it, you are able to communicate with, command, and transform into non-sapient animals. You can also draw on the aspects of animals near you, gaining speed from a cheetah, strength from a bull, the sense of smell of a bloodhound, and so on. Eventually, your mastery can extend to creating animal life from nothing, potentially calling forth even things long extinct. The Blue is much the same as the Red, but concerns water and aquatic life instead. The power over and ability to transform into or create animals is the same, only now applying to things that dwell within the water. And, for that matter, you also possess power over and ability to transform into water itself. The Green is similar yet distinct from the others. Where they are bound to animals, it is the source of all plant life. As the Avatar of the Green, you are able to control and create plant life, as well as fuse with the ecosystem of a planet, potentially appearing from or being aware of any and every plant in the world, or fusing with a tree in America and stepping out of a bush in Africa. With mastery of your powers, you may be able to create elementals to serve you or grow a forest in minutes. The Black is the embodiment of death and decay. As the Avatar of the Black, you are an agent of death. Not the cute goth kind, either. Plagues, famine, rot, necromancy, you're walking proof that all things come to an end. All those manifested at your will, allowing you to potentially devour the life of untold numbers of beings and then raise their remains or command their spirits to do your bidding. With time, killing half a nation and flooding the rest with the living dead is well within your capabilities. The Grey is very similar to the Green, but instead serves as the source of fungus. Your abilities as the Avatar of the Grey are somewhere between those possessed by an Avatar of the Green and an Avatar of the Black, allowing you to consume life to rapidly spread your infectious fungus at terrifying rates. Nearly anything the Green can accomplish, so too can you, but with fungus instead. You also have the ability to infect other elementals and add them to a hive mind that you command.	
1000	Greatest Magician of the Age	DC Occult	Origin	A normal mortal mage is constrained by the limits of their mortal body and soul. The only way to increase their power past a certain point is to become something more or to wield powerful artifacts. For you, however, this is not the case. Not only do you start with much greater power than most, but there is no true ceiling to your growth. You will, for a time, grow in power at a meteoric rate, and then slow. But you will never reach a point where your magic cannot grow further. Just remember. . . the greater the power, the greater the price.	
100	Precise Strikes (Novice)	Divinity: Original Sin	Origin	Those who greet the night with daggers in hand have learned how and where to strike to derive the most destruction. Thugs and assassins walk this road, dealing death any way they can, so long as it is their knife that tastes the blood. Their innate magic only seeks to amplify this taste for the water of life. Lacerate strikes at the arteries of an enemy, dealing a painful blow that slowly saps them of their life. Incision is a stabbing blow that instead targets the muscles and joints, weakening their ability to strike back significantly.	
300	Wand (Adept)	Divinity: Original Sin	Origin	The great thing about magic is that it doesn't have to obey the laws of physics as concretely as most things in the universe. So while it is unlikely you will be able to make a crossbow bolt curve in flight by flicking your wrist, you'll find the same doesn't hold true for launching of a ball of raw elemental magic. You have discovered how, with the right twist and flick of your wrist, to cast your projectiles with a spiraling flight, or a wobble left and right, or even a gentle curve around cover. Which is great for shooting around allies and objects that might normally be in your way. With practice, perhaps you could apply this to spells you cast.	
0	Flonyard Magic	Dog Days	Origin	The people of Flonyard gather and combine energy from the earth and the sky to form crests, this world's version to magic. You start off with the ability to cast level one crest magic, letting you do things like boost your physical stats by a small degree. The highest level is three. With time and training you may increase the level at which you cast. Post jump, you no longer need to rely on external energy to cast your crest magic, you may use your own personal mana supply.	

0	Circle Magic	Dragon Age	Origin	The four basic Schools of Magic, as taught by the Circle of Magi. You may select one school of magic to gain training in, and knowledge of, per purchase. Mages gain the first purchase free, and gain a discount on subsequent purchases. 1. Entropy School - The first of the two Schools of Matter, Entropy is the opposing force of Creation; for this reason it is often called the School of Negation. Nothing lives without death. Time inevitably brings an end to all things in the material world, and yet in this ending is the seed of a beginning. A river may flood its banks, causing havoc, but bring new life to its floodplain. The fire that burns a forest ushers in new growth. And so it is with entropic magic that we manipulate the forces of erosion, decay, and destruction to create anew. Entropy mages delve into the chaotic nature of the Fade, some of the things that allows them to do include twisting the fabric of probability, hexing and cursing their enemies, and ensnaring them with horrifying visions. 2. Creation School - The School of Creation, sometimes called the School of Nature, is the second of the Schools of Matter, the balancing force and complement of Entropy. Creation magic manipulates natural forces, transforming what exists and bringing new things into being. Creation requires considerable finesse, more than any other school, and is therefore rarely mastered. Those mages who have made a serious study of creation are the highest in demand, useful in times of peace as well as war. Mages schooled in creation are invaluable allies who can imbue themselves and others with restorative energy, thus knitting flesh and mending bone, and the truly talented are even capable of sheathing themselves and others in an aura that enhances their aptitude in battle. 3. Spirit School - The first of the two Schools of Energy, Spirit is opposed by the Primal School. It is the school of mystery, the ephemeral school. This is the study of the invisible energies which surround us at all times, yet are outside of nature. It is from the Fade itself that this magic draws its power. Students of this school cover everything from direct manipulation of mana and spell energies to the study and summoning of spirits themselves. By its nature an esoteric school, as most others know virtually nothing about the Fade, studies of spirit magic are often misunderstood by the general populace, or even confused for blood magic--an unfortunate fate for a most useful branch of study. 4. Primal School - Sometimes called the School of Power, the Primal School is the second of the Schools of Energy, balanced by Spirit, and concerns the most visible and tangible forces of nature itself. This is the magic of war: Fire, ice, lightning, and earth. Devastation. This is what the vast majority imagines when they hear the word "magic. "	
200	Initiate Invocation	Dragon Age	Origin	Mage base skillsets. Two skillsets are available for the priceof the perk with additional skillsets at 100 per. Ø Spirit – Defensive spells used to increase survivability through damage reduction andincreased mana regeneration. Ø Storm – Lightning themed spells and abilities that help with crowd control via stunningand can increase the number of spells you can bring to bear in a fight. Ø Inferno – Fire based spells that deal phenomenal direct damage and can inspire fear inyour enemies. Ø Winter – Frost and ice spells that deal damage and either slow or freeze your enemies.	
200	Saarebas	Dragon Age	Origin	Saarebas, or “Dangerous Thing” in Qunlat, are Qunari mages. Since the Qunari believe that mages are ultimately unable to master themselves, each Saarebas is entrusted to an “Arvaarad” (“One who holds back evil”) who bears a control rod. The Qunari do not blame them for their "defective" and dangerous nature, so they frequently pity and honor saarebas, for lack of a better word. In practice, they are treated little better than attack dogs: They are leashed, shackled, collared, and their mouths are sewn shut. Should they be found practicing forbidden magic, their tongues are cut out to prevent them from corrupting others. The penalty for leaving their karataam is death, as they are assumed to have been corrupted by demons. The Qunari view this sacrifice, this selflessness - however unwilling - as the greatest virtue of the Qun. Whilst not being able to use any kind of sophisticated magic, the Saarebas makes up for it in sheer, untamed, wild, and most importantly, powerful magic they can bring to bear. You may or may not be an actual Saarebas, but by purchasing this your magic will function identically to that of a Saarebas. Untamed, wild, powerful magic. You don’t cast spells so much as you generate extremely violent and unpredictable explosions and maelstroms of magical energy. This perk’s effects may be toggled on and off at will.	
300	Faust Schmaust	Dragon Age	Origin	Power and knowledge are costly, and you know how to get thebest price. When dealing with otherworldly entities and spiritual beings of power, particularlythose of malevolent intent, you always get what you came for. There will be a price, and afoolish deal will still be foolish, but the cost will be much less for you than it would be forsomeone else.	

400	Advanced Magic	Dragon Age	Origin	Advanced Circle magic, forbidden magic, and magic that's not necessarily forbidden but only taught outside the Circle of Magi. Choose one option per purchase. 1. Force Mage - All schools of magic manipulate energy, but force mages revel in it. A school popular in Kirkwall's Circle of Magi, they focus only on the raw application of magic, in all its vicious glory—maelstroms that draw in opponents, ethereal weight that crush and slow, or great waves of energy that throw enemies about like ragdolls. Targets not to be toyed with are simply slammed into the ground, as though pummeled by a great fist. And in their mastery of such damage, force mages can make themselves all but immune to similar attacks, an ability that hints at the true discipline they must maintain. After all, unsubtle doesn't mean unsophisticated—the force mage requires uncommon precision to keep such overwhelming power under control. 2. Mortalitasi - These Nevarran death mages believe that when a soul of the dead crosses the Fade, it displaces a spirit. In exchange, they invite those spirits to house themselves in the empty bodies left behind. They believe that mummified corpses provide a safe host for these displaced Fade spirits. This school of thought is prominent in modern-day Nevarra, but viewed as barbaric by other nations in Thedas. Less commonly known is the fact that more vigorous spirits may become enmeshed in their host's unfinished business. The order studies death extensively, and its members are known to experiment with all forms of necromancy. Some Mortalitasi keep animated skeletons as assistants or use skeletal horses as a means of transportation. Such beings also serve as guardians of the Grand Necropolis. Drawing wisps across the Veil is also a Mortalitasi practice. 3. Augur - Augurs are the shamans of the Avvar tribes. Only one mage per tribe is chosen to be the augur. Their role is to give council to other mages and the Thane. In turn, an augur takes council from the spirits they deem gods and shares it with the rest of the tribe. The augur makes the tribe's will known to the spirits and the spirits' will to the tribe. Other duties of an augur include interpreting omens and preparing the dead to be taken back to the Lady of the Sky. By appeasing their spirit gods with rituals, the spirits in turn protect their hold and drive off spirits gone bad with rage or gloom. The augur also spots those who draw bad spirits and councils the thane how to deal with them. The augurs allow their apprentices to be possessed by a summoned spirit and the spirit teaches the mage how to control their magic with patience and kindness. When the teaching is done, the mage must then release the spirit through a ritual that involves burning an offering and casting a taxing spell that usually requires a vial of lyrium to replenish one's strength. When forced to consider complex spiritual matters, the Avvar turn to their shamans, the lore keepers of the mountains. It is they who watch the migrations of birds seeking wisdom from the Lady, they who keep the old songs and retain the knowledge of the proper rites to honor the gods and spirits of the mountains. The majority of Avvar shamans are powerful mages whose traditions stretch far back beyond the foundations of the Circle of Magi. Neither the Chantry nor the prophetess Andraste mean anything to the Avvar, and templars are not welcome in the Frostbacks. This is wise, as many of the shamans' rituals would horrify the Chantry. Even mild rites invite spirits to speak through the casters for a time, to say nothing of some of their more powerful ceremonies. The Avvar are well aware that some spirits are reluctant to depart human hosts willingly, but they have means of dealing with such recalcitrant entities. After all, they have no more desire to become abominations than other mages, and so their rituals are specifically designed to force the spirits back out as well. You're a fully realized Avvar shaman, and possess all the skills and knowledge required for their rituals and duties. From now on you will never truly be alone, for you walk the surface of this world with the spirits by your side. 4. Keeper - A Keeper is a Dalish mage and the leader of a clan of Dalish elves, in both the spiritual sense as well as the literal. They are not thought of as rulers, however. The families within a clan listen to their Keeper because they consider them to be wise. In the days of the elven Dales, a Keeper served as a priest and magical scholar in the temples of the elven gods. Keepers are also responsible for protecting a clan from Fen'Harel, and for knowing the clan's ancient lore and passing it on to the others in the clan. Without a keeper, the clan's knowledge is lost forever. Every ten years, the Keepers of the Dalish clans convene in a meeting called the Arlathvhen, which lasts usually two days, to compare any recovered knowledge or artifacts. The intense quarreling that occurs in these conferences leads many to suspect the Dalish prefer their tribal isolation due to irreconcilable differences. Furthermore, the Keepers are the only ones who know the secret of writing the Elven language. Though the Keepers are Dalish mages, each clan will seldom or never have more than two fully trained mages. These mages are the Keeper and the Keeper's apprentice. The apprentice is referred to as the First (as in the next in line of succession). Whilst there is only one First in a clan at any time, there can be many candidates for the apprenticeship, such as the Keeper's Second. The Dalish elves specialize in magic that harmonizes with nature itself. It is not unheard of for a Keeper to be capable of manipulating all of the flora around them in case of attack. Only the foolish challenge a Keeper inside of a forest. You may or may not be an actual Keeper of a Dalish clan, or even an elf, but by purchasing this you stand amongst the very best of the Dalish's Keepers, both in magical skill and knowledge of the lost elven lore. That's no mean feat, but remember that even the very best of the Dalish keepers don't hold a candle to the ancient elves. So much lore has been lost, after all. 5. Blood Mage - The ancient Tevinters did not originally consider blood magic a school of its own. Rather, they saw it as a means to achieve greater power in any school of magic. The name, of course, refers to the fact that magic of this type uses life, specifically in the form of blood, instead of mana. It was common practice, at one time, for a magister to keep a number of slaves on hand so that, should he undertake the working of a spell that was physically beyond his abilities, he could use the blood of his slaves to bolster the casting. Over time, however, the Imperium discovered types of spells that could only be worked by blood. Although lyrium will allow a mage to send his conscious mind into the Fade, blood would allow him to find the sleeping minds of others, view their dreams, and even influence or dominate their thoughts. Just as treacherous, blood magic allows the Veil to be opened completely, albeit temporarily, so that demons may physically pass through it into our world. The rise of the Chant of Light and the subsequent fall of the old Imperium has led to blood magic being all but stamped out—as it should be, for it poses nearly as great a danger to those who would practice it as to the world at large. 6. Shapeshifter - Shapeshifting is an ancient, rare art that previously only survived in the forgotten corners of Thedas. More recently however, it has been introduced to the Circle of Magi by forcibly conscripted hedge mages. The path of the Shapeshifter is one that crosses between the boundary between mage and warrior. Some mages see it as a form of self-mastery, whilst others use it as a means of survival; a physical bag of tricks that enable the mage to be unpredictable in battle. Shapeshifters master one form at a time, the most common ones being those that are found in nature. The mighty bear is a fine choice, some others are spiders, cats, wolves, and birds. To a skilled shapeshifter, no door is impassable, no fight is unwinnable, and no terrain inhospitable so long as they know a shape that can meet the task at hand. Legends speak of shapeshifters who mastered even more deadly and fantastical forms than those of mundane animals. It is said that the legendary Witch of the Wilds, Flemeth, is capable of taking the shape of a mighty High Dragon. But those are naught but rumours, of course. Or are they? 7. Dirth'ena Enasalin - In the time when the Evanuris still walked amongst us, there were mages who learned to use their magical arts to augment their martial prowess. These arcane warriors served as champions or bodyguards for the elven nobles. They were the embodiment of will made manifest - mind shaping the body into the perfect weapon. Dirt'ena Enasalin can be translated as "knowledge that led/leads to victory". Elves of that time-period who eschewed combat called these techniques Ghilan'him Banal'vhen, or "the path that leads astray", and whilst they might've sneered at the martially-inclined mages' physicality they never doubted their honour. It should be noted that, even if physically disarmed, those mages trained in Dirth'ena Enasalin are never truly without a weapon. By sheer force of will, they are capable of creating weapons out of solidified magical energy.	
400	Masterful Magi	Dragon Age	Origin	Mage advanced classes. The first purchase is discounted formages, additional purchases are at full price. Selecting any of these options will increase yournatural ability to learn mage-related spells, skills, and skillsets. Ø Knight-Enchanter – Mages who have a special dispensation from the Chantry to serve inbattle. These mages can summon powerful magical blades from the Fade and learn how toincrease their combat mobility, greatly increase melee damage and melee defense. Ø Necromancer – This specialty deals with the binding of spirits. Bound spirits can be usedto inflict fear on enemies, raise the undead, and infect enemies with explosive results. Ø Rift Mage – By drawing on the force of the Fade, these mages gain unparalleled control ofthe battlefield. Pulling matter from the Fade will allow for the creation of massiveweapons and restraints to destroy enemies or degrade their mobility.	
600	Dreamer	Dragon Age	Origin	A dreamer is a mage capable of mentally entering the Fade at will, without the aid of lyrium or blood magic. This is an innate skill one is born with, and not something that can just be taught. A talented dreamer can shape the Fade and affect the dreams of sleeping people, killing or driving them mad. Some dreamers can dream in forgotten ruins to uncover secrets long forgotten by witnessing spirits re-enact the history of a place. Admittedly though, the account of the dream may be biased depending on whose perspective the spirit chooses to emulate. However, dreamers attract demons and most prove too frail of mind to survive a demonic possession. As a result, dreamers are rare, with human dreamers being even more rare than elven ones. The last known dreamer died over two ages ago. Dreamers may use special dried herbs to help them enter the Fade. Strangely, these herbs smell fresh to the mage once they have entered the Fade. There are also herbs that can preclude sleep and block one from the Fade itself, if necessary.	

900	The Flower	Drakengard and Nier	Origin	You want this? Are you sure? Why don't I explain first and let you know why this is a bad idea. This might look like a beautiful white and pink flower, but in reality it is an infection. Sent to this earth by the Grotesqueries, which are Angels created by God to annihilate the arrogant human race, the Flower is a beacon and serves as their way into our reality. When it finds a host, it will bond with them, granting them divine power and pushing them to eliminate humanity. Once the host has either given in or lost the will to resist, the flower will bloom into a giant monster, open a way in for the other Grotesqueries and proceed to destroy the world. You still want this huh? Man, you must really be starved for power. Whatever, your funeral. First off, if you weren't an Intoner before, you are now. Go back up to the Origins section, everything under Intoners now applies for you, except for a few things. First off, you don't have to change your gender to female if you're not. Second, ignore the uncontrollable libido thing, you don't have to deal with that. Finally, that part about being the weakest of the Intoners? Wrong, you're the strongest. (You still have to get the perks if you want Intoner Mode or a Disciple though.)Now that you're the host of the Flower, you are the origin of a new batch of Intoners. This means that you're as strong as Zero was at her most powerful. There is literally nothing a human or anything else that weak can do to harm you. Your strength, speed and Song are all boosted. Additionally, anything that actually is strong and fast enough to damage you will find their efforts for naught. Forget the healing factor and added endurance (though you still have those so, you know, don't actually forget), the Flower straight up will not let you die. If your body is ever damaged enough that you simply can't survive anymore, the Flower will semi-bloom until it's the size of a man and simply spit out a bloody new body for you. Very gross, very lovecraftian. The only things that can permanently kill you now are Dragons or anything made of Dragon magic. However, the main benefit of this perk is that you now have the Flower's ability to make new Intoners. If you choose, you can create five pseudo-clones of yourself, each an Intoner with all the power that entails. They'll have their own personalities and hang ups just like the canon Intoners, except the unceasing lust from Zero will instead be replaced with whatever personality fault you chose to magnify when you became an Intoner. In addition, they'll have a greater ability to resist the Flower's influence, though not as much as you, and they won't be suffering false memories. Maybe, if you make the effort, you can be the type of family that Zero's Intoners only had delusions of being. You'll need their power though, even if the whole family thing falls through. LIke I said, the Flower acts as a beacon, an advanced scout. The Grotesqueries can see you now. They're watching you. And even if you can resist the influence of the Flower, they won't give up. Not until they've exterminated humanity. They're coming. They'll find their way in, with or with your help. Not just here, but in every future Jump you make as well. Everywhere you go, divine vengeance and slaughter will follow. So take all that power you wanted, Jumper. I hope it was worth it. Oh, and I almost forgot. The Flower is now blossoming from one of your body parts. You can copy Zero and choose your eye or pick somewhere else. Whatever the case, you'll sure stand out at parties.	
200	Appetite for Dust	Endless Legend	Origin	A blessing and a bane, you no longer require food, water, and you do not age. However, you do not heal naturally either, and MUST sustain yourself on Dust. The upside to this requirement is that Dust not only sustains you, but also heals you near instantly. You may also find some less savory ways to feed your Dust fix. . . The stronger the Broken Lord, the more Dust it takes to mend their body fully. The average Broken Lord can be pulled back from Death's door with 50 Dust. A hero of Legend? It could take several hundred. But then again, said hero is as durable as 10 lesser Lords, so it's a toss up. Magical healing affects you normally.	
200	Power Through Pain	Endless Legend	Origin	Through ritualistic self torture and sheer willpower, you are able to channel Dust magic. You require a foci to channel truly powerful spells but while unarmed you can still fling brilliant blue flames from your hands. You pain tolerance is increased greatly, and will further increase the more you inflict pain upon yourself. With enough practice, you could immolate yourself, and feel only a distracting tingle. How much are you willing to put yourself through for power?	
300	Inner Fire	Endless Legend	Origin	Pain leads to Power, but you have taken it to new heights. The closer you are to Death's door, the stronger you become. For every drop of blood you spill, your become that much more powerful. When a breath away from Death, you are twice as powerful as you are when you are perfectly healthy, and so on through your state of well being. Should you die, you violently explode. The size of the crater you leave is based on just how powerful you were to begin with. Late Tier jumpers, beware, you may just nuke a dying planet. You still lose, but at least you took them out with you.	
0	Magic circuits	Fate/kaleid liner PRISMA ILLYA	Origin	Magic Circuits are a pseudo-nervous system that spreads through the body and acts as an organ that converts lifeforce into magical energy. Magic Circuits reside within the soul and what is found in the body is a physical expression of them. The number of Magic circuits one possesses is determined at birth and cannot decrease or increase naturally. You gain twenty magical circuits of top quality and a further twenty each time you purchase this option.	
100	Basic Magical Skills	Fate/kaleid liner PRISMA ILLYA	Origin	You have basic knowledge of magical skills. Simple bounded fields to detect people and basic use of reinforcement to strengthen things.	
100	Magical Girls. . . Can Fly Can't They?	Fate/kaleid liner PRISMA ILLYA	Origin	Maybe it's the way you view the world but flight comes naturally to you. Any magical means of flight is easier for you and seems effortless. If you have high enough magical power then you might even be able to fly without the aid of a kaleidostick.	
600	Enforcer Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	Among the mages who have specialised in physical combat you are a prodigy. Anything related to combat is far easier to learn for you, accomplishing what would take others a week in a single day. This perk has also increased the abilities of other perks bought:Physical Fitness: Through some manner your physical abilities have increased beyond what a mundane human could achieve. Whether through being a magical creation or enhanced in some other manner you stand as far beyond the peak of humanity as they do the average human. Physical Enhancement: Your mastery over this magic has increased to the point that your physical abilities rival an average Servant. Combat Skills: Your skill at combat has increased to the point that you could combat warriors of legend. If you had the physical abilities you could even fight a Heroic Spirit evenly. Brainwashing: This skill now allows you to transfer minds into other objects like stuffed dolls and leave the fake personality to control the empty body. Flash Air: Your skill at Flash Air has reached the level that displacing a mountain to create a castle is possible with enough magical energy. Rune Magic: Has increased to the level of using a Rune of Resurrection, magic on the level of a Noble Phantasm that can be placed on someone to revive him or her from death when they suffer a fatal injury. The Rune will only work once per person per jump.	
600	Magical Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	You have an increased talent for all fields of magic, learning in a day what would take others a week. This also increases the abilities of certain other perks:Basic Magical Skills: You have knowledge of how to perform the Shared Pain curse, a symbol that when painted on someone with blood will cause them to feel any pain the person the blood came from endures. The symbol will require extensive magical skill to remove without your permission. Hypnosis: Now allows you to implant knowledge into others minds. Mirror world Transfer: The mirror world can now encompass an area as large as a modern city and be increased with further training. Counter Magic: You now know how to make restraints that could hold entities on the level of an average Heroic Spirit and prevent them from moving or using their abilities. Gravity Magic: Can now be applied to work on a large area the size of a football field, increasing the strength of gravity by a hundred times for example. Jewel Magecraft: You now know how to create a magic amplifier circuit that greatly increases the power of magic used in combination with it. Jewel magic can also be used to store spells from any other magic you have from other worlds.	
600	Refined Lesser Grail	Fate/kaleid liner PRISMA ILLYA	Origin	As a lesser grail your magical capacity is immense, far beyond any modern magus. You also have access to a technique that involves temporarily converting part of your nervous system into an artificial magical circuit, a very dangerous procedure with a very high chance of death. If you were to use this technique to its fullest, converting your blood, muscles, nerves and everything you have into a magical circuit then for a brief instant you would be able to overpower even Ea, the sword that divided the heavens from the earth. Of course such power doesn't come without a cost, utilising it to its fullest will damage your body to the point that without some means of healing the damage it causes to your body utilising it more than once per jump would prove fatal.	
600	Wishcraft	Fate/kaleid liner PRISMA ILLYA	Origin	As a candidate for the formation of the artefact known as the Holy Grail you have the ability to realise wishes. What this means is that given sufficient magical energy you can skip the thaumaturgical processes and steps that a magus would usually need for Magecraft and recreate miracles through the use of magical energy, allowing you to achieve magical feats through sheer power rather than skill. What this means is that you are capable of performing spells without knowing how to cast them at a cost exponentially greater than the amount someone who knew how to perform the spell would pay. Given that you are an existence born to bring dreams into reality you are also able to bring hope to those bereft of it by showing them the hope that they had lost long ago.	

600	Zelretch's Notes	Fate/kaleid liner PRISMA ILLYA	Origin	You have the collected notes of Kischur Zelretch Schweinorg detailing the construction of the Kaleidosticks. These notes will allow the creation of a mystic code capable of the Multi-Dimensional Refraction phenomenon allowing them to draw in unlimited magical energy. As such a mystic code constructed with this knowledge would be able to refill a magus's magical reserves instantly. If you also have Zelretch's Student then with time you may be able to create existences like the Kaleidostick.	
50	Artificer	Generic D&D 5e	Origin	You are an Artificer. You use the "Eberron: Rising from the Last War" book. You get everything up to level 3 for this class. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. The example here is the ability to make magic items is no longer limited nearly as much, with the perks. You can have 18 Int or 18 Wis.	
50	Half-Caster	Generic D&D 5e	Origin	Pick half caster class in the PHB - either Paladin or Ranger - you are now a member of that class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. Flight for a Paladin would be Vengeance Paladin's capstone, or similar. You can choose 18 Str or 18 Dex or 18 Cha or 18 Wis.	
50	Magical	Generic D&D 5e	Origin	Pick a Caster class in the PHB. These include Bard, Cleric, Druid, Sorcerer and Wizard. You now are a member of that class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. Signature spell for a WIzard, for example, is literally a perk you can buy. You can choose to have an 18 in any one mental stat, according to your class of choice.	
50	Psion	Generic D&D 5e	Origin	You're someone who's awakened their Psionic power. You use the Unearthed Arcana supplements, and are level 3. You can stick with the class, and get these features on top of whatever else you get. If the feature matches the name of something you would get, you get the strongest version of it. These abilities Stack, with the class itself, in most cases. You have 18 Int.	
50	Warlock	Generic D&D 5e	Origin	You are a level 3 Warlock, per the PHB. You can stick with the class, and get these features on top of whatever else you get. This class's purchases STACK with what it gets from the PHB. You have 18 Charisma.	
100	Do We Have a Deal? - Warlock	Generic D&D 5e	Origin	Your ability to make deals which go in your favor is very good. You're able to sell a fish to a fisherman, and get a pretty good price for it, too. Also useful for bribing the guard when they find you. . . experimenting. As Warlocks are wont to do.	
100	Infusion - Half-Caster	Generic D&D 5e	Origin	Your weapons are all magically infused when you use them. How much depends on your personal skill. If you're a master of the weapon, then your bonus is quite large, if you're a novice, it'll be almost unnoticeable.	
100	Mind Over Matter - Psion	Generic D&D 5e	Origin	You know that the mind matters above all. This perk allows you to handle any physical issues you run into that are solvable, but would require some measure of pain or discomfort to overcome. You can dislocate your own arm or leg to squeeze somewhere, or otherwise get the job done. Discomfort doesn't really matter to you, anymore. You can feel it, but you know how to work past it.	
200	Lucid Dreamer - Psion	Generic D&D 5e	Origin	Allows for interactions of the Dreamscape - a real only reachable while asleep. Elves can only get to such a state with extreme magical effects. This will allow for training while asleep, though it won't work for physical skills, and only mental ones. If you poke around enough, though, there may be more to be found in the Dreamscape. Lucid Dreamers are known to be able to get into others dreams, sometimes.	
200	The Luck of the Devil - Warlock	Generic D&D 5e	Origin	More often than not, you're just lucky as all hell. Maybe literally. Playing games of chance seems rigged in your favor, where you win 7/10 games without trying. If you cheat, you could easily make this you winning any game of chance you ever opt to play. Your patrons are also extra-benevolent to you, being super nice about the agreements you have for your powers, if you have a patron, that is.	
400	Advisor - Warlock	Generic D&D 5e	Origin	You gain insight into the planes that others would kill for. When you cast a spell or otherwise go looking for info on other planes/planar creatures there is no chance it will drive you insane. This overwrites all other text which may indicate otherwise. You also know how or where to get any planar knowledge you so desire, if you think about it for more than a few minutes. If all else fails, there's always old man Joe in Candlekeep. . .	
400	The Answer - Half-Caster	Generic D&D 5e	Origin	You've got to the point where you can answer anything your opponents do to get away. Is your Quarry going to fly away? You can chase them through the air, unaided. Are they going to go to the ethereal plane? Well you can hit them there, too. Just about the only way to get away from you is teleportation, but even then. . . you know how to track where they went, so really, they just bought time. There is no escape for your prey. How cute they are, thinking they can run. . .	
600	Mind Without Matter - Psion	Generic D&D 5e	Origin	You can live even if your body is destroyed, your soul and mind will keep going, but are very vulnerable in this state - so it's best not to stay like this long if you can help it. Direct soul manipulation is very easy to do, while you're just a soul, after all.	
600	The Destroyer - Half-Caster	Generic D&D 5e	Origin	You are among the greats when it comes to hunting and killing your quarry. You can't lose the trail. It doesn' t matter if they use magic, or if they're the greatest master of stealth the world has ever seen. You know where they are, how to get to them, and how to kill them. This doesn't give you the knowledge of how to get past their traps, if they have any, but it will tell you where they are, generally, and what the quickest route to them is. Additionally, you can designate one weapon you own as your weapon of choice at will. Your Quarry always treats this weapon as though they are vulnerable to it's damage, unless they're immune to it.	
600	The Unhindered Lord - The Destroyer	Generic D&D 5e	Origin	**Must have the Destroyer Perk.** You treat all enemies as favored enemies (per Revised Ranger class) and all terrain as favored terrain. You also can freely traverse to any plane of existence you know exists at will, as long as it's a part of your Local Multiverse. So you could go to the City of Brass for Lunch, Celestia for Dinner, and then go to the Prime Material in time for bed. It turns out this also allows for perfect teleportation to anywhere you know exists, including to a person. Teleporting away from you now changes literally nothing, except maybe a couple seconds of exasperation.	
600	The Unhindered Lord - Union	Generic D&D 5e	Origin	**Must Have the Union Perk.** You also get all of your patron's knowledge of how to use the inherent skills they have, along with uncapped magic, meaning you have a full spell progression now, like the other Casting Classes.	
600	Union - Warlock	Generic D&D 5e	Origin	You fully integrate and control the seed of power gifted to you by your benefactor, thereby mastering it. You no longer need your benefactor in any way. Additionally, you gain the ability to cast spells that they can. If they have an innate spell ability, you have it now, as well. If your patron was a fey you gain the ability to cast major illusion at will, if they were a pit fiend you can sling fireballs, just like they can! If your patron was Jump-Chan, you gain the subclass-specific spells a knowledge cleric would have innate abilities.	
0	Local Magic	Generic Harry Potter Fanfiction	Origin	The magic system of whatever fanfic you're going to. This is almost always avariant of the Harry Potter magic system, so any and all magic you learn is fully compatible withthat.	
400	Modern Day Alexander	Generic Harry Potter Fanfiction	Origin	You have the skills of a modern day conqueror, a warlord and wizard extraordinaire. You can dredge up ancient grudges, remind people of old injustices or just straight up invent causes, but either way you know just how to get people to do what you want, and let you lead them to good and ill. And once you do lead them, you find yourself utterly superb at it. Instead of your charisma being hollow like it is for so many others you actually have excellent leadership and planning skills, to the extent that you could orchestrate the fall of governments as a teenager. Finally, you have a gift for using magic in wars. It doesn't matter if it's the first time it's being used or the five thousandth, you find your skills at determining the best time and place for the best types of magic to be absolutely impeccable.	
500	Hyphenated Name	Generic Harry Potter Fanfiction	Origin	Yours is an old and storied bloodline. And you are the heir to all its potential. You are directly descended from one or more among Merlin, the founders of Hogwarts, Morgana and any other famous witches and wizards there might be in the local world, having some of the most exalted pureblood ancestry. This has multiple effects. Firstly, you're able to use any special gifts or bloodline abilities they had to their fullest potential, despite your blood being so far removed from them. Indeed, you can command and wield the absolute apex of the potential possible in your bloodline, no matter how high it may be or how far back the ancestor may have been. Secondly, you are not just the equal of your bloodline, but the very best of them. Any race, species, type or breed you belong to, you're automatically among the very greatest, most powerful of them. You have every hint of the power and potential possible to be had, although it may require training or practice. Finally, you count as the 'Magical Heir' of all your ancestors, meaning any wards or defences or enchantments keyed directly to such individuals will also recognize you as their "heir", and let you pass without issue. You can toggle any and all of these effects at will.	
0	Basic Ninja Training	Naruto Jump Chain	Origin	You know how to use kunai and shuriken, a basic taijutsu style, how to walk on any solid surface regardless of petty things like gravity, how to walk on water, create a non-physical illusion of yourself, and change places with a previously prepared log or another generic item to dodge attacks. You can also reinforce yourself with chakra, making you significantly faster, stronger and more difficult to hurt, and if you apply yourself, you will be able to keep up with Captain America. You also gain the ability to jump ludicrously far, on the order of dozens of meters. It's all topped off with some serious stealth skills too. As in keep yourself from being spotted while wearing a bright orange jumpsuit and defacing Mount Rushmore levels of stealth.	

0	Rinnegan	Naruto Jump Chain	Origin	**Requires Senju, Uchiha, and Mangekyou Sharingan Perks.** The lineage of the Sage of Six Paths been reunited through you, and both of your bloodlines are enhanced. The gifts of the Senju are retained and increased with even larger chakra reserves, which are now equal to You Have Reserves, increased physical ability, and all of the basic elemental affinities though you haven't received training in any of them. Your Uchiha blood is enhanced by allowing you access to the Six Paths, though it will take you decades to master them all. When using any of these abilities your iris swallows your sclera, turns a color of your choosing, and becomes divided by five thin black rings surrounding your pupil. The Deva Path will grant you the ability to manipulate gravity. The more powerful the gravity manipulating technique you use the longer you will have to wait to use another without destroying yourself. The Asura Path Grants you the ability to create metal, summon any object that you've infused with your chakra, and temporarily give you two more sets of arms. By piercing something with your chakra infused metal, you can control it like a puppet. The living will likely be able to shrug this off. The Human Path allows you to read the minds of your defeated enemies by pulling their soul out of their body. This is always lethal. The Animal Path allows you to sign as many summoning contracts as you like and to use them without hand seals or blood, which normal summoners must use. It is also the only way to summon humans, though you'll still need some way of forming a summoning contract with them. The Preta Path allows you to create an invisible shield that absorbs chakra, including chakra already being used in techniques, and by touching someone you can directly drain their chakra as well. The Naraka path allows you call for the 'King of Hell' who has the ability to restore anything to a prior state, though it will take at least one day, and will preserve the memories of any living being that goes through the process. This ability can not be used to resurrect the dead. The 'King of Hell' also has the ability to force others to tell the answer your questions truthfully or die trying not to by grabbing their tongues. You may also force the 'King of Hell' to resurrect the dead- at the price of your life. You may only make use of one path at a time, though you can switch between them very rapidly. If you take Jutsu Mastery you may use two paths at once. When you are summoning, you only count it as using the necessary path while you're summoning it, not while it's summoned. You must take the Hunted drawback for all villages save your starting location if you purchase this, reflecting the legendary status of your bloodline, the fact that everybody wants it, and the fact they can't stand the thought of their competitors having it. You get a free S-Rank mentor who will protect you to the best of their potent abilities though they won't automatically take you on as an apprentice. This reflects the fact that your village is aware of your blood-line's status, is in fact very happy with the fact that you are a member of their village, and would like to keep it that way.	
100	You Have Reserves	Naruto Jump Chain	Origin	All ninja can increase their reserves with training, but you've won the chakra lottery. Even now at the start of you journey some ninja with years or even decades of experience on you still have less chakra than you do naturally. This effectively enhances your stamina as well as letting you use more powerful ninjutsu than others. Other options increase you're chakra reserves, but You Have Reserves increases them by a much larger margin. Unless otherwise stated, any other choice that increases you chakra will give you one half the affects of You Have Reserves.	
400	Mangekyou Sharingan	Naruto Jump Chain	Origin	Do you really desire power that badly? . . . It's your choice, but it will cost you something even more valuable than CP. To receive the Mangekyo Sharingan you must watch someone you truly love die. You must take the drawback Before My Eyes. . . to reflect this. The power you received from this terrible act is impressive, and there are some who would argue it's worth it. You have gained three abilities that are all very costly chakra wise, quickly exhausting your reserves. You will, of course, need training to use them effectively. The first is Susanoo, a giant, durable, but also unmaneuverable suit of transparent armor that surrounds you. It has a powerful blade and nigh invulnerable shield. This technique is vulnerable from techniques originating below it though, at least until you've fully mastered it. You may also select two of the following: Tsukuyomi, an genjutsu that forces one person you have made eye contact with to experience a world that is completely under your control for the equivalent of seventy-two hours over the course of a few seconds. It's victims tend to fall into a coma afterwords. Amterasu, a fire based ninjutsu of terrible power. You can bathe a target in chakra by glaring at them and ignite them in black flames of incredible temperature that will burn for seven days and nights. You will also receive Kagutsuchi, a technique that allows you to shape and manipulate the flames Amterasu creates. Using this causes the eye that cast it to bleed. Kamui, a space time ninjustsu that allows it's user to become intangible and teleport themselves and others. It does this by shifting the affected thing into a pocket dimension, and allowing the caster to remove them back into their original dimension as well to other locations of their choosing. It can be used at range as an attack, but it's very difficult to aim and requires set up. Things in Kamui's dimension are held in stasis, so storing people is possible. Kamui can be synced with other dimensions, but you won't be able to use this to travel to other settings until post spark. Kotoamatsukami, a subtle and powerful genjutsu that can be used to compel the target to follow a single command without them even realizing it's not of their own free will. While technically possible to resist, it's highly unlikely, but the wording of your order may be twisted against you. This technique requires you to make eye contact, and puts a great strain on you and may not be used more than once every twenty four hours. Kuraokami, a fire based ninjustu that absorbs and redistributes heat. You can cover a target in blue-white fox fire that quickly drains heat off from it, frequently leaving all it touches frozen solid and covered in frost. The stolen the heat is stored in your opposite eye, and can be released in a burning lance launched at what ever you're glaring at. The fox fire is easily blocked by solid objects, the lance, however, is another story. Or it is once you've absorbed enough heat. Kamimusubi, a genjustsu that inserts it's user into their victim's memory. The victim will believe the wielder to be an essential and irreplaceable part of their life, as well as their greatest ally that has always been there. You too have these memories, but you know that it is merely something created by your technique, the better to manipulate them with. They will also view everything you do in as positive of a light as possible. This technique overwrites their memories, replacing and suppressing their actual experiences. If they are part of an enemy organization they will believe themselves to be a plant within it. If dispelled their real memories will return, but the fake ones will persist as they've “experienced” them, so they're likely to have an existential crisis. This technique requires you to make eye contact, and puts a great strain on you and may not beused more than once every twenty four hours. When using any of these abilities, your eyes take on a unique windmill pattern. You may choose to have the windmill pattern be shown whenever your Sharingan is activated instead of it's standard appearance at will. Your eyes will not degrade with use, though the other sets usually do. They may not be awakened due to events before this jump takes place. The drawback reflects a new and painful trauma.	
400	Pseudo-Jinchuuriki	Naruto Jump Chain	Origin	You have been infused with the power of one of the nine great demons. This increases your chakra reserves equivalent to You Have Reserves, increasing the rate at which you heal, and allows you to draw upon the energy stored within you. Drawing upon the demonic energy coats you in the malevolent chakra of the bijuu whose power has been siphoned into you, constantly damaging your body while making you far more difficult to hurt, vastly boosting your strength, and allows you to heal and move much faster. You can expect to laugh off a tank shell before closing and throwing the tank that had the temerity to fire it's cannon at you. It will take a lot of work to be able to hold back the innate blood-lust of your demonic energy; telling friend from foe will be all but impossible at first. Using any jutsu you know will be even more difficult still. This option gives you far more raw power than the Cursed Seal of Heaven, but is much more difficult to control. You must take the Out of Control drawback. Can't be taken with True Jinchuriki.	
400	Uzumaki	Naruto Jump Chain	Origin	You are a member of the scattered and decimated Uzumaki clan, you are naturally inclined to fuinjutsu and sensory techniques and have an incredibly strong life force, giving you great endurance, longevity, and increased chakra reserves. With training, you might be able to create chakra chains from your body which you can manipulate at will. You may now change your hair color to red at no cost, reflecting your lineage. As this clan is nearly extinct, if you select this to bethe clan you've been born into only your immediate family is alive and well.	
600	Senju	Naruto Jump Chain	Origin	Konohagakure based. You possess an almost supernatural life force, stamina and physical energy, and are a generally talented ninja. You gain a lesser form of the specialization in each and every ninja discipline and increased chakra reserves. As a bonus, if you start in Konoha you are considered the next best thing to royalty. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.	

800	Uchiha	Naruto Jump Chain	Origin	Konohagakure based. You possess the Sharnigan in it's beginning stage, an eye based Bloodline-Limit that allows you to see chakra, gives you a photographic memory of anything you see with them, and alters your perception of time making things seem like they are moving much more slowly. Once your Sharingan has fully matured it will manifest to more abilities. The first is less well known around the elemental nations: the ability to cast your genjutsu through nothing more than eye contact. The second is the most famous: the ability to copy anything with somatic components you see the entirety of. Your copy ability will let you instantly learn whatever you see with your Sharingan, so long as it is a thing you could feasibly learn with training, but it will only be technical proficiency and you'll still need practice to truly master what you've seen. If this is purchased with the Hyuga blood-line, then you have may choose how both bloodlines aesthetically manifest. You must take the Angst drawback if you selected this with the Clan-Born discount, reflecting that all the other bearers of this bloodline were wiped out very recently, and you are one of three survivors. One of the survivors is the perpetrator who trapped you in a powerful illusion that forced you to experience your family's deaths again and again for three days. The other one was put through the same thing that you have been, and likely feels clingy and overprotective of you. You are considered to have immigrated or been kidnapped shortly after the Uchiha massacre if you start somewhere other than Konohagakure. When your Sharingan is activated your irises turn blood red and your pupil is surrounded by three tomoe. The tomoe spin increasingly quickly as you grow agitated. It's said that there is a way to increase the Sharingan's power, but it comes at a steep price. . .	
1000	True Jinchuuriki	Naruto Jump Chain	Origin	Instead of having some of a Bijuu's chakra sealed with in you, you have the whole package. You now have a bijuu appropriate to your location sealed with in you. Alternatively you may roll a nine sided dice or pay 100 CP to choose. Either way you gain all the same benefits and drawbacks of a Psuedo-Jinchurki in addition to the specific abilities of your Bijju. As a Bijuu's number of tails increase so does the amount of raw chakra it contains. So your upper limits can blow a pseudo Jinchuriki's upper limit out of the water; be warned though. It will grow ever harder to control and after three tails worth of energy it starts to heavily damage you body. As you draw on the Bijju's chakra the abilities it grants you become more powerful. Once you've mastered using your Bijuu you can also create and fire tailed beast balls; vastly destructive techniques that can be charged to become even more powerful. Take the Hunted (Amegakure), Reviled, and Out of Control drawbacks. It's not impossible to come to terms with your Bijjuu, but it's not going to be easy. Expect it to take years. If you manage to do so you'll be able to use your Bijuu's chakra and abilities freely; they can even collect natural energy for you to use Sage techniques if you teach them how. You take the canon Jinchuriki's place, though that Jinchuriki is still around, they just don't have their bijuu. The exception is the nine tails. Can't be taken with Pseudo Jinchuriki.	
100	Lucky Charm	Generic Magical Girl	Origin	Most people have some kind of lucky charm like a rabbit foot, or a lucky coin that they think gives them good luck. Yours actually works, because it's real magic – you can use this even when not transformed, and since it's so lucky, it won't accidentally be lost or stolen, even if you live in the slums.	
200	Silver Millennium Lining	Generic MG	Origin	Where others see unmitigated disaster, you see hope. You can find the good in any situation, the ray of light in darkness. You are more cheerful and harder to afflict with despair, sadness, or terror. In addition, regardless of what kind of mental afflictions you do have, you can always overcome them and make a full recovery given time.	
0	Physical Enhancement	Generic MG	Transmutation	Magical girls have to be fit. But when a monster is bearing down on you on your first night, that's a bit late to hit the gym. Fortunately, your power includes some basic enhancements. Muscles a dozen times as powerful, capable of letting you lift cars without hurting yourself, tossing people through walls, and running across rooftops. A full-body reinforcement by the same factor, protecting you from your new strength, as well as making most enemy attacks into lighter punches. Not completely ignorable, but you'll take a good beating without going down. Enhancements to balance and reflexes, as well as some acrobatics training settled into your mind so you can use your new abilities to roofhop and stand on telephone poles without issue.	
50	Work-Life Balance - Low Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 50 CP, you retain Physical Enhancement at all times. In addition, you also retain passive benefits from other alt-forms in all alt-forms.	
100	Henshin	Generic MG	Transmutation	You gain two more forms at the start of this jump, for a total of three. One will be an ordinary human form (or at least easily disguised as such,) but the other two are obviously not human, and are related in some way. For example, a wolf and a puppy. The two nonhuman forms have boosted attributes in some way. For example, a tougher wolf form and a puppy form with boosted healing magic. At the start of future jumps, you may adjust your forms and boosts they provide.	
100	Physical Boost	Generic Magical Girl	Transmutation	In your magical form, you're easily five times as fast and strong as a normal person your age and size, and can jump twenty feet in the air, and land without breaking your legs. You're also much more resistant to damage. If you focus your power, you can exceed even those limits, but doing so is tiring, so you should save it for emergencies.	
100	Transformation Trinket	Generic MG	Transmutation	You know what this is. The amulet or whatever that a magical girl uses to transform. Although recent series have started turning the girls' phones into the transformation trinkets. Weird. Most magical girls have a different appearance when transformed, but there are plenty of examples where the "transformation" is just an outfit change and instant hairstyling. Uses this once transforms you into your magical girl form. Using it again transforms you back. For most girls this also enables them to use their powers (see the Powers section and Work-Life Balance).	
100	Work-Life Balance - Mid Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 100 CP, you can use your active powers even while not transformed, but they are harder to control and weaker. This also applies to powers that would otherwise be locked to other alt-forms.	
200	Form of the Monster	Generic MG	Transmutation	This isn't a form, but a super mode for whatever form you currently have. You grow bulkier, more fearsome, and possess a more intimidating presence. Your clothes follow suit. In this form your enemies lose their nerves and confidence in your presence. In addition, your strength increases by half again from activating this form. You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.	
200	Form of the Queen	Generic MG	Transmutation	This isn't a form, but a super mode for whatever form you currently have. You grow taller, more regal, and more commanding in presence. Your clothes follow suit. In this form your allies gain clarity of thought and strength of will from your presence. In addition, your strength increases by half again from activating this form. You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.	
200	Form of the Toy	Generic MG	Transmutation	Let's face it, if you have to assist your magical girl while in school and you're some small cute animal, you're probably going to run into trouble from the rules. This makes you smaller, cuter, and completely unremarkable. If you activate this mode while as a human, you'll wind up as a child. If you activate it in an animal form, you'll wind up as a smaller version or potentially looking like a plush toy. But this mode does make you magically and physically weaker, so if you need to fight you should probably drop this.	
200	Melee Master	Generic MG	Transmutation	You are a martial artist of some sort. Whether that be through a sword, staff, nunchucks, or some other weapon, you get up close and personal with your opponent before beating the stuffing out of them (potentially literally.)Or maybe you follow the path of Hibiki Tachibana, Kokoro Aichi, and Subaru Nakajima and just CAST FIST. Either way. You gain proficiency in one martial art, as appropriate for your weapon. Not true mastery, but that will come with time and practice. You also receive a bit of experience in a few related styles, just so you have a few options if your normal moves aren't working out. This package also doubles your strength and triples your toughness when active, because you are going to be getting hit quite a bit when you go to zero range. At this level, it takes rifle rounds or similar to leave bruises, and your blows hit like a car crash.	
200	Work-Life Balance - High Tier	Generic MG	Transmutation	Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls. You are different. For 200 CP, there is no difference between your transformed and untransformed state, except for your appearance. And there is no difference between your alt-forms, except appearance.	
0	Vision	Genshin Impact	Origin	To be able to use the magic of this world, most need a Vision. This is a seemingly indestructible gem, a gift from the gods themselves. The Vision, or gods eye, appears like a coloured glass orb. It allows those it is gifted to to wield the elemental power of the god that granted it. It is only gained by those who have gained recognition of the Gods by their deeds or resolve. What is known only to the gods though is that every wielder of a Vision is one who can attain godhood and ascend to Celestia. Be careful though, your Vision can be taken from you or otherwise stolen, preventing you from using its power.	

100	Inert Visions	Genshin Impact	Origin	When a Vision user dies, their Vision does not simply vanish with them. It becomes inert, losing the glow it once had. For most it would become a simple trinket, good for little other than decoration. However should someone 'worthy' pick up one of these Visions, they have a chance of reawakening it for themselves. You have collected several dead Visions. Seven in fact, one for each element. Each jump you will receive another seven, which you can distribute around to see if someone worthy awakens them.	
200	Delusion	Genshin Impact	Origin	Where the Archon of Inazuma takes away Visions from their users, the Archon of Snezhnaya does almost the opposite. She has gifted the especially exemplary members of the Fatui with Delusions; artificial Visions that can be wielded by anyone. However, unlike Visions, Delusions can backfire to cause harm to their users. A small price to pay, some would argue, for an item that in some ways is even more powerful than a Vision. You have gained your own Delusion of an unspecified element. Perhaps you could try to replicate them. Some have noted that the faint scent of mist grass emanating from it implies that that is somehow used in its creation.	
200	Innate Connection	Genshin Impact	Origin	Visions are what allow mortal men the ability to use the elemental powers of Teyvat. Yet despite this supposedly steadfast rule, there are those who are able to use this power without any kind of focus. The most obvious example of such a person would be the Traveler, though as a world traveler they are something of an anomaly. As a world traveler yourself, your nature allows you to use the power of Teyvat without the need of a focus. In other worlds and jumps too, you will find that you do not require some kind focus such as wand or staff to use your magic. It is simply part of who you are.	
200	Steps In The Air	Genshin Impact	Origin	Some of the beings within this world have the ability to float. Spirits of the elements, abyss mages, and even the Traveler's trusty companion Paimon are able to walk through the air as if it were solid ground. Like these beings, you too have the ability to float. By expending your energy in a minute but steady flow, you can levitate off the ground and move about as fast as if you were on land. Doing this does drain your stamina in the same way walking or running the same distance would, but it will make navigating up rocky mountains and plains much easier.	
400	Illumination	Genshin Impact	Origin	While humans use Visions to manipulate the mystical energies of the world, that is by no means the only way to manipulate magic. As the 'illuminated beasts' the adepti have a type of third eye that acts in much the same way as a Vision within their body. As these are not the gifts of the Archons, the power of this third eye is not so restricted in its usage. Often this means that the adeptal energy of the adepti each have their own unique effect, ranging from boosting the abilities of the body to generating shockwaves with each attack. Furthermore this energy is potent, such that ordinary mortals cannot withstand its power for long, both their body and soul feeling the strain. You have been illuminated too, opening your 'third eye' and gaining your own unique adeptal core.	
400	Purification Power	Genshin Impact	Origin	When the Traveler awoke from their centuries long sleep, they soon encountered the corrupted form of Dvalin. It is because of this that a unique ability of the Traveler was discovered; the ability to purify corruptive, or corrupted objects. This is an ability that was even admired by the Anemo Archon himself. Like the Traveler, you are able to purify the poisonous and corruptive. It isn't even a conscious or hard act to do. Simple contact with you will quickly work to cleanse what has been corrupted. This has the added benefit of making you immune to corruptive forces and poisons.	
600	Archon's Blessing	Genshin Impact	Origin	Vision's are gifts from the gods. This is a known fact of Teyvat. As a Jumper, your nature is closer to that of a god than a mortal. You might potentially even be one. As such you have become able to bless mortals yourself. Just as the Anemo Archon could bless people with the power of anemo, the Geo Archon and likewise other Archons being able to do the same with their respective elements, you are able to share one of your magics with those you choose. They will gain a focus akin to a Vision and will be able to use this power as long as they possess it on their person. This gift is not necessarily limited to the magic of Teyvat, and could be some other power provided it is one you possess.	
100	Old Soul	Golden Sky Stories	Origin	Most guardian spirits have existed since long before the humans inhabited the land, and arguably, they're the original inhabitants even if the humans may claim otherwise. Spirits for mountains and rivers, spirits for forests and fields – all of them have had ample time to develop their spirituality. You're a bit of an odd case, while you're a bit newer than the other guardian spirits, you still benefit from a similar boost to your magic capabilities. In addition to this, whenever you travel to a new area, you'll be able to glean a little bit of information about it from the animals nearby. You could try talking to plants too, but you have to realize that plants generally don't give you very much information, being static as they are.	
200	Blessing of the Spirits	Golden Sky Stories	Origin	Separated from all the stress and hardships of urban life, people often consider the rural lifestyle to be one "blessed" by nature. Without a doubt, these folks have their own sets of hardships to face, but sometimes a simpler life is indeed a blessed one. In any case, the rural villagers certainly appear to be more in tune with nature than other folks. You too, can adopt an aspect of Nature to request a blessing from. Be it the wind, the waters, or the sun or the moon, whatever aspect you adopt will serve as a primary element for you. All elemental magic or skills related to your aspect is enhanced, and you generally perform better when in the presence of your chosen aspect.	
200	Stress Management	Golden Sky Stories	Origin	In modern society, there is constant talk about "converting your stress into productivity" and "managing your stress properly". Yet for all this talk, people seem to be growing more stressed on a whole. Well, you can do something about it – unlike other people, converting stress into a different form of energy is possible and while the conversion isn't perfect, under stressful situations you can replenish a portion of your other energy pools.	
200	The Magic Touch	Hyrule Warriors	Origin	Magic is incredibly prevalent among the more powerful enemies and allies you'll meet during your stay. As an up and coming Sorcerer or Sorceress yourself, it'd be silly to be without it, now wouldn't it?The magic of this world is capable of quite a few things and feats. The most basic application is transforming magic into one of a few elements like light, darkness, fire, lightning or water as examples to combat enemies or for normal utility. Magic is also capable of enhancing objects or manipulating magical objects and things. This can be used to reinforce an object's toughness, animate things such as commanding the pages of a magic tome to fly out at your direction, willing magical relics to activate and work on command and so on. Lastly, magic is able to summon familiar objects or people from far away, as well as conjure objects out of thin air. Conjuration is quite difficult without intimate familiarity in what you're trying to fabricate however, more so if you want some form of permanence in it. Magic runs off of stamina and knowledge for the most part, with greater feats being more taxing. While the basic principles of magic are bundled into the Sorcerer/Sorceress origin, this perk allows you to leap ahead with your knowledge in elemental manipulation and master an element of your choice.	
200	Chi Wizard	Jackie Chan Adventures	Origin	You can choose to be either a young apprentice or an older master of chi wizardry. Either way, you will gain a peculiar fondness for tea and mungbean based foods. You often come across as bookish and eccentric. You gain: familiarity with spells and supernatural creatures; should you encounter something unusual, you have a library of information to draw on. You will be able to teach the use of chi magic to others, depending on how you are in the craft.	
200	Circles and Symbols	Justice League Dark	Origin	Rather simply, this is knowledge of how to construct various magical symbols. Runes, circles, glyphs, you have an expansive knowledge of them, their uses, and how to modify them. On their own, they don't have a ton of use besides warding away certain beings, but they are often important parts of other rituals or enchantments.	
600	Magical Blood	Justice League Dark	Origin	You're no two-bit magician plying parlor tricks and making pacts with bottom-feeding spirits. In your veins flow the blood of old – the blood that flowed in Atlantis before it sank beneath the waves. Drawing magic is as easy for you as drawing breath, casting spells is no harder than flexing your hand. Not only is your talent impressive, but you also have advanced training in some type of magic. There are any number of magical disciplines and traditions you could have been trained under, from backwards magic, to traditional eastern magic, to some hodgepodge style all your own. Whatever the case, you start off comparable to Zatanna in strength and skill, and have roughly the same potential she has. Given effort and training, you will grow to be one of the most powerful mortal mages alive. Or. . . you could take shortcuts, make deals and pacts. Take on the boons of outside forces to enhance your innate power. Though this, as I'm sure you can ascertain, would be costly and fraught with great risks. But remember, your power may be grand, but that means the cost of your power is, too, all the more grand.	
600	The Path of Magic	Justice League Dark	Origin	The choice to walk the road of magic is not one to be made lightly. It is fraught with danger and terrible costs. . . but it is also one of magic and wonder. May just be worth it, yeah? If you wish, you may initiate someone into the world of the arcane. Doing so will awaken their potential to wield magic. How you accomplish this is largely up to you – it could be anything from formally accepting them as your student to a ritualistic sharing of blood. Most people won't have more than average mystical potential and will require lots of time and effort to see noticeable gains in ability. But given time and proper training, they could still be able to accomplish a great deal. Even a little magic, applied correctly, is a powerful and dangerous thing.	

0	Magical Potential	Kingdom Hearts	Origin	In this setting, everyone has at least a small pool of magical potential, measured in Magical Points or MP. These points power magical spells that can found and learned in-jump. You are no exception, getting a small pool of MP that adds to whatever other magica you had. Your MP will grow over time, and with use, but nonmagicians would need a lot of magic restoring Ethers on hand if they wanted to cast more than a few spells in a row.	
0	Magician	Kingdom Hearts	Origin	Trained under a master magician, your magical prowess is exceptional, and your arcane might will surely suffice for the challenges ahead. You're well versed in not just how to fight with magic, but the theories and practices of it for all sorts of purposes.	
100	Choose Wisely	Kingdom Hearts	Origin	The strength in your heart is brought out in one of three ways; you may gain power to help vanquish your enemies, inner strength to outlast your foes, or the strength to repel all attacks. Choose either the Sword, the Rod, or the Shield. If you choose the Sword all of your physical attacks will pack a little more oomph. if you choose the Rod, your magic will be a little bit more potent. If you choose the Shield, your defences may hold up a little bit better.	
100	Heart Breaker	Kingdom Hearts	Origin	You know how Hearts work, how they function, and what drives and motivates them, what makes them stumble and fear. With just a little effort, you can tug at people's heartstrings, inducing emotions in people with superb skill and disturbing ease. I'm sure you're not planning to use this for nefarious purposes, are you?	
300	The Sorcerer's Apprentice	Kingdom Hearts	Origin	You've studied the magical arts under Merlin, or maybe Yen Sid, or another such master, and have come a long way under their tutelage. Although your magic is more suited to making dancing furniture or animated brooms, you may find combat uses if you're creative enough, or are willing to throw all your flying tables at whoever you're fighting. You'll find whimsical enchantments are your forte, with charms and even a few curses under your belt for good measure. You can also make speedy getaways, packing up an entire cluttered house in only a minute or two, and set it up again in about the same time. At the edge of your range are rituals to create dark bramble forests and repairing entire buildings with a wave and a wish (and a huge chunk of MP).	
300	Wielder	Kingdom Hearts	Origin	You are one of the rare few that can use a Keyblade, one of the mystical swords of legend that can lock and unlock the hearts of worlds. Not only do you have this potential, you've actually been chosen by a Keyblade as its wielder. Worlds are being taken by darkness, one by one, and you must find the cause and put a stop to it. . . Unless you fall to darkness, which could spell the end to all things as you fight against the Light itself.	
600	Light My Way	Kingdom Hearts	Origin	One of the defining features of this world - of these worlds - is the struggle between Light and Dark. As of taking this perk, you're firmly on the side of the Light. The Light in your heart is bright enough you can call it to the forefront, bathing yourself in radiance and reaping the benefits. You can throw out exploding points of light, slash at people with blades of light, launch holy blasts that are either large and dangerous or small and rapid-fire, and channel beams that do devasting damage over time. This light invigorates and revitalizes your allies, suffusing them with strength and energy to let them hit just a bit harder, and exert themselves for just a bit longer. With practice, you could learn to wear protective shrouds of light that can stand up to ridiculous amounts of damage that are incredibly taxing to keep up, or use your light to drive out corruption and taint - note that this will of course be increasingly more draining upon you the more powerful the corruption is. Last but not least, this light inspires those who fight alongside you, raising morale and giving hope to your allies and inducing doubt and uncertainty into your foes. They'll think hard before attacking you and yours after seeing your gross incandescence.	

Chapter: Metamagic					
CP Cost	Perk Name	Source	Chapter	Description	
100	Specialization - Magical	Generic D&D 5e	Metamagic	You specialize in one school of magic. You are 50% better at learning, copying and using those spells. This amplification is, again, based on your personal power. A fresh-faced illusionist with this would be at least an adept, where a Master Illusionist would be equally amplified, pushing them past what most could ever hope to accomplish. Reminder, you can only have one school of specialization, and can only buy this one-time.	
200	Hero's Training	A Practical Guide to Evil	Metamagic	You. You embodythe reason Lord Black hates heroes. Fate willbend to accelerate your teaching. Somehow, you learn far faster than you should, learning indays what any reasonable person would require months to learn, and when given a Great Evilto oppose, learn even faster, learning a year's worth in the same time.	
200	Hit Them With the Box	A Practical Guide to Evil	Metamagic	Powers are such odd things, aren't they? Especiallythose granted by a Name. You, however, are good at cutting through their obtrusive nature, andreducing them to their most fundamental nature, then adapting that nature to better use. Whether using this to abuse your knowledge of warding to break the wards that make up thevery walls of Creation and drop a meteor on your foe, or just using your name tonecromantically reanimate goats, stuff them full of explosives, and use the volatile reactionbetween your name and alchemy to create unusually large explosions, you'll find that anypowers you have, you are absurdly good at abusing.	
600	Magical Prodigy	Ben 10	Metamagic	You're a wizard, Jumper You start out with enough knowledge to perform basic spells such as generating wind and track people and are generally on the same level as Charmcaster at the beginning of Ben 10. You're a magical prodigy that could one day reach the same level of power as Bezel himself if you pushed yourself hard enough, but that could take decades if not centuries of studying and practice. If you purchase both Anodite and Magical Prodigy the benefits stack and the time it takes to fully master your Anodite form is cut in half.	
600	Some Kind of Prodigy	Ben 10	Metamagic	Unlike some blockheads in the world, you understand how important it is to use your brain and learn things without just throwing yourself at a problem and thinking things will things work out. While you're not necessarily a super genius like Azmuth or one of those mad science types, what you are is an incredibly fast learner when it comes to things using your noggin. You can pick up and breeze through college level textbooks at age ten and only go up from there, quickly memorizing and internalizing any information you wish with photographic clarity. That's not the only thing, however! If you start learning a supernatural ability that depends on things like study, knowledge, formulas. . . like magic, for instance, you pick it up like a pro. You could go from an ordinary bookworm to a capable sorcerer in just a few days. Who knows what you could do with a few years?	
400	My Soul, My Badge	Bleach	Metamagic	And no one else's. Your power, skills, abilities, and evenenergies are your own, and cannot be taken away from you unless you so will it. Whileyou can still lose them by performing the ultimate forbidden technique or something thattakes them as a cost.	
600	From the Heart	Charmed	Metamagic	Raw power is not a fixed metric while demons and their sort focus on acquiring powers, and trust to time and their adherence to evil to define their raw power you understand the virtuous method to increasing your magical strength so as to better protect others from evil. You, through dutifully and successfully protecting your charges, who may be either charges designated by the Elders, or Charges as per Protection, gain a slow but steady growth in raw magical power. This growth is greater if you have more charges and increases sharply when you are actively protecting them from a real and present danger, even if it just through providing support. Long-term Charges will benefit you more over time, but must be in constant need of your protection and/or guidance in order to count and you are given slightly greater benefits as a reward in proportion to the difficulty you experience in protecting your Charges. The gains you make a permanent, only the rate of growth is affected by your charges except should one die of a caue you should have been able to protect them from. A heart attack or of old age would not, but their murder at the hands of a demon you were protecting them from would. If you lose a charge like this, then half of all gains you make in protecting that specific charge shall be ripped painfully from you, leaving your temporarily incapacitated for a time.	
100	A Rarefied Mind	Cultist Simulator	Metamagic	It would be a shame that in your quest for enlightenment you suffered a lapse of memory. It's not like some of these secret teachings can be found in the local library. This simple perk makes your memory perfect, limitless, and retroactive, while also allowing for instant recall and perfect indexing. You'll never forget any moment of your life, no matter how small, and you'll be able to recall those moments as if you were currently standing there again. As a retroactive effect, your past memories will also be affected, even if you've somehow managed to forget them.	
100	Erudition	Cultist Simulator	Metamagic	The acquisition of knowledge is more than just the senseless hoarding of information. With this purchase you now excel at predicting, interpolating, and connecting information, and can easily cross reference your knowledge with external information, making studying a relatively painless endeavor. Combined, these benefits will allow you to triple (3x) the rate at which you study and convert conscious knowledge into instinctive understanding.	
200	Bibliovore	Cultist Simulator	Metamagic	There's so much knowledge out there, and so little time. With this perk you have the innate ability to instantly memorize the contents from text and other visual media with just a touch. This ability can be used on any kind of visual medium, from engravings on ancient pottery, to diagrams in crumbling parchments, to blurry text in waterlogged codices, or even books written in a language you don't speak. The actual understanding of these contents is an entirely different matter, but you'll figure it out with time. This ability can be toggled on and off at will, so that you are not burdened with unwanted knowledge.	
400	Baby Magic	DC Occult	Metamagic	Oh no, not you. You don't need those training wheels on your power. Your mastery allows you to eschew requirements for magic outside of the magical energy needed to power the spell and the focus needed to shape it. You don't need wands or reagents or even incantations for your magic, simply the will and knowledge of how to accomplish something. This isn't without downsides, of course. It's always somewhat both harder and less effective the more powerful the spell and the more components you eschew. Throwing a simple fireball without a chant won't make much of a difference, but attempting to cast world rending spells that normally require elaborate rituals and hours of incantations are another matter entirely.	

600	Down The Rabbit Hole	DC Occult	Metamagic	You have the peculiar ability to borrow power from others. By touching someone – or something – else, you may temporarily steal any and all magical abilities they have. There is theoretically no true limit on the number of powers you can hold, but the more you steal, the less time you will be able to hold it. For instance, power stolen from the Spectre would flee your grasp in mere moments, where power stolen from a normal magician could be used for hours on end. You also gain all of their knowledge relating to the use of the stolen powers. Be aware that this may also result in other odd reactions; stealing the power from a rhyming demon would compel you to speak in rhymes, for instance. Stealing power that is sufficiently alien to you may result also in catatonia or damage to your sanity. And one final thing: your clothes transform into a hybrid of yours and those of the beings you steal power from while you retain the power. Not that big of a deal, but stealing from a ton of different people may result in some horribly unfashionable outfits. You cannot use the power you steal to permanently increase your own power in any way.	
200	Elemental Affinity	Divinity: Original Sin	Metamagic	When standing on a surface endowed with an element (water for hydrosophy, blood for necromancy etc.) the spells cost half as much as they normally would.	
200	Far Out Man	Divinity: Original Sin	Metamagic	The range of all spells you possess is increased by two meters or 2%, whichever is greater, except for touch range spells.	
400	Crest Specialist	Dog Days	Metamagic	You are an expert at wielding the power of the crest, many could say you are one of the best in the kingdom. This boosts your crest ability all the way to level three, letting you launch large scale attacks that can devastate entire acres at once. You still have much to potentially learn, one day being able to slice a watchtower in half with wind alone, but that is a ways off.	
400	Fast Learner	Dog Days	Metamagic	You learn skills incredibly quickly through practical work. It may take you a week to learn the theory behind a spell, but once you start practicing it you'll have it down within hours. This can apply even to things you might not expect. Some field work in archeology may really drill in your head the best way to locate ancient sites and treasures.	
100	"Friendly Fire"	Dragon Age	Metamagic	Usually isn't so friendly. After many hours of studying (read: setting things—and yourself—on fire by accident), you've found a way to alter your spells in such a manner that your allies aren' t harmed by it, directly at least. You and your allies could walk through your firestorm spell and won't even be singed by it, but indirect effects like smoke might still be a problem, for example. I'm sure that a mage of your caliber will in time be able to find a way to fix that.	
600	Full Circle	Dragon Age	Metamagic	While magic is often times a solitary affair, you know it needn't be. You are a master of synchronizing the work of multiple magic users, combining andcoordinating their casting to create an effect that is dramatically more powerful than the sumtotal of the individual spells cast. In addition to this, magic users of all worlds and of all stripeswill recognize you as a master of the art and will treat you as such.	
400	Landscapist	Endless Legend	Metamagic	There are many anomalies that cover this world, their magic gleaned but not understood. You, you understand it. You have listened to the voices of the Rumbling Stones. You have won a staring contest with a Wizard's Eye. You have eaten the fruit of the Life Tree, and you understand. Whenever you are within an anomaly, your magic is more powerful, growing with the strength of anomaly. Inside a chroma land, your spells would be rainbow hued and blinding. While standing within the whispering confines of the Ice Sculptures your spells would deafen your foes and sound as music to your allies. If you stood upon the Dust Tree, maybe, just maybe, you'd be on par with an Endless. You also have a better understanding of all anomalies, and how to best benefit from them.	
200	Empowerment - Half-Caster	Generic D&D 5e	Metamagic	You're a cut above the norm, when it comes down to the wire. When you're getting close and it's really tight, and you need just a little more, this is that touch, that push. This empowers you to go beyond your limits for a brief time. When empowered in such a way, all near you gain a minor benefit, as you are able to compensate for their shortcomings, while you yourself become hypercompetent in what the task before you requires, be that the ability to block the strike going for your neck, or the skill to sneak up on a hyper-alert drow Guard. This ability lasts only a few minutes, and afterwards, you're exhausted, and must take a few seconds to catch your breath.	
200	Theorems and Proofs - Magical	Generic D&D 5e	Metamagic	When it comes to magic, in the way you cast it, anyways, you are a recognized master of at least the core concepts behind it. This level of mastery allows for far more leeway with your spells, removing limiters on what you can prepare, but not how much you can cast.	
400	An Archmage Never Tells. . . - Magical	Generic D&D 5e	Metamagic	As a master of magic, you have a lot of tricks. In fact, so many tricks that you've got one for almost any situation. Even if you wouldn't be prepared for some situation, you can now use your magic in some odd way, clearly not how the spell was intended to be used. Use levitate on yourself to get rid of your weight and then throw yourself over a gap to imitate flight, without spending the spell slot. Similar tricks, for literally any odd situation you can think of.	
600	The Creator - Magical	Generic D&D 5e	Metamagic	There are skilled casters, who think they're as good as it gets. They're all dead wrong. You're not a Master of Magic until you've made your own spells, you figure, and you know how to do it. You can now make your own spells, sometimes at a whim, to overcome an issue which otherwise magic hasn't solved yet. Need to go to the core of the planet to acquire some reagent for your next ritual? Well, make a spell for the heat and pressure, then one to teleport you (safely) into the core, and another to harvest the reagent, and another to keep the planet stable. Then go do it. For you, this is pretty easy. Hopefully the others don't find out. . . Oh, and if you relied on a source of power before? Like a god or the Weave? You now generate your own power, and can move on without worrying about losing access to anything, or it following you.	
600	The Unhindered Lord - The Creator	Generic D&D 5e	Metamagic	**Must Have The Creator Perk.** You're not sure how you got here, but you know other casters aren't likely to catch you, in this lifetime, or likely any other. You now have the ability to alter your spells in your mind, in real time. Before you'd have to think about what you were doing, probably do some designs and write it out, then do a test or two. Now? Well, you do it in your head, in seconds, and then you execute. You don't need a spellbook if you ever did, nor a prayerbook. You just know how to manipulate magic, at its most basic level, to do whatever it is you need. Preparing spells? Only chumps do that.	
600	The Unhindered Lord - Mind Without Matter	Generic D&D 5e	Metamagic	**Must Have the Mind Without Matter Perk.** Your vulnerability no longer applies while in this state. As a matter of fact, you've got double your normal level of power, for all mental and magical skills, as your form isn't limited by flesh. You can also enter this state at will, now, instead of only having access when physically dead.	
200	Gifted - Parsel-Magic	Generic Harry Potter Fanfiction	Metamagic	You have a knack with casting spells using Parseltongue. The branch of magic depending on Parseltongue to use, which you also now have, this gives you a variety of useful skills. Firstly, spells cast in Parseltongue are naturally more powerful than normal spells, and in certain cases can only be broken with counters spoken in Parseltongue. More than that, you're able to naturally command snakes of all kinds, who honor and revere you as a 'Speaker', and will, indeed, cannot disobey you barring absolutely extreme conditions. Magical snakes can resist this somewhat and it comes down to a contest of wills, but you have an immense advantage. Taken along with Magical Animagus this gives you a Basilisk form for free in addition to whatever form(s) you take.	

200	Gifted - Wandless Magic	Generic Harry Potter Fanfiction	Metamagic	Magic is in your blood, Jumper. And you can feel it. Not for you the crutches that are wands. You can do any spells that normally require magical foci without them, and not lose a single smidgen of effectiveness. Nor do you need to crudely shout your spells, being perfectly able to cast wordless spells. Furthermore, magic comes instinctively to you, meaning you can dispense with the complexity that the more advanced magic usually requires. Spells that would require long chants and complicated wand movements can be done with the wave of a hand, days long rituals can be done with as much effort as a moderately complex potion or ritual would take for an ordinary wizard. Indeed, you can do all magic you know with similar ease.	
600	Merlin Returned	Generic Harry Potter Fanfiction	Metamagic	There were ancient tales of your coming, Jumper. Actually, wait, no. There weren't. But there should have been. You were born to greatness, and this reflects in everything you do. Magic is second nature to you. While you don't get any skill or knowledge innate with this perk, nor any gifts or talents that pass down bloodlines or through rituals, you now have limitless talent in every single branch of magic apart from these limitations. Besides that, you are a genius at learning magic too, mastering years' worth of material in days and weeks without even stressing yourself. This growth continues indefinitely, never slowing no matter what. Your grasp of magic and its theoretical framework is such that you can manipulate the very nature of it, and do so with an almost contemptuous ease. You can take apart spells, rituals or even entire magic systems, and put them back together in whatever different arrangement you like, even in entirely new magic systems of your own. Even altering spells in real time is second nature to you, changing their effects, size, scope, everything. As is coming up with entirely new pieces of magic, with due research and innovation. Finally, to fuel all this, your 'Magical Core', per se, is proportionately vast. You have a humongous amount of magic at your fingertips, stretching far and beyond any known metrics well into the realm of legends like Merlin and the Founders. This perk follows you in the future too, providing you all of these effects in any and all magic you become able to do. This perk is a capstone booster, meaning that it serves to enhance each of the origin capstones in their own ways. The interactions are mentioned alongside the respective perks.	
200	Non-Verbal Speciality	Harry Potter CYOA	Metamagic	You have an uncanny, natural knack for silent spells. While most students wait until 6th year to do it, you can do it as easily as it would be to say aloud.	
200	Parselmouth	Harry Potter CYOA	Metamagic	You have the rare gift of Parselmouth. As a Parseltongue, you can talk to and control snakes. Slytherin House and Dark Wizards will probably show you more respect.	
600	Wandless Magic	Harry Potter CYOA	Metamagic	You have the natural ability to do spells without a wand. While slightly more difficult to learn spells in this manner, you need never worry about Expelliarmus or your wand getting destroyed again.	
600	Jutsu Mastery	Naruto Jump Chain	Metamagic	The vast majority of ninja require both hands to make the seals for their techniques, but not you. They also usually need to use far more hand seals than you. Now you can wield a sword in one hand, and throw a fireball with the other. Do one technique twice as fast, or two techniques at once! With this it's all possible. The major strength of this though, is you ability to layer multiple jutsu on top of one another. With the proper training you'll be able to create your own combination techniques, which are far more effective and powerful than the individual jutsu that went into making them.	
200	Nin/Tai/Gen/Bukijutsu Specialization	Naruto Jump Chain	Metamagic	You are particularly skilled and talented in an area of the ninja arts. You will start out knowing one basic technique for the category, and one dangerous, forbidden, and powerful technique from the category you select. The techniques you learn from this may be of up to A rank. In addition, you will learn things that fall under your category far more quickly, and all techniques from your category will be faster, stronger and more efficient. Can be taken once per category. **1. Taijutsu:** Hand to hand combat. With enough training, a taijutsu user might be able drive their boot through a foot of steel, and punch the air so fast and hard the air friction creates fire balls. 2**. Ninjutsu:** A broad range of techniques which utilize chakra and often hand seals to be effective. Varying greatly in purpose, with simpler ninjutsu such as transforming the user or allowing them to evade attacks. These techniques are often second-nature for experienced shinobi, who can use them at will. More complex ninjutsu manipulate one's surroundings or utilize the elements, respectively serving such tasks as healing others or manipulating nature transformations. With enough training a ninjutsu master may be able to wring the necessary element for their technique out of this air and then flatten a city block with it. 3**. Genjutsu:** Illusion techniques. While employed in the same fashion as ninjutsu in requiring chakra and hand seals, they differ in that the effects of genjutsu are illusory; instead of attacking the victim's body, like taijutsu, ninjutsu or bukijutsu, genjutsu techniques manipulate the flow of chakra in the victim's brain and cause a disruption in their senses. Most frequently used to create false images or to cause pain from trauma, though there are plenty of other uses. A genjutsu master might be able to cast an illusion with a single movement. **4. Bukijutsu:** Weapon techniques that cover the use of hand held weapons, whether the user be shinobi or samurai. Academy students are all taught the use of basic ninja weapons and tools like shuriken and kunai, learning how to wield them through target practice. With this you can become a true master of weaponry. Can be used in combination with all other weapons, chakra flow, fuin-, nin-, tai- and genjutsu to increase its effectiveness. A bukijutsu adept might well be able bounce shuriken off of each other in mid flight to hit different enemies who are completely out of sight or decapitate someone with a spoon.	
100	Fine Control	Naruto Jump Chain	Metamagic	Using your chakra efficiently comes naturally to you. This effectively gives you more stamina as well as giving you a natural affinity at medical ninjutsu and genjutsu.	
600	Jutsu Mastery	Naruto Jump Chain	Metamagic	The vast majority of ninja require both hands to make the seals for their techniques, but not you. They also usually need to use far more hand seals than you. Now you can wield a sword in one hand, and throw a fireball with the other. Do one technique twice as fast, or two techniques at once! With this it's all possible. The major strength of this though, is you ability to layer multiple jutsu on top of one another. With the proper training you'll be able to create your own combination techniques, which are far more effective and powerful than the individual jutsu that went into making them.	
50	Talent - Arcane Attacker	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Arcane Attacker - Generic MG first. Obviously.)**	
50	Talent - Conniving Corrupter	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Conniving Corrupter - Generic MG first. Obviously.)**	
50	Talent - Crowd Control	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Defensive Determinator - Generic MG first. Obviously.)**	

50	Talent - Defensive Determinator	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Defensive Determinator - Generic MG first. Obviously.)**	
50	Talent - Elemental Evocation	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Conniving Corrupter - Generic MG first. Obviously.)**	
50	Talent - Healing Hands	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Healing Hands- Generic MG first. Obviously.)**	
50	Talent - Melee Master	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Melee Master - Generic MG first. Obviously.)**	
50	Talent - Summoning Specialist	Generic Magical Girl	Metamagic	Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below. It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost. **(CG Note: Requires Summoning Specialist- Generic MG first. Obviously.)**	
300	Conniving Corruptor	Generic MG	Metamagic	Rather than going for a direct approach, you go for the sneaky approach. This package covers destruction of magical effects, as well as hostile manipulation of magical effects. Turn a summon against its creator, or just cause a forcefield to fall apart. Put in the time and practice and be able to pick magical locks, or spoof the identification systems on artifacts. With decades of practice towards one goal, you could alter the type of energy someone has or alter the way their mind works.	
400	Exposition Truck	Generic MG	Metamagic	Bringing a magical girl up to speed on the monsters she's about to fight is tricky. Fortunately, you can condense infodumps by a factor of a dozen, somehow conveying all that information into a mind much faster than the brain can handle. In addition, you know pretty much all of your faction's history. Even the bits lost to time. Even the incidents buried under countless lies. Even the facts that couldn't have written down because the person who knew them was killed right after they learned them. All included. Make sure your magical girl is never caught off guard. This doesn't give you enough detailed knowledge about all of your enemies' abilities unless your faction was able to figure them all out. It doesn't give details of lost technology or lost magics either. It would let you know that such things are possible, though it would be up to you to figure them out again.	
500	The Power Of Friendship	Generic MG	Metamagic	The power of friendship is strong. Not only do you simply gain strength from your allies being on the battlefield, you also gain strength from each other's emotions. The stronger you feel about your fight, the greater the boost to your abilities, and the less you tire in battle. Your friends and allies also benefit from them, for what is the Power of Friendship but something that can be shared? Not only will the boost automatically be mirrored to your allies on the battlefield, but you can also permanently gift a copy of this to any of your friends and allies. While there is no upper limit to the boost, it fades once battle ends. If you have not yet reached the limit of your power, you may keep a small fraction of this boost as a permanent gain. This also acts as a training booster, increasing gains in power and technique, when you train with friends. This is the capstone booster, extending the power of the 600 CP perks for each origin by unlocking special subperks if those perks are purchased. Sharing the Power of Friendship will not unlock those subperks, though.	
600	Wholesome Knowledge	Generic Minecraft	Metamagic	Sometimes when dabbling in the arcane or in esoteric technology, there might be certain consequences that are perhaps unwanted for. Yet they can themselves be the necessary price paid to access even more power. With this Perk you can avoid paying such prices and harness the true power of the arcane and technology. Mind-bending effects that would cause you to see things that aren't there and generally become less sane are nullified while any info that could be garnered from such states are written down in a notebook in your pocket. Thus you can be assured that no matter what happens in your quest for knowledge, you'll remain whole and sane while reaping all the rewards that might be locked behind anyway. **(CG Note: The remainder of this Perk requires Minecraft - Generic Minecraft first.)--(Capstone Boosted)** With such deep knowledge, it becomes possible for you to harmoniously merge various facets of reality together into a whole. Whether that be merging magic and tech, or combining different technologies together to create a new whole, You'll be able to do it if you just put your mind to it. And remove any anti-synergies in the process.	
100	Personal Touch	Genshin Impact	Metamagic	Some people have a look that is just so 'them'. A look that goes beyond mere clothes or hair style. Even their magic itself has shaped itself around them. Razor can summon the Wolf within him in the form of a beastly wolf phantom. Meanwhile Hu Tao, ever the director of the Funeral Parlor, can summon a fiery spirit to burn her foes. Like them, your own magics have been influenced just as much as they have influenced you. They will often take on a shape that just fits who you are. Not just the magic of Teyvat, but your other abilities can do this too.	
100	Slice Of Life	Genshin Impact	Metamagic	Visions are blessings gifted by the gods to the mortals of Teyvat. But these blessings were not given simply so that men could wage war. Anything can be used as a weapon, but conversely any tool can be used for entertainment instead. You have a particular knack for figuring out uses of your otherwise dangerous abilities that are far more benign and focused on quality of life. Use fire for fireworks, ice for sculptures, or lightning for acrobatic feats. Bring a smile to those around you.	
200	Elemental Reaction	Genshin Impact	Metamagic	When you entered into this world, a little of this world entered into you. It has left your abilities changed in a small but significant way; the phenomena of elemental reactions has permeated throughout the rest of your abilities. When utilising the elements with your powers they are liable to react in much the same way as in this world. If you were to mix the powers of fire and lightning, rather than just being shocked and burned, these two elements would react most explosively. Similarly, should you mix something like Ice and Water, you would find the freezing power of the ice magnifying manyfold. Who knows what reactions might be generated as you visit new worlds and gain command over entirely different elements?	

400	Building Connections	Genshin Impact	Metamagic	Most beings in this world are limited to only a single element. The vast majority of users of elemental energy, be they human or spirit, can only use a single one. But this is not a set rule. Delusions can allow mortal men to wield more, and several gods as well as godlike spirits are known to be able to use two. Perhaps the most impressive is the Traveler from another world, who by all rights appears to be able to wield all of them. As a world traveler yourself, this is a trait you share: you are able to resonate with multiple elements with no negative consequences. In future jumps too, you will find that as long as you can find a strong source to resonate with, you will be able to wield the various supernatural energies that exist in those worlds even when most would be limited to just one.	
400	Pure Magic	Genshin Impact	Metamagic	The magic of Teyvat is not something that needs dedicated teaching to learn to use. There are some arts that may require more knowledge to use proficiently, but simply wielding elemental power is an instinctive process. But even still, like with all things, there are some who are more talented, more adept at its use than others. You are one such person, to stand alongside the likes of Lisa or Albedo. Magic comes easily to you. Whatever magical path you walk, you will find it a simple and straight road. Perhaps this talent is one that pursues a less academic nature but rather one of pure power, akin to the likes of Beidou.	
200	Taketori Monogatari	Golden Sky Stories	Metamagic	This old and tattered book illustrates a folk tale of a Lunar Princess who temporarily sought refuge on the Earth, and those who came in search of her hand. Though she would return to the moon in the end, she left a blessing to the man she had grown enamoured with during her stay. He would reject it in the end, but a fragment of the blessing still remains. Whoever reads this ancient tome will attain the blessings of the moon, and under moonlight, their natural capabilities improve dramatically, including their magic and their body's natural capacity to regenerate. One would wonder how different things might be had the Lunar Princess' lover chosen not to forsake his beloved's blessing. . .	
200	Whittling Away the Time	Golden Sky Stories	Metamagic	Time seems to fly whenever you're having fun doesn't it? One moment it seems like you just started, and the next it's already over. To be honest, it seems that the older you get – or rather, the more experienced you get – the quicker everything seems to move along. For a brief period of time, you can accelerate any actions you are performing, whether it is casting a spell, or just reading a book. This extends to even group activities as well, affecting all of your allies involved.	
200	Wraith Ring	Hyrule Warriors	Metamagic	Steeped in darkness, this is a cursed magic ring. While you wear it, it empowers whatever magic you cast, doubly so for dark aligned magical abilities, but that is not its true power. The Wraith Ring is most interesting when given away. After being cast into circulation, when a wielder of the magic ring's power dies the essence of their soul and emotions is absorbed. As bits and pieces of souls and emotions of deceased past wearers are absorbed over time, a gestalt of spiritual impressions will begin to form and may even become aware. Each bit and piece absorbed will somewhat empower the ring, which only further entices those who wish for it themselves.	
100	We must do research!	Jackie Chan Adventures	Metamagic	You can dig up obscure facts, information, and even recipes for useful spells or potions when you put your mind to it. Lengthy research sessions will always provide usable results, though not always the results you expect.	
600	Magic Must Defeat Magic	Jackie Chan Adventures	Metamagic	Your spells and supernatural abilities cannot be fought off by mundane methods. Only things that are supernatural in nature can stop them.	
100	Fluency	Justice League Dark	Metamagic	Magical spells can be a real tongue twister, you know? Luckily for you, that's not a problem. Whether it's speaking in ancient Latin, backwards English, or the̲ ̲s̲ ̲p̲ ̲e̲ ̲c̲ ̲h̲ ̲ ̲o̲ ̲f̲ ̲ ̲a̲ ̲n̲ ̲ ̲e̲ ̲l̲ ̲d̲ ̲e̲ ̲r̲ ̲ u̲ ̲s̲ ̲e̲ ̲d̲ ̲ ̲a̲, you'll never trip over your words or mispronounce a spell. Rather handy to make sure you never summon a demon when you're trying to wash the dishes.	
200	Potential	Justice League Dark	Metamagic	Magic is a force of nature, of creation itself, and it is a vast and wondrous source of power. For as long as life has existed, there has been those who attempt to harness it. You are one of the few who managed to do so. Or, rather, you have the potential for doing so. As of now, you have only a rudimentary ability to manipulate magic and even less knowledge of spells. You're also not exactly the second coming of Merlin, but you have more talent than the next Joe Blow walking down the street. You will need to find a teacher or other source of knowledge if you wish to advance your skill and ability with the arcane.	
200	The Fog of Ages	Justice League Dark	Metamagic	One of the things that can make a supernaturally long life hard to bear is the gradual loss of memory. Over time, family, friends, and lovers all fade from the mind. Your happiness and sadness, your highs and lows. All that makes a person who they are slowly slips away. For you, that isn't a problem. Your memory of events from ten-thousand years ago are as sharp as those from ten minutes ago.	
400	Arcane Expertise	Justice League Dark	Metamagic	You're very knowledgeable all sorts of things on the spooky side. Off the top of your, you can name two dozen types of spirits, rattle off twice a dozen regional tales of folklore, and identify the minute differences in two magical circle traps that could mean the difference in escaping them and ending up with your soul strewn in the aether. In fact, you're one of the world's foremost experts on the arcane. Any number of people or organizations would be willing to pay handsomely to have you on payroll. And that's not all. This also means it is much easier for you to learn more information of a similar vein, whether in this world or any other, and any intuitive leaps made while studying magic or the like tends to be far more accurate than it otherwise would be.	
400	Prodigal Sorcerer	Justice League Dark	Metamagic	Learning spells has never been difficult for you. With nothing more than bare-bones instructions, you can easily piece together what you need to cast a difficult spell. Hell, even just seeing a spell once would be enough for you to recreate it, or come pretty damn close. But your talent extends farther than just learning old spells. You have a natural ability to create new pieces of magic of surprising complexity and potency – the types of rituals spells you'd expect to find in ancient tomes and millennia-old scrolls. There's a very good chance you could go down in magical history as a genius of the Art.	
600	I Am	Justice League Dark	Metamagic	In your time, you have seen things beyond imagining, stared into the heart of the abyss and watched it blink first. Your willpower is enormous, your mind impregnable, and your sense of self inviolable. Nothing that walks upon this world or any other can truly break your mind or shatter your will. Attempts to possess you simply fail – and often backfire, for the things that attempt it can even be trapped within your own mind.	

600	I Cheat	Justice League Dark	Metamagic	The truth about magic is it's all a great, big, bloody lie. Really, it's simply telling a lie so great that the universe itself hands you the effect without the cause. What does it matter which dead language you chant in or where you draw your power from? It doesn't, because when you get down to it. . . it's all the same. Your realization of this has given you the skills required to mix and match different forms of magic. From spells to entire magic systems, you can pick them apart and put them back together in whatever form or fashion you want. That's not all, either. Your grasp of the way magic works lets you make adjustments to spells on the fly. Changing the size, scope, or to some extent, the actual effects of spells is child's play for you. And this doesn't only apply to your spells; you have an innate talent for understanding any spells or enchantments you come across, immediately discerning both their purpose. This innate ability to understand the structure of spells also allows you to find their weak points, and most spells, like diamonds, can be shattered if tapped in just the perfect spot.	
600	Primordial	Justice League Dark	Metamagic	You're not some common ghoulie. Something about you is greater than others of your kind, enhancing your abilities beyond those of your kind and granting new ones altogether. But that's not all; this isn't simply limited to the monstrous forms gained here. Any alt form you assume will be pushed to the absolute apex of their potential. Vampires' normal abilities are twice again as powerful and their weaknesses are lessened. You are hardly weakened by sunlight and need a fraction of the amount of blood required before. As well, any vampires you create are no longer mere fledglings, beholden by their hunger, but are instead similar in strength and ability to what is described in the Vampire perk above and can easily be created en masse, allowing you to create large armies of powerful vampires in a short amount of time. . But the true strength gained from this is an entirely new ability. You gain the ability to absorb the ambient magic from around you, sucking it right out of the air – or potentially even pulling it directly from the grasp of others attempting to wield it -- to drastically enhance your own abilities and weaken anyone else drawing on it. You are even able to channel this stolen magic into your vampiric to enhance their abilities as well.	
200	Your Summer Vacation Is Finally Over	Kingdom Hearts	Metamagic	You probably should have done your homework already, now you have to rush to get it done in the last few days. Fortunately, you excel at cramming knowledge into your skull, or whatever it is your brain-meat or brain-like instrument is contained in. The point is that what would take others a week to learn or research only tkaes you a few days, cutting the time taken for most such tasks by almost a third of what it otherwise would be.	
300	Forget-Me-Not	Kingdom Hearts	Metamagic	Your memory is inviobale. Not science, not magic, nor psychics, nor reality warping can alter your memories. Heck, even time travel leaves you with the memories of both timelines. The only thing that can cause you to forget something is yourself, as your ability to repress things is given a mental trigger only accessible by you, and only willingly at that. Do note that as drawbacks override perks, you may bring upon yourself powers capable of effecting your mind, but outside of these situations, you no longer have to worry about forgetting where you left your car keys or that you just uncovered an illithid illuminati. As an extra bonus you can craft small items that, when worn or carried by people you give them to, provides a significant degree of this protection to them as well.	
600	A Key to Any Lock	Kingdom Hearts	Metamagic	Only a special magical weapon can hit something? Now you can too! A prophecy says there's one person in the world who can kill the bad guy? Their number of potential killers just went up by one. A monster can only be killed by silver? Your attacks may not melt it like that particular metla, but if you do enough damage, you can kill it anyway. When faced with a foe that can only be beaten a certain way, or by a specific person, you'll find that the effect of protecting it simply doesn't work against you. If someone can only be killed by the seventh son of the seventh son, you can kill them even if you're an only child. Do note that just because a being is weak to something doesn't mean it can't be killed by other ways; your punches won't hit vampires like a dose of sunlight, but if a vampire can only be killed by sunlight you could punch it to death anyway. This does still work if there are a few things they can be killed by.	
600	Maniacal Magical Mixes	Kingdom Hearts	Metamagic	Your mastery of magic is such that you can do something few others can do: combine a spell with something else. You could mix two fire spells together to form a greater fire spell, or add lightning to a particular sword technique, even combine a healing spell with the act of blocking incoming attacks. The top range of combined spells tend to cover an area of a few square meters, and do significantly more damage than previous versions, but those with sufficient magical power may be able to surpass that peak. You can also create variants of spells, such as casting a generic ice blast as a cone of ice instead, or a piercing ball of frost as a falling sphere of frozen shards.	

Chapter: Artifice				
CP Cost	Perk Name	Source	Chapter	Description
0	Basic Gear	Naruto Jump Chain	Artifice	Basic ninja gear, enough shuriken, smoke bombs, kunai, caltrops, explosive notes, ninja wire and other assorted gear to last you a while. Also includes three small re-usable storage scrolls.
0	Common Wand	Generic Harry Potter Fanfiction	Artifice	A normal, common wand. Made of wood and something from a powerful magical animal. Lets you cast magic.
25	Basic Spell Focus	Generic D&D 5e	Artifice	A basic focus for your magic in-jump. Highly recommended if you don't have one. It's kinda feeble, though, and seems like it may fall apart. . .
25	Comet 260	Harry Potter CYOA	Artifice	A flashy-looking but cheap broom. Functional.
25	Common Magic Item	Generic D&D 5e	Artifice	Any Common Magic item you can think of from 5e D&D. First is free.
25	Deluminator	Harry Potter CYOA	Artifice	A lighter-like object that can absorb light from light soures. Can redistribute those orbs of light.
50	Flask of Felix Felicis	Harry Potter CYOA	Artifice	A flask of liquid luck. Enough for 120 hours worth of use. Eveyrthing you attempt will be successful while in effect. Toxic if you drink too much in a short amoung of time, overreliance leads to recklessness.
50	Fuuinjutsu Kit	Naruto Jump Chain	Artifice	Basic equipment to start fiddling with sealing techniques. Has enough provisions to create 50 explosive notes. Their overall quality depends on yourskills to make them, though.
50	Harvesting Kit	Generic Harry Potter Fanfiction	Artifice	A set of knives and scalpels, some cleaning potions and materials. It has everything you need to cut up and preserve a magical animal perfectly, without any part going bad. Generates sanitized glass containers to prevent anything getting contaminated, the containers are indestructible. The materials in the kit naturally replace themselves over time when used up and you know how to use all of them.
50	Improved Spell Focus	Generic D&D 5e	Artifice	A better focus for magic, sturdy and innocuous. Something any self-respecting spell-caster ought to have.
50	Magic Pouch	Generic D&D 5e	Artifice	A Pouch enchanted to keep your spell components from thieves, and nature. You need a lot of Diamonds for a lot of spells, and odds and ends aside. Also recommended for any mage.
50	Refilling Zonko's Bag	Harry Potter CYOA	Artifice	A bag of Zonko's Products that refills. Not much use, but good fun.
50	Training Dummy	Generic D&D 5e	Artifice	A training dummy. It is indestructible - up to blows which would destroy a complex-Multivese. It can also mimic someone of equitable skill to yourself, granting you a skilled sparring partner.
100	Craft - Artificer	Generic D&D 5e	Artifice	You are a skilled craftsman, able to make a good living as a smith, leatherworker, tailor or similar. You are probably the go-to person in any small town for any man-made goods, or a well-respected jack of all trades in a big city.
100	Greater Magic Pouch	Generic D&D 5e	Artifice	A magic pouch which also acts as an anti-scrying and such pouch, to keep what you have (and what spells you can cast) hidden from those who might pry. A Must have for ANY powerful mage!
100	Greater Spell Focus	Generic D&D 5e	Artifice	Acts as a means to grant you a stackable +1 to all spell save DC and Spell attack rolls. Stacks up to 3 times.
100	Nimbus 2000	Harry Potter CYOA	Artifice	A state of the art broom that won't be obselete for an entire year. You get permission to have a broom despite being first year.
100	Sands of Deception	A Practical Guide to Evil	Artifice	. . . It's sand. It's literally just sand. That's the deception. Weirdly though, people willalwaysfall for it, especially if you shout "THE SANDS OFDECEPTION!" as you throw it into their faces. Perfect for distracting everyone while you runaway. Comes in a nifty pouch the size of a mango when full. It refills every morning. Or youcould just fill it manually, if you'd like. The distraction effect will only occur if it's filled with sandthough.
100	Shopping Trunk	Generic Harry Potter Fanfiction	Artifice	A simple looking wooden trunk on the outside, this is pretty much a pocket dimension you can carry about. On the inside it has about a dozen compartments, each the size of your average living room. No matter how much you put in it, it will never weigh more than a feather. This comes with built-in bookshelves, a closet, potions rack and other containers for any common items you may pick up, and automatically sorts anything you may toss in for ease of access. In addition to that, it's keyed to you, meaning only you and those you permit can open it. It can take the form of a muggle briefcase at your will and can even be shrunk to the size of a matchbox, without anything inside being affected, again at your will. Does not circulate air, unless you make the arrangements for it.
100	The Ride	Generic Harry Potter Fanfiction	Artifice	You know how to travel in style, now. This is your own flying motorbike or car, complete with certain 'defensive' measures, such as an exhaust pipe that releases dragonfire at the push of a button, along with walls, nets and other fun things. It goes hundreds of miles an hour without any trouble, and can go higher if you want to push it. Oh, and has an invisibility button that will never malfunction. Sidecar optional, and you may turn it into a broom at will. It doesn't have the defensive measures as a broom, but the speed is doubled. And no matter how fast you go on this, in vehicle or broom form, you will never suffer any adverse effects of the wind or the sheer speed. Has collision warning spells, but actually preventing them is up to you.
100	Uncommon Magic Item	Generic D&D 5e	Artifice	Any uncommon Magic-Item in 5e D&D. Go Hog-Wild. You can have up to 3.
100	Weapon Repair Kit	Generic D&D 5e	Artifice	A simple weapon repair kit. It can fix any broken weapon. Any. You shatter your Holy Avenger fighting Szass Tam? This will fix it. You get a Balor's Sword, but it's not working? This brings it right back to prime-condition! If you have any amount of the weapon - even just a scrap of iron from the blade, this brings the WHOLE thing back, like magic! Disclaimer - it cannot duplicate weapons. In fixing the weapon, it removes the previous copy of the weapon from existence, and that copy is unrecoverable in any way.
200	Chakra Weapon	Naruto Jump Chain	Artifice	A weapon made from a special metal which allows for easier infusion of chakra with various effects like highly increased sharpness with Wind chakra, or somewhat increased cutting power and numbness from the weapon's high-frequency vibrations with Lightning chakra. The weapon will be in whatever form you specify.
200	Chakra Weapon Infusion	Naruto Jump Chain	Artifice	Modify a weapon from a previous jump to make infusing it with chakra for effects identical to Chakra Weapon efficient, possible, and effective without damaging it.
200	Goblin Munitions	A Practical Guide to Evil	Artifice	A set of goblin munitions, enough for a standard match at theWar College. Interestingly, the bags that come with these munitions refill every night. Youshould probably avoid using these during formal matches, but on the actual battlefield. . . well,not having to requisition munitions can be quite helpful.
200	Master of the Craft - Artificer	Generic D&D 5e	Artifice	You're a recognized master of some type of craft. You're good at all of them, sure. Any craftsman aims to be 'good' - but you? You're driven to be the best at one craft, and whatever it is, you can probably become the best at it. Your ability to come up with and execute good ideas of things to craft goes up exponentially with this, if you spend a lot of time exploring the capabilities of your craft, you'll quickly make new techniques to make your craft unique to you, and superior to almost any other craftsman work. With your notes and work, if you started a clan, you could be the progenitor of a highly valued clan of craftsmen, with this alone.
200	Masterworked Spell Focus	Generic D&D 5e	Artifice	Non-Stackable +2 to all spell DC's and Spell attack's made while wearing it.
200	Rare Magic Item	Generic D&D 5e	Artifice	Any and all Rare-level magic items in D&D 5e. I expect this is where the shenanigans start? You can have up to 2.

200	Replenishing Pouch	Generic D&D 5e	Artifice	A self-replenishing magical pouch. Never buy spell components again, This pouch takes care of all of those needs.	
200	Technomage	Harry Potter CYOA	Artifice	You have a knack of wielding technology and magic. You can easily jury-rig technology to work at Hogwarts. Your inventions could do considerable good for the magical world if they weren't such luddites.	
300	Goblin Made Sword	Harry Potter CYOA	Artifice	An immensely sharp sword that imbibes that which makes it stronger.	
300	Natural Potioneer	Harry Potter CYOA	Artifice	You have an intrinsic grasp of potion-making and will find both the technique, the principles, and the theory unusually easy to grasp. You are not likely to get any potion wrong regardless of the difficulty involved and you are likely to come up with innovative, better ways to produce potions.	
300	Potion Reagents	Harry Potter CYOA	Artifice	A small case with compartments that has a replenishing store of potion reagents.	
300	Puppeteer	Naruto Jump Chain	Artifice	You're trained to use a puppet controlled by thin strings of your chakra in combat. With training you'll be able to use more complex puppets and perform more complex maneuvers with them, maybe eventually using multiple puppets at same time. Includes training to care for and repair your puppet, a battle puppet to use it on, and increased skill with designing and building mechanical things (such as ninja puppets). Puppets usually rely on mechanical weaponry, such as poisoned blades and nalpam to dish out the hurt. Particularly sturdy puppets can be used as shields and front line fighters instead though. The chakra strings used to control the puppets are constructs made from concentrated chakra so they can be seen with a naked eye, though a skilled user can suppress the chakra so that the strings become hard to see, or even invisible. They essentially act as an extension of the user which allows the manipulation of whatever is attached to their strings, such as hidden weaponry in a puppet as they please. They can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. Chakra can also be transferred via the strings, such as to activate techniques that the puppets can use. If you purchase this, you may select Sunagakure as your starting location for free, as the art of puppetry originates from there.	
300	Wandlore	Harry Potter CYOA	Artifice	You have a great knowledge of wandlore and skill at wand-making. You can make decent wands out of imperfect woods and unconventional cores. You may use nearly any part of magical creatures as cores with varying success. Unconventional wands with powerfully magical cores are potentially powerful but erratic and extremely dangerous.	
400	Chakra Armor	Naruto Jump Chain	Artifice	You have a set experimental chakra power armor. Powered by seals, this is a very durable suit of armor that can absorb enemy chakra from both genjustsu and ninjutsu, though it does have limits of how much it can drain at once, and also increases your physical abilities. It also come with a few built in tools: a deployable set of chakra wings mounted on the back, and a wire gun mounted in each wrist which can be used to swing in a manner reminiscent of spider man or bind your enemies. It's only down side is that if it receives too much damage it will explode. If you're wearing it at the time that can be very problematic. A seal master may well figure out how to recreate and improve this suit of armor.	
400	Enchantment? - Artificer	Generic D&D 5e	Artifice	You can enchant anything even if you can't cast the requisite spells, you just need more time to make the enchanted gear. (1. 5 x the gear creation time.) These enchantments require you know what you're doing, or at least have a good understanding of what it does, though. If you're doing it from an idea, you take 2x as long to make it, if you have a working example, then it's 1x the time, and if you have plans for how it was made, it's only half the required time to make the item. Sadly, you aren't quite sure how to do Legendary stuff, like Holy Avengers, or such, unless you really put in the work. . .	
400	Epic Wand	Generic Harry Potter Fanfiction	Artifice	Now where did you get this beauty? This is a wand, of the very highest quality and power. In fact, it might just be safe to say this is one of the most powerful, best-crafted wands in the world. And it's made specifically for you. Firstly, it is compatible with any and all systems of magic you can use, regardless of whether or not they normally use foci. And it's not just compatible, but actually amplifies the effect of any spell you cast with it by an order of magnitude, if not slightly more. Even spells that don't exactly depend on power have their effects boosted in whatever way would best make sense. You may choose the boost to be less than the maximum if you want people to be unaware of how potent your spells can be. Finally, magic cast with this wand is utterly undetectable to any means other than someone seeing or hearing you doing it, whether directly or through having been looking at you remotely somehow at that exact time. This does not mean that anything you enchant with this will register as mundane, but rather no one would notice you actually enchanting it. It does, however, make it so that nothing can be traced back to you, scrambling any 'magical signature' you might have. As an extension of this effect anyone attempting to "check" your wand to see what spells have been cast through or with it will be unable to detect any spell use you would not want them to know about. It expands into a cane or a staff at your will.	
400	Innovation	Generic Harry Potter Fanfiction	Artifice	Magic is not a new phenomenon. It has been around for ages, and contrary to what you might tend to believe, its users are not idiots, any more than normal people are. But for all that, it still doesn't measure up to you! You're able to come up with several innovations and ideas when presented with any magical field of study, no matter how well-studied or researched it might already be. And these are not just low key, barely noticeable changes, either. Unless you want to focus on the small stuff, you're capable of sudden insights and ideas that can dramatically change the way the field is studied, discover unbelievable new uses for ordinary spells or potions, come up with entirely unique tricks. . . anything is possible.	
400	Legendary Spell Focus	Generic D&D 5e	Artifice	Your spell focus actively improves your magic to the greatest level. +3 to all spells. Can only wear one - a necklace. Stackable with the +1 you may get from "Greater Spell focus" or some Very Rare and/or Legendary Magic items. . .	
400	Masterworked Replenishing Pouch	Generic D&D 5e	Artifice	This replenishing pouch is bound to your soul, and will always come back to you. It also summons all inks and such needed to copy spells. Otherwise it is the same as the Replenishing Pouch above.	
400	Penitent's Blade	A Practical Guide to Evil	Artifice	A feather of an angel of contrition, this blade will cut throughnearly anything. Further, if stabbed into a stone and used in a ritual you know which takes 49hours, it will call down an angel of contrition upon Creation, who will then strike the minds ofeveryone within 49 miles with their every sin. No mortal in history without a Name has been ableto experience this and not turn toward Good, driven into a mad desire to make up for every Evil,no matter how small, that they have ever committed, and forming the tip of the spear of a newCrusade. If you wish, you may bind this feather to a weapon you already own, adding theseabilities to that weapon.	
400	Sword of the Seven Swordsmen	Naruto Jump Chain	Artifice	You have acquired a perfect copy one of the Seven Swords. All of the swords effectively function as a chakra weapon in addition to their other abilities. Be prepared for people to come after you in hopes of defeating you and claiming the Sword for themselves. Take the Hunted (Kirigakure) drawback.	
400	Very Rare Magic Item	Generic D&D 5e	Artifice	All the Very Rare Magic items are up for grabs. Do you want to break mortal limits once every 100 years? Do you want to be as strong as a cloud giant? WE'VE GOT EVERYTHING!	
500	Time Turner	Harry Potter CYOA	Artifice	A device that allows the user to go back in time by up to five hours. Must not let your past-self see you.	

600	Fuuinjutsu Progidy	Naruto Jump Chain	Artifice	You are one of the very few who are talented in the art of Fuinjutsu, an esoteric discipline combining all the complexities of calligraphy and physics. Despite the difficulty in learning fuinjutsu, skilled practitioners find it well worth it. Fuinjutsu, or sealing, is at it's most basic storing something with in something else through symbols to be released at another time. More advanced techniques still follow this same principle, but to great effect. Seal masters can seal away the elements, chakra, form summoning contracts, teleport, or even summon and bind souls using these principles. It's only downside is that this art is massively difficult to learn even for the talented, and will take years of intense study to master. You start off knowing how to make the two most basic of seals: The storage seal which allows you to store items in slips of paper much smaller than they are, and the explosive seal which is basically a few glyphs on a piece of paper the size of a greeting car that explodes like a small amount of plastique.	
600	Grand Artificer - Artificer	Generic D&D 5e	Artifice	You've done it! You've cracked the code! You can now make a Legendary level piece of gear once every 10 years or once per jump, whichever is a longer period of time. This is a very dangerous ability, so you best be weary of any and all who find out about this. . . Now you can make a legendary grade piece of equipment once every Five Years. You also have a good mind for making custom enchantments, so if you wanted to make up a brand new type of magic item, you now can, and it takes no extra time to make it. Also, even if you can't cast the spells, your crafting speed is normal for all enchantments. If you've made a perfect example of something before, you can make it again in half the time it should take you, assuming it's not a Legendary level piece, of course.	
600	Legendary Magic Item	Generic D&D 5e	Artifice	Okay, if you're willing to spend 600cp. . . all Legendary Magic items are up for grabs, too. .	
600	Praesi Engineering	A Practical Guide to Evil	Artifice	If there is one thing that every Praesi Emperor has incommon, it's the ability to take insane and ridiculous ideas and turn them into reality. Flyingcathedrals that rain death upon their foes? Sentient tigers? Man eating tapirs? Giant cliffs tothrow the hero down? WHY THE HELL NOT! You are capable of taking even the stupid andmost insane engineering designs and throwing large amounts of magic at them until they work. Sure, this might require sacrificing a few towns worth of peasants, but that's the sort of thing thatpeasants are for.	
600	Technomage	Generic Harry Potter Fanfiction	Artifice	There is so much more to magic than what these stuffy inbred old purebloods believe, and you can show them! You are an absolute master of the art of Techno-Magic. Making machines that run on magic, or just magical equivalents of Muggle technology, or something as simple as just making muggle devices work in magical environments is all child's play for you. You can translate flawlessly between technology and magic, meaning that you can make technological equivalents to all magic you know and magical equivalents to all technology you can make without losing so much as an iota of the effectiveness. **Merlin Returned Boosted** - While being good at merging magic and technology is pretty good, being able to merge wildly futuristic technology with highly advanced magic is better. Not only are you highly skilled at magic, but you're now just as good at the technology side of it, being a certifiable genius among geniuses. Your merged devices now run far superior to either the magic or the tech would run alone, providing dramatically higher effectiveness and utility. In addition,your skills with the more 'technical' branches of magic, such as Arithmancy and such cross all imagined levels. Finally, you can achieve even things normally believed impossible through combining spells and technology. You can dispense with the more symbolic and ritualistic components of any and all magic you do, making it entirely as reproducible as technology. Automated spells, potion-making through machines. . . it's all possible now.	
600	The Unhindered Lord - Grand Artificer	Generic D&D 5e	Artifice	**Must have Grand Artificer Perk.** Now you can make a legendary grade piece of equipment once every Five Years. You also have a good mind for making custom enchantments, so if you wanted to make up a brand new type of magic item, you now can, and it takes no extra time to make it. Also, even if you can't cast the spells, your crafting speed is normal for all enchantments. If you've made a perfect example of something before, you can make it again in half the time it should take you, assuming it's not a Legendary level piece, of course.	
800	Artifact Grade Stuff	Generic D&D 5e	Artifice	Any Artifact - they can be made up, but they have to be in line with the stupid stuff I put above, and no more powerful than that, or they can be cannon artifacts to D&D. Any Edition. If you' re paying 800CP, why the hell not?	
800	The Sword of Beselmir	Generic D&D 5e	Artifice	This Sword acts as a Holy Avenger, but it also grants you access to perfect teleportation, and is sentient. Inside of it is the amalgam of the past wielders of the Sword. To this end, you can treat itas a Moonblade, and if you complete five divine quests, it will unlock additional abilities - in order they are: 1. The power of a Defender. 2. The power of a Dancing Sword. 3. The Aura of Devotion and Aura of Protection (Per Devotion Paladin) 4. +30 feet to all Paladin-Auras. 5. And lastly, it will gain an alt-form of a Bow of Vengeance, save it has +3 to hit and damage, and can fire itself if left to do so. These quests are the main plot-lines of the D&D Hardcovers, Hoard of the Dragon Queen & Rise of Tiamat, Princes of the Apocalypse, Rise of Demons, Decent into Avernus and Icewind Dale: Rime of the Frost Maiden.	
800	The Tome of Larloch	Generic D&D 5e	Artifice	Golly! This is Larloch's Spellbook! It has every spell in it! As in, all of them! Ever! All D&D spells from all editions are in this book. It is also immune to all forms of Scrying, and is comprehensible only to you. If Larloch, the Grand-Daddy of all Lich's figures out you have this? Well I hope you can run fast and hide well. He's known for killing first and asking questions later.	
50	Focus	Ben 10	Artifice	A weak magical object that can allow someone with magical potential but very little training or some sort of block to use magic easier. It can even make it ever so slightly easier for experienced magic users to cast spells, but the boost is hardly noticable. Kind of like the Staff of Ages, but with a fraction of a fraction of the power. You can instead choose to grant this benefit to any magical item you already have	
50	Grimoire	Ben 10	Artifice	A book of spells for beginners. Good for teaching the fundamentals to novices.	
100	Basic Spellbook	Ben 10	Artifice	Every spellcaster worth their salt has to start somewhere and this is no exception. This is a collection of several basic spells and the essentials of how to use magic, enough that someone with no talent for the mystical arts could become a decent practitioner in a few months. This gets your foot in the door but anything more than simple mana constructs and blasts will take further study. Post-jump, this book functions as a 'beginner's guide' to any sort of magic in future settings you jump to, though it may not necessarily mean you're able to use it.	
400	Indestructible Hand Bag	Ben 10	Artifice	You know what else is a pain when it comes to magic? Components can get destroyed or lost, items of power can be broken from constant stress, and mispronouncing a spell might see you turn into a frog or something. The good news is that this isn't a problem for you anymore – if a spell can go wrong or backfire from something like battle damaged or a missed step, it simply. . . won't. At most, the spell will simply harmlessly fizzle out. Also, any items of magical power you wield or any spell components you require stay on your person until you see fit to put them down or pull them out of your pocket. No more missing that handbag full of your magical items!	

600	Alpha Rune	Ben 10	Artifice	A fragment of the legendary Map of Infinity and a powerful artifact on its own, this is the Alpha Rune. Aside from being a stone with a very pretty purple symbol on it, it has a very special property within it: The true name of magic. With this stone in hand, magic itself is at your beck and call. Acting as a keystone for Ledgerdomain itself, even a non- spellcaster is able to use magic and the massive amounts of mana within the Rune. You can also manipulate the spells of others or shut them down entirely with an act of will alone, your own magical might amplified a hundred times over. While some beyond your power may be able to resist this, you are indeed a ruler of all magic with this in hand. . . just don't let it go to your head. This Rune's power has had a history of driving its wielders mad.	
600	Archamada Book of Spells	Ben 10	Artifice	In this book you will find some of the strongest spells in the known universe. You can find spells that summon town destroying storms, bring statues to life, and even allow you to travel through time. These spells require a lot of power and skill to use, so you better be ridicoulsly strong (or at least have a strong source of magic to draw on) and really good if you plan to use them. The time travel spell won't actually work until you're done jumping, though.	
600	Staff of Ages	Ben 10	Artifice	Only a master magician can draw upon the power in this staff, but anyone whomanages to wield it will find their magic power magnified by an astounding degree.	
100	Bloodstained Athame	Charmed	Artifice	It is no surprise given that the primary tool for warlocks to slay and steal is a repurposed knife used by witches. by killing a target using this knife, the wielder may steal all their target's powers and take them for their own.	
100	Darklighter Crossbow	Charmed	Artifice	All darklighters understand how difficult their good counterparts are to kill. Whitelighters can direct their healing towards themselves, giving them regeneration. They can orb away from danger quickly and disguise or cloak themselves from easy detection or tracking. And when you have one of them dead to rights, they have a decent resistance to being destroyed by conventional banishing methods thanks to their reconstitution, as most of those methods explode or distintegrate a target, and whitelighters can pull themselves back together. Having meditating on this problem, darklighters of yesteryear contrived to create a poison keyed specifically toward killing the irritatingly resistant whitelighters. Delivered by a means too quick to reflexively orb away from, with a poison that cannot be self-healed or regenerated away, it's only weakness is that it can still be cured by another whitelighter. This poison, added to their signature crossbows, has felled more whitelighters than the heavens are comfortable in admitting. This crossbow, armed with quarrels tipped with your chosen poison, has only 20 bolts available to use at any given time, but restores the supply once every day. It can also conjure an unlimited amount of ordinary bolts to reload the crossbow at need. The crossbow itself can be conjured to your hand from its normal resting place through a specific form of Remote teleportation and may be sent back just as easily.	
100	Trapmaster	Charmed	Artifice	You have quite the skill, with a dash of luck, when it comes to traps, friend. When comes to creating or planting/setting traps or surviving traps with a near-certain chance of death, so long as there is a chance of survival, then you will survive, although not necessarily without cost, such as being trapped or incindentally harmed. Your talent with traps does not end at purely mundane traps, as you are equally adept in magic-based traps. But carefuly, don't gt cocky, you are good but far from the best when it comes to traps.	
200	Banishing Potions	Charmed	Artifice	This box contains six breakable vials of banishing potion and their recipe. The potions are generically capable of being used equally effectively against any supernatural being in this setting with equal efficacy, but there are many beings that are resistant to these potions and require stronger potions or specialized potions and / or spellcastings to deal with. These recipes can give you a useful starting point and are remarkable enough ton be of value even to otherwise educated witches.	
200	Level 2 Demon Weapon	Charmed	Artifice	A small silver tube, easily contained in the palm of one's hand while keeping it concealed this unobstrusive object for all its harmless appearance is in effect the magic answer to a gun. Given out to less capable minions or mortal agents by the forces of evil, these tools of death contain the energy beam power, capable of firing potent beams of penetrating energy. This device works of its own energy reservoir and cannot be charged normally by the mortals that are often given them, only their masters can do that, but for you your version can recharge itself over the course of a few hours. One can fire about 40 beams before needing recharged.	
200	Power Containing Lantern	Charmed	Artifice	This vessel, looking much like a black old fashioned oil lantern, can have Powers transferred from you to it simply through physical contact. Should you sell the powers within the lantern, you may pass on both powers and vessel and have an empty replacement provided to you within the next day.	
400	Jewelled Poignard	Charmed	Artifice	You possess a special weapon capable of directly banishing demons and other supernaturals of all stripes, simply by being brandished. This property makes the very sight of the weapon painful to all supernatural beings especially those who prey upon mankind in any way and may directly kill weaker malicious supernatural creatures just by being seen by them, while only weakening more potent or less malicious supernatural creatures. Any actual harm caused by it does dispropotionate harm and pain to a supernatural target.	
400	Magitech	Charmed	Artifice	You have a knack for combining magic with technology, even making machinery that when finished, can be "born" with a power like a witch, with the power being related to the machine and synergizing with its mechanical function. Create a machine for aiding in sleep and find that it has the power to send you into other people's dreams, for example. Each device must be fairly complex and can only have one power each. More advanced technology allows for stronger or more specialized powers to manifest. Powers that manifest within a machine cannot be extracted for use elsewhere and are lost if the machine is damaged significantly.	
600	Imitation Waffediyok	Charmed	Artifice	Inspired by the Waffediyok, a potent magical amplifier devised by gypsy witches centuries ago, this amulet can greatly increase your magical power, allowing for your powers to hit with twice as much force and your spellcasting to reach dizzying heights. The talisman also gifts its bearer with a single power, the sub power of optic blast. You may freely choose what type of beam it is, be it Optic Firebolts, Optic Frostbolts, or Optic Lightningbolts, and so on.	

600	Masselin Collection	Charmed	Artifice	There was once a demon, allegedly a fallen angel, called Masselin who absorbed souls and tormented them for power and years ago this dread creature made a pact with a warlock. In mutual cooperation before they tried to kill one another, they killed and stole and reap horrors upon many witches and mortals alike. From that alliance, two artifacts were born, of which you may only choose one. The Masselin Jar - a statue in his cloaked likeness, this artifact can absorb the souls of those slain within several arm lengths. The souls thus contained suffer endlessly and unrelentingly, without even the scarce kindness of what little empathy Masselin might have had. But this torment is not without purpose, as for every soul added to this Hell you are rewarded with a slight increase in both up-front power and your rate of growth. The Ring of Imprisonment - the second artifact inspired by Masselin, this ring can draw into itself helpless supernatural beings and imprison them within it. While such is not comfortable for those entrapped, it is not the torture of the jar. The bearer of the ring selects one of the powers of that which it has entrapped and may use that power as though it was their own, but weaker than the original source. The bearer can subsequently entrap others akin to the first and possessing their own version of that power, and increase the strength of the stolen power. with this, you could claim for yourself the power of inspiration possessed exclusively by muses or the power of guardianship exclusively possessed by Guardian Angels.	
600	Transplanted Power	Charmed	Artifice	This unique treasure is a single-use Power Container, which has the special property of adjusting the powers it has contained to be compatible with normal mortal physiology. You make take the powers from the container, ruining the vessel irreparably, giving them directly to yourself or to another. You may also study the container to attempt to reproduce the amazing property. It contains 600 PP worth of powers, capable of being used safely by mortals.	
600	Holy Sword	Charmed	Artifice	There was a time when whitelighters were warriors and this sword is a relic of that time. Extraordinary in every aspect a sword can be, it is blessed and sanctified to the highest degree a weapon can be and as such is death to any evil cut by its edge. More powerful beings may resist its instant death effects upon being wounded, but the sword can also increase the amount of harm each wound causes in propotion to how evil the target is. The blade cannot and will not harm an innocent, but has unfortunately high standards as to what would count as sufficiently innocent.	
200	A collection of paintings	Cultist Simulator	Artifice	This collection consists of 9 different paintings created using rarefied pigments that can only be found in the strange side of the world. Each masterpiece depicts an Hour that best associates with each of the Principles of the Mansus. These paintings can be used in rituals as tools to perform magic, or to summon spirits. In future jumps, the subject of these paintings will change to depict a god-like entity that best embodies each of the Principles, and with the appropriate rites, it may be entirely possible to communicate with them and gain their favour.	
200	Biedde's Blade	Cultist Simulator	Artifice	A blade with a pristine polish. A cut from this blade will not cease bleeding until the wound is forcibly closed.	
200	Loresmith	Cultist Simulator	Artifice	It pays to give back to the community, and for someone that has been everywhere, you could have a wealth of knowledge for sale. With this ability you can now easily contribute to the collective knowledge of the world by instantly creating essays, books, manuals, papers, recipes and other written documentation of any subject you are familiar with. This information is compiled with as much care as if you had done it over a few years, and can be formatted, rewritten, and edited on the fly, allowing you to tailor the final results to your liking. Teaching perks will increase the rate at which your documents are studied and assimilated.	
200	Stained Gloves	Cultist Simulator	Artifice	A pair of black gloves. When worn, the hands behave with surgical precision, as if a lifetime of practice had descended upon them.	
200	The Geminiad	Cultist Simulator	Artifice	An extensive treatise in the Principle of Knock. This text provides knowledge on every lock, every door, and every barrier, and the many ways to open them.	
400	A crate of ingredients	Cultist Simulator	Artifice	This 3m x 1m x 1m wooden shipping crate can contain any assortment of ingredients that could be useful for your occult rituals or other activities. They don't need to be magical in nature. This includes, but is not limited to: powders, poisons, tinctures, extracts, plants, body parts, ores, or even gemstones. You could even find an entire corpse inside it, provided it fits. To claim them, simply think of the materials you need and open the crate. The crate will be neatly organized and filled to the brim with everything you asked for inside it. This crate will restock exactly 1 week after being emptied.	
400	Alakapurine Shears	Cultist Simulator	Artifice	The scissors that an Hour used to butcher another. These scissors sever all strings, cut all attachments, and end all contracts without repercussions, allowing one to get rid of needless things.	
400	Atlas of Dreams	Cultist Simulator	Artifice	An occult journal that maps the dark side of the world. This atlas can guide anyone to anywhere, even places outside of reality, provided the user has a destination in mind. Do remember that some places are harder to reach than others.	
400	Furious Sliver	Cultist Simulator	Artifice	The remnants of a blade that had to be shattered for a general to become an Hour. Even broken, these 3 fragments yearn to strike again, and should they be reforged, they will surround and follow their master like loyal dogs of war.	
100	Magical Stones	Danmachi	Artifice	Every monster has one of these in the centre of them and core of monsters and is always located in the chest area of the monster. Adventurers and Supporters gather magic stones to trade them in for valis at the Guild. You've got a bag full of 500 stones from quite potent monsters. You can sell them for quite a bit of valis but they might be more useful as materials if you're a crafter of magical items.	
200	Magical Canteen	Danmachi	Artifice	While people can go on for a few days without food but water is a must to allow your body to operate. This canteen possesses an ability to produce water on its own and the water it produces is some of the tastiest and freshest water out there. The water also has the ability to restore the drinker's stamina and refreshes their tired mind though it won't restore the mind energy that you used for the magic spell but the water can be used to replace food for three days with a diminishing return until you stop substituting real food for it this water.	
200	Bottle of Demon's Blood	DC Occult	Artifice	A small bottle of demon's blood that replenishes once a week. Demon's blood is a useful ingredient for many potions and rituals, and if someone is giving a transfusion of it, assuming they survive, they will be healed of any existing ailments, their aging process will be retarded, and their strength and stamina will be somewhat augmented.	
200	Cloak of Levitation	DC Occult	Artifice	An indestructible magical cape that moves according to the wearer's will. This cape is a masterfully enchanted object that allows the wearer to fly at the speed they can move without the need to expend any of their magical energy, and considerably faster if they pour on the magic.	
200	Sword of Night	DC Occult	Artifice	An ancient artifact forged for a great hero in another dimension. The Sword of Night possesses several powers. First, it is, of course, a very sharp blade and it will always remain so, never rusting or dulling. Among its other abilities are the ability to sense danger and warn its wielder of such, the ability to force people to speak the truth, and the ability to restore its wielder to their prime and keep them there for so long as they wield it regularly.	

600	Ruby of Life	DC Occult	Artifice	The Ruby of Life is an ancient artifact created over seven thousand years ago. The ruby is a small crimson gem with the shape and size of a small egg. Wielding the gem gives several mystical abilities. Namely, the creation of illusions, blasts of magical energy, and the control of inanimate objects. The Ruby can also be used simply as a magical battery of sorts, amplifying the power of a magician or allowing those with no magic of their own to cast spells, though this requires practice or training as opposed to the innate abilities the gem grants. With training in its use, someone with no potential of their own could be a powerful spellcaster on par with the likes of Zatanna.	
600	Starheart Shard	DC Occult	Artifice	A shard of the Star-Heart, forged into the shape of a ring, freed from the malevolent taint of the true Starheart. It can conjure green, flame-like energy that can be shaped into constructs by the wielder's will, in much the same way as a Green Lantern Ring. It also allows the wielder to fly, encase their body in a magical force field that will allow them to ignore large amounts of damage and sustain themselves in environments such as the vacuum of space, and fire enormously powerful energy blasts. It does not, however, possess the more esoteric abilities of the true Starheart. Though it is powerful, a simple shard will not have the power of the entire Starheart. On the upside, you'll never have to recharge it, and it is not weak against wood like the complete Starheart is.	
100	A Helping Hand (Novice)	Divinity: Original Sin	Artifice	Herbalism and alchemy are often seen as fraudulent arts by those who practice true magic. But those who live far from traditional doctors of this world have learned that a little bit of magic and the right herbs can do just as much as those who spray mana everywhere. First Aid uses that combination to heal minor wounds as well as a huge range of status ailments on a single person. Treat Poison, while treating only the single status ailment, also confers a short term immunity to poison as well.	
100	Baited Trap (Novice)	Divinity: Original Sin	Artifice	For some, the mind becomes the most important tool in surviving the moonlit hours. The devious tricksters with toys and traps who tinker with gunpowder and even more terrible creations. Venomous Strike coats the caster’s weapon with a poison in the same motion as striking, ensuring that opponents pay for letting even a simple scratch slip by their guard. Wind-Up Toy is a simple creation, a clockwork automaton with a large explosive strapped to the back. A touch of magic ensures control of both its movements and the resulting explosion.	
100	Nurrid Ovrur's Never-Empty Beer Mug	Divinity: Original Sin	Artifice	What? You’ve never heard of Nurrid Ovrur? He was the best brewmaster in all of Rivellon! Even the elves would put down their fancy wines to taste his elixirs. They were so good that it is said he stopped a civil war by uncorking some of his best for the leaders of each side and drinking both of them under the table. In appreciation for Nurrid’s absolute mastery of the art, an elven sorcerer named Celahir blessed one of his mugs to never empty again. And now you have that mug. Of the best beer Nurrid ever crafted. Enjoy responsibly and remember to never ride drunk, even if the horse does know the way.	
100	Wand (Novice)	Divinity: Original Sin	Artifice	Wands are fairly simple constructions. An elemental focus, a carved bit of wood, a little pixie dust, and an infusion of magic. Once crafted, it simply takes an effort of will to shove magic through it and get a ball of elemental magic to come shooting out the other end. Not something that can be done rapid-fire, mind you, but useful as a basic form of offense. Still, the theory behind it is worth knowing, because with it you can tweak the effort of will and cause your wand to glow like a torch. Handy for delving into dank tombs while still keeping a hand free to cast magic.	
200	Baited Trap (Adept)	Divinity: Original Sin	Artifice	Hidden in the nooks and crannies of the mind, one can find truly devious thoughts if one goes looking. Cruel, yes, but undoubtedly effective ideas that can be turned into reality. Spike Trap lays a magical trap a short distance away, invisible to all but the caster, that springs to life if a foe walks overtop of it. The group erupts in a flurry of spikes that shoot upwards and hunt for feet to injure. Pin Pull involves turning a grenade or bomb in the caster’s possession into one that can be remotely triggered with a snap of the fingers. Just imagine the possibilities.	
200	Essence	Divinity: Original Sin	Artifice	Jars upon jars of strange and wonderful ephemeral lights that twitch and dance fitfully in their glass prisons, raw energies bound to shape and colour. Can be used in various recipes to create scrolls, potions, and tools of war. They come in varying potencies and what you will receive is mostly random (read: as amuses me). Replenishes at the end of every month in your warehouse.	
200	Grenade Bandoleer	Divinity: Original Sin	Artifice	This simple leather strap is meant to be worn around the chest to allow for easy access of high explosives during intense situations. It has hooks and loops to hold a dozen grenades at once and is always extremely comfortable to wear. The Bandoleer always starts each morning filled with twelve simple, but effective, fragmentation grenades made out of a canister, a lot of nails, and as much gunpowder as possible. However, it is possible to “tune” each grenade to an element by exposing the explosive to a bit of magic. Shock the device with a small amount of electricity magic and when you pull the pin it will explode with the force of a lightning storm instead of nails. You can even get creative, exposing it to the power of love will give the grenade a charming effect instead of a violent one. Experiment at your own peril, as you might not always get the effect you are expecting when you dip into more exotic elements.	
200	Herbs	Divinity: Original Sin	Artifice	A collection of functional plants for use in potions and poultices, whether pulled from a neat garden or found rugged in the wild, they are potent tools for your use. Comes with large supplies of the Augmentor herb, highly useful for adding oomph to any concoction you can piece together. Replenishes at the end of every month in your warehouse.	
200	Potions	Divinity: Original Sin	Artifice	A motley collection of potions and poisons both enhance and enervate yourself and those around you. While none are of particularly high quality they can easily be upgraded by concentrating larger supplies or mixing with select herbs found across Rivellon. Replenishes at the end of every month in your warehouse.	
200	Runes	Divinity: Original Sin	Artifice	A pouch containing little more than some stones decorated with magically glowing characters that are, in truth, powerful augments to one’s arms and armor. Most will come in small sizes, to be fused together with Pixie Dust, though you will occasionally receive larger runes as well as Frames to place them in to encourage their growth.	
200	Sacks of Essences	Divinity: Original Sin	Artifice	These five head sized burlap sacks are extremely light despite the fact they look to be filled to bursting and each emits a faint light from the seams, a different color coming from each. A fiery red, a gentle blue, a brilliant white, a somber brown, and. . . is that fifth one emitting shadows? Small balls of solidified elemental essences are not a rare commodity in Rivellon and have a huge variety of uses in everything from specialized grenades to magical arrow heads to even aiding in enchanting arms and armor. Each sack contains five balls of each element and the sacks refill themselves every week. What use you put these concentrated bits of elemental magic is limited only by your imagination and experimentation. Just don’t get opposing elements too close to each other. The result is fairly explosive, doubly so if you are enchanting at the time.	

200	Scroll Case	Divinity: Original Sin	Artifice	This rather ordinary looking scroll case is a useful device for any magician on the go. It can store an infinite number of magical scrolls and if you tell it which one you are looking for the enchantment will find you exactly which scroll you are looking for at a moment's notice. Even more amazing is that it will slowly generate a random assortment of scrolls over time at a rate of two scrolls per three days. These scrolls will contain a random spell found in the Aerotheurge, Geomancer, Hydrosophist, Pyrokinetic, or Witchcraft schools of magic, though it will tend to generate far fewer Witchcraft scrolls. These scrolls are all a single-use but they require no magical talent on the part of the wielder to activate them.	
200	Scrolls	Divinity: Original Sin	Artifice	A collection of written scrolls that are covered in the glyphs and charged with enough of the necessary energies to cast a spell regardless of one's capabilities in the required school. They can also be combined with a book charged with the requisite magic to create a skill-book that allows others to learn the spell placed within. Replenishes at the end of every month in your warehouse.	
200	Tenebrium Basics	Divinity: Original Sin	Artifice	Tenebrium is a odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistance to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself.	
400	Blood Rose Garden	Divinity: Original Sin	Artifice	The blood rose is a slow growing and impossibly demanding plant that can only blossom in the remains of an absolute slaughter. While normally this would require you to massacre hundreds of people to see a single seedling flourish this garden is uniquely capable of growing blood roses without the requirements. The Attar of the Black Rose is a delicate oil that, when used, empowers its user to become stronger, faster, smarter in all ways. The rose still takes a while to bloom but this makes things much easier for all involved.	
400	Potion Sack	Divinity: Original Sin	Artifice	Any adventurer worth their salt knows to hope for the best but expect the worst. This small backpack filled with potion vials is surprisingly light considering just how many potions are crammed inside. Even better, the potion you're looking for all but leaps into your hand when you reach inside. The small backpack contains a variety of healing potions in minor, medium, and major strengths, as well as a selection of anti-venoms and poison antidotes. In addition there are elemental resistance potions that allow the imbiber to withstand impressive amounts of magic for a short time. There are ten of each potion inside the bag, as it was made with an adventurer's lifestyle in mind, and will refill itself in a week. It is also impossible to lose and will turn up in very improbable places if accidently lost or left behind.	
400	Potted Stardust	Divinity: Original Sin	Artifice	The Stardust plant is a hardy, quick growing flower with peachy-red colored petals standing up on spindly stalks with large, wide fern-like leaves growing from the base. It is highly sought after by women who use the golden dust that clings to its flower petals to enhance their beauty, but that is only the least of its uses. The golden dust is highly magical and can be easily used for crafting a variety of magical items. Everything from magical swords to voodoo dolls can be created with a pouch full of this stuff. The flower in this pot will generate one small pouch of dust every few days and will never need tending to. Should it be killed, a fresh pot will appear in your proximity within a week.	
600	Arhu Sparkmaster 5000	Divinity: Original Sin	Artifice	Don't listen to those people who call this marvelous machine a "failed experiment". It didn't fail. It just became a little self-aware. But don't worry! We've included the remote, an instruction manual, and made sure it knows that you're the one in charge. Just. . . don't let any of your pets get too close. It's a little territorial. The Arhu SparkMaster 5000 is an arcane creation of wood and steel and bone. It stands eighteen feet high on two thick, chicken-like legs connected to an arcane engine of Arhu's own creation. Each of its two massive arms end in three powerful claws capable of crushing a man's ribcage. Their reach is long enough to drag on the ground as it walks as well. A skeleton clad in green clothing and red-glass goggles sits atop the creation, held in place by magic and the stubborn determination normally found in the undead. The undead is the control unit for the creation with a lovely mad cackle. The automaton was created as a weapon of war, originally designed to defend Cyseal from the various threats that now surround it. Beyond its magically enhanced strength and durability, the SparkMaster 5000 comes equipped with a powerful flamethrower fitted to its front. And yes, it can melt steel beams! Well, eventually. It can also be charged with electricity to activate its signature ability. Given a little kickstart, the Sparkmaster 5000 can then generate and launch bolts of lightning equal to anything to come crashing out of the heavens.	
600	Blood Stones	Divinity: Original Sin	Artifice	In addition to the Death Knights, The Conduit has also discovered a method for twisting the Star Stone artifacts that have been found in and around Cyseal. But while she believes they are nothing more than massive reservoirs of magical energy, they are so much more. Shattered bits of the souls of two mighty guardians once appointed to a post by the Seven Gods. But few in this world know of such things. Still, the idea has inspired you. You have discovered how to seal slivers of your own powers and talents into gemstones. Specifically rubies and garnets. By adding a copious supply of your own blood to a short, but complex, arcane ritual, you can transfer a single Perk you possess into the stone. While it is encased there you may not use it yourself unless you have the gem in hand. Whoever holds the gem is capable of using the Perk contained inside, though be warned that if it relies on some unusual or normally innate physiology to function properly it could have unintended side-effects. Giving someone the ability to breathe fire doesn't necessarily make their mouth fireproof. Should you wish to undo this ritual, it is as simple as laying your hand on the gem and willing the Perk back into yourself. These Perks are still bound to you on an intrinsic level and cannot be permanently separated from you. You can give the stone away or have it stolen, but when you leave a world behind you will find the stones have found their way into your Warehouse, or personal effects should you lack one. Oh, and you needn't worry about the stones getting destroyed. While they hold a sliver of your power, they are indestructible. Should these gems be copied in any way, only one can draw upon the Perk at a time. The connection to the power is not duplicated with the gems.	
600	Tenebrium Mine	Divinity: Original Sin	Artifice	Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.	

200	Bright Gear	Dog Days	Artifice	Your Crest power made manifest as a weapon. This weapon will have some special effect in line with your speciality in magic. Alternatively you can choose to have one of the casts' Bright Gear. Do note that it is the user, not the Bright Gear that matters in terms of power.	
200	Interdimensional Phone	Dog Days	Artifice	This phone is enhanced by magic so as to allow it to call to anywhere from anywhere. Want to call your childhood friend to tell them you're ok from a parallel world? No problem, this phone will get it done, and with great clarity too.	
200	Sacred Relic	Dog Days	Artifice	A hero's weapon for sure. This magic weapon is stored within a ring and can manifest in an instant. This weapon is especially good for channelling Crest magic, making the use of such much easier. It can be any type of weapon you want, even a gun if you really want but will use mana instead of bullets. You may optionally choose to import a weapon into this slot	
600	Magitech wizard	Dog Days	Artifice	You are able to easily combine magic and technology, letting you make things like radio antennae and signal boosters that rely on magic. Maybe you could replace ammunition with bolts of magic. With this you can replicate the effects of technology with magic, and it will likely be less complex too. This isn't a one way process however, you may also replicate the effects of magic with technology. This will be much more complex than the alternative however.	
100	Vials of Dragon Blood	Dragon Age	Artifice	It is said the blood of dragons is the blood of the world. That may or may not be true, but what is known is that blood is power. And the blood of dragons even more so. You've gained several restocking vials of dragon blood. Most vials contain the blood of dragonlings and young drakes, but every once in a while you may get a vial containing the blood of a high dragon instead. If you're really lucky, you may even find the blood of a Great Dragon.	
200	Arcane Grimoire	Dragon Age	Artifice	An old, but lovingly cared for book, bound in leather of questionable origins. The pages smell of herbs and wood smoke. Intricate stitching on the cover marks out a leafless tree, strangely ominous in its stark appearance. The grimoire contains details on many spells that were lost to time, as well as instructions for a ritual that allows you to transfer yourself into another person's body, possessing them. If successfully executed, this ritual would allow one to potentially live forever, by simply taking a new body when one's current one grows too old.	
200	Dalish Grove	Dragon Age	Artifice	This Warehouse Attachment is a grove full of trees such as ironbark, sylvanwood, dragonthorn, vhenadahl, and heartwood. All of them would yield excellent materials for a dalish woodshaper. 24 hours after cutting one of these trees down, it'll be restored to its former glory.	
200	Herbalist	Dragon Age	Artifice	Many plants in this world have supernatural effects or healing properties, and so there exist many herbalists who use them to create useful items. You've studied under a master herbalist and as a result have gained a near-encyclopedic knowledge of the flora of this world and its effects, and thus have gained the skills required to create various potions, poultices, salves, and incense. By itself that is already an extremely useful skill to have, but for someone like you, Jumper, that wasn't enough. And so it was that you sought out the Dalish, and had them teach you what they knew about many natural remedies humans have long since forgotten or ignored, such as knowing which type of tree bark cures headaches when chewed upon.	
300	Andruil's Gift	Dragon Age	Artifice	This exquisitely crafted elven bow seems to crackle with electricity, and any arrows fired from it seem to turn into a lightning strike mid-flight.	
300	Spellweaver	Dragon Age	Artifice	This ancient elven-forged blade vibrates slightly to the touch in most people's hands, but it stills in the grip of a mage. Crafted with lost techniques for alloying lyrium and metals, Spellweaver acts as a mage's focus the same way a staff does, and also seems to massively increase the mage's powers in general.	
400	Enchantment? Enchantment!	Dragon Age	Artifice	Enchantment is the process of inscribing lyrium runes on items, usually (but not always!) a weapon or a piece of armour, to add new properties or enhance existing ones. It is possible to create enchantments without the use of lyrium, but those enchantments tend to fade over time. The more magically sensitive a person is the more dangerous their exposure to lyrium, as raw lyrium can cause nausea, memory loss, deafness, internal hemorrhaging, and even madness. With their innate resistance to both magic and the negative effects of lyrium, dwarves are highly suited to handle lyrium and work enchantments. Like the dwarves, the tranquil are capable of the same. This is due to the fact that their connection to the Fade has been severed, thus taking away their magical abilities. For some reason even though you're not a tranquil, you're able to safely handle lyrium. You're not one to let such a boon go to waste, and so you've trained with both runecrafters and enchanters and have mastered their respective crafts. It seems like you're a natural at it, too. You start out at the same level of mastery of Sandal, widely renowned as an enchanting savant, and in time may even reach Paragon Fairel's level, arguably the greatest dwarven enchanter in history.	
200	Lyrium	Dragon Age	Artifice	A wooden, ironbound chest filled with twenty vials of lyrium. Vials will replenish within a week of use.	
200	Red Lyrium	Dragon Age	Artifice	A wooden crate packed with twenty fist-sized chunks of redlyrium. Rocks will replenish within one week of use.	
200	Runes	Dragon Age	Artifice	A set of ten runes that can be used to enhance damage or defense.	
300	Oversized Mirror	Dragon Age	Artifice	A massive ornate mirror standing over 12 feet tall. The mirroris broken, but is obviously magical. It appears as though all of the shards of the mirror are atthe foot of the mirror and all that is required to fix it is time and knowledge.	
400	Enchantment!	Dragon Age	Artifice	You know how to infuse objects with various powers by inscribingthose objects with lyrium enhanced runes.	
200	A Pod	Drakengard and Nier	Artifice	Pods provide an invaluable service for YoRHA. Communications, logistics, combat support, they can even serve as a chair while fishing. Pods are standard issue for all YoRHa field units. This one is a bit unique though. Normally a pod can only utilize a limited number of pod programs (spells). However, this pod not only comes with all the pod programs in the game available from the start, but you can program new pod programs into it based on any magic spells you may know. It also has all spells at the ready, all the time. No need to swap them out.	
200	Dragon Bone Blade	Drakengard and Nier	Artifice	A sword carved from dragon bone, obviously. Now, normally bone weapons are a terrible idea when alternatives like metal or stone are available, but in this case that's not true. Thanks to the toughness of dragons, this blade is incredibly durable, as well as sharp, and will never lose its edge. It can easily slice through steel and stone. Not only that, but it's infused with the magic of dragons, meaning that it can hurt Intoners and anything else with a weakness to draconic magic. All in all, a very good sword.	

200	Hymir’s Finger	Drakengard and Nier	Artifice	Also known as Iron Will or Broken Iron when, er, broken. This stupidly big blade is taller than most grown men and legendarily impossible to wield. Heavy, slow and nearly completely blunt, this weapon is more an iron pillar in the vaughe shape of a sword than an actual weapon designed for humans. But if you do have the strength to wield it, oh boy. Blunt or not, the sheer weight and momentum will fucking split people in half and the the lenght of the sword means that when you swing it, everything generally in front of you is fucked. You can kill an entire mob of enemies in one blow. Plus, it’s magic. Did I mention it’s magic? Cause it’s magic. If you hold it above your head and focus, you can set off a big-ass two stage explosion from your body. Doesn’t hurt you but it does hurt everyone near you.	
400	Airship	Drakengard and Nier	Artifice	This mid-sized airship isn’t too impressive compared to some of the beastly battleships the Empire and the Intoner cult can produce, but it’s no dingy either. Designed for a crew of ten people, but capable of being run by as few as five, your new airship comes with a private captain’s cabin for you, crew quarters, a decent cargo hold for loot and of course, eight magitek cannons for you to rain hell upon the plebeians below unlucky enough to not own an airship. Or defend yourself from air-pirates. And if those defenses fail and you wind up getting shot from the sky, the Airship will repair itself, becoming good as new after a week.	
400	Grimoire Azul	Drakengard and Nier	Artifice	Weiss, Noir and Rubrum weren’t the only Grimoires made during Project Gestalt. Many young people were experimented on and turned into talking, magical books. Azul is one of them. Colored blue in case you couldn’t tell, this Grimoire has similar abilities to the others, being a deep reservoir of knowledge and capable of powerful spells. Capable, in the sense that when you first obtain her, Azul will only know Dark Blast. More spells will need to be obtained via finding Sealed Verses or recording spells you discover in other jumps. And if you’re wondering why Azul costs double what the Pod perk does when all that is basically the same, the answer is, of course, power. While the standard uses of Sealed Verses are similar to pod programs, Weiss was capable of creating super-powered versions of the spells, such as giant-sized Dark Hands the size of buildings. And apparently he was only using a portion of the power of the Sealed Verses. Any spell recorded in Azul will be able to be enhanced far beyond its normal limits, creating truly ridiculous spells. Personality wise, Grimoire Azul starts off very reticent, almost robotic. Due to her trauma at getting turned into a Grimoire and sealed away for a thousand years, her personality has been repressed somewhat. But as you travel with her and grow closer, you’ll find her old personality re-emerging. Who knows what sort of person you might discover underneath that trauma. A refined, humble lady? A cheerful genki girl? A over-protective yandere? Just know that she won’t be anything like one of the three other Grimoires, so she won’t be an prideful gentlewoman, arrogant egomaniac or, uh, just plain crazy.	
700	Magitek Engineer	Drakengard and Nier	Artifice	You know, for a supposedly medieval society, the Empire has some pretty advanced toys, huh. And now, so do you. Or at least, you will once you build them. You now know how to build the magitek machines used by the Empire. Provided you have the materials and the time, you can build anything from man-portable weapons to battleships. Or airships even. You can’t reach anything past a generally World War One level of technology, but thanks to the magic side of things, they'll generally outperform their real world equivalents. Magic cannon beats normal cannon, that’s all I’m saying.	
900	YoRHa Design Specs	Drakengard and Nier	Artifice	You know what’s better than being a high-spec magitek android badass? Having your own army of high-spec magitex android badasses. Now you can build one. You know, provided you have the time and resources and the… Anyway, the point is that you’ve got the blueprints for every resource YoRHA has downloaded into your central processor/brain. This means that not only can you build each class of YoRHa android, including outdated models like the Attacker type, but also pods, the various YoRHa weapons, flight units and even the Bunker itself. With enough practice and creativity, you can even design your own android types, like an Infiltration-Type with a built in cloaking device or a Mage-Type capable of using magic without the aid of a pod. Of course, the hardest piece to produce are the Black Boxes required for Androids to run. Machine Cores are only available in Nier Universe after the aliens arrive and the Machine Wars begin, however you can substitute those for other materials. Obviously high-tech electronics would be best, but there are other options. You just need something capable of a human level of intelligence and emotional depth…While we’re on that subject, or at least close by, YoRHa androids count as alive when it comes to magic and whether or not they have souls. If it walks like a human, talks like a human, feels despair like a human and goes insane like a human, it’s a human, at least as far as magic is concerned. They might be mechanical lifeforms but YoRHA androids are still alive.	
50	Dust Magic Foci	Endless Legend	Artifice	Little more than a sliver of condensed Dust, this wand accelerates spells cast through it, letting them reach their target sooner, and making it harder to dodge the attack.	
50	Dust Mint	Endless Legend	Artifice	You gain the equipment needed to extract and refine Dust from the environment.	
50	Iron Magic Foci	Endless Legend	Artifice	The crudest foci, this club of a scepter adds a bludgeoning force to all your spells, knocking back and staggering foes hit by them.	
50	Tier One Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Iron: Grants the wearer greatly increased vision, easily doubling their visual acuity, and doubles as a really nice set of knuckledustersDust: Fortifies the wearer's body with Dust, helping cushion impacts and slowing blood loss. Titanium: Increases the wearer's overall strength. If you could bench 50kg, you could bench 60kg. Glassteel: Increases the wearer's agility and reflexes. Go from juggling apples to knives.	
50	Tier One Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Iron: Increases the speed the wearer covers ground at roughly double the speed. This does not increase overall agility or reflexes, just how quickly they can chew through distance. Dust: Grants the wearer regeneration. Bruises vanish in hours, not days, broken bones heal in days, not weeks. Titanium: Fortifies the mind and resolve, helping to resist morale shaking effects and mind control. Glassteel: Helps the wearer predict flight paths and improves over all accuracy. Go from a fifty cent piece to a quarter.	
100	Aquapulvistics	Endless Legend	Artifice	Where there is water, there is Dust. You know how to sift a sizable amount of Dust from any flowing water source. The larger the source, the more you can extract. Useless in Winter, but that's years away, right? Even after you leave Auriga, you still manage to find a little Dust in water across the multiverse. Nifty, huh?	
100	Dust Refinery	Endless Legend	Artifice	Able to infuse Dust with new life, the Refinery is the staple of Dust Enchantment. While Dust infused iron is common, it pales compared to the Dust enchantments this refinery allows. Allows for the crafting of Foci and magic rings, talismans, insignias, and tomes.	
100	Glassteel Magic Foci	Endless Legend	Artifice	This featherweight staff allows the caster to channel rapidly without losing focus, and serves as an effective blocking tool. Three spells in the time of two, and parry any incoming attack without being distracted.	

100	Tier One Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Iron: Keen eyes and quick feet make your force more adapt as scouts, or just more likely to notice things you may miss. Titanium: Your men are noticably stronger and more stoic than normal. Dust: Your men's health is always good, and they heal minor injuries quickly. Glassteel: You men are a little more nimble footed, and all have better aim.	
100	Tier Two Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Titanium: Greatly increases the wearer's over all strength. If you could bench 50kg, you could bench 75kg. Glassteel: Greatly increases the wearer's agility and reflexes. Go from juggling apples to chainsaws. Dust: Fortifies the body even further with Dust, helping them absorb a tremendous amount of damage without perishing.	
100	Tier Two Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Titanium: Blocks the part of the brain that feels fear, and further reinforces the mind against control. Glassteel: Helps the wearer predict flight paths and improves over all accuracy. Go from a fifty cent piece to a dime. Dust: Hastens healing to unnatural levels. Bruises in seconds, cuts in minutes, broken bones in hours.	
100	Titanium Magic Foci	Endless Legend	Artifice	This gavel of a wand not only doubles as an effective melee weapon, but also inflicts a lethargy to anyone hit by it, sapping their strength and will to fight.	
150	Adamantium Foci	Endless Legend	Artifice	This massive great staff allows the user to slam it into the ground to turn any spell into an area of effect. This shockwave does not tell friend from foe, so use wisely. Also great for crushing skulls.	
150	Palladium Foci	Endless Legend	Artifice	This pair of gauntlets with a mouth design in the palm allows the wielder to twin cast spells, one from their mouth, the other from the gauntlets. While casting, the gauntlets will move on their own, pulling free from the caster’s hands to make the gestures on their own.	
150	Tier 1 Tomes	Endless Legend	Artifice	Tomes are some of the most powerful arcane relics on Auriga, costing a small fortune each to make. Within them exist powerful rituals that can reshape the land and people within. Each can affect roughly 50 miles, and project from the tome itself. Titanium: This focuses the mind to a needle point, allowing for impossible feats of concentration and focus. The overall intelligence of those working under the Tome holder is increased by 50%. A must have in every Vaulter lab. Glassteel: One of the most valuable tomes, this contains spells that rouse Dust from its slumber, kicking it up into Dust devils. Drawing Dust into a single place makes it far easier to harvest, and it seems to call Dust upon the wind, always bringing enough back to the lands to harvest. No true Broken Lord is without one. Adamantium: This tome contains powerful geomancy, allowing the holder to call metal up from the depths of the earth. It takes time for the ore to rise to the surface, but it greatly increases mining output. Palladium: Within this distressingly warm and. . . breathing. . . tome are spells that cause vegetation to explode into life, growing rapidly to suit the will of the holder. Farm output is doubled, and no matter where the holder goes, there is always enough native flora and fauna to support them and their troops. Dust: Within this Dust infused scroll, you find hints of Endless Wisdom. Sadly, it is only about killing others. While under the effects of this Tome, warriors train harder and faster, rapidly turning into an expert fighting force in a matter of months, not years.	
150	Tier Three Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Adamantium: This powerful magic ring turns the wearer's flesh to stone, yet still able to move freely. Palladium: This. . . ring. . . fuses with the wearer's hand, and will control and guide it, increasing their melee combat ability from peasant to knight.	
150	Tier Three Talismans	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Adamantium: This hammer-shaped talisman provides the wearer with an innate understanding of siegecraft, giving them knowledge on how to build simple siege equipment from scratch, undermine walls, and better notice weak points in structures. Palladium: This eye shaped amulet is a vengeful thing. Whenever the wearer is injured, they feel a great rage grow inside of them, causing them to strike harder and harder with each cut, bruise and break.	
150	Tier Two Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Palladium: A wrathful spirit hovers over your army and fights with them. The more your warriors and their allies bleed, the more readily they fight, both in skill and savagery. Adamantium: Warriors skin becomes like bark, and they become skilled at sieging, each one knowing innately how to best use siege equipment and assist proper engineers without getting in the way. No fortification can stand against your army.	
200	Legendary Foci	Endless Legend	Artifice	You possess a grand master's staff, made out of your chosen material. It is the sort of staff found in the hands of archmages. It doubles any effect from your foci, strengthens all magic channeled through it two fold, and helds fortify your will against magical backlash. Everyone expects great things from you, and any academy worth its Dust would kill for a chance to have you teach at it. **(CG Note: Requires Iron Magic Foci - Endless Legend, Dust Magic Foci - Endless Legend, Glassteel Magic Foci - Endless Legend, Titanium Magic Foci - Endless Legend, Palladium Foci - Endless Legend, Adamantium Foci - Endless Legend, Mithrite Foci - Endless Legend, or Hyperium Foci - Endless Legend first.)**	
200	Tier 3 Insignia	Endless Legend	Artifice	Reserved only for legendary heroes (Like you) these expensive and hard to acquire inisignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus. Hyperium: Time twists and bends on the field of battle. Your allies move just a little faster, while their foes move just a little slower. Maybe a point second here, two points there, but in the heat of battle, every second counts. Mithrite: Your warriors are. . . bigger. Stronger. More aggressive, and more ready to fight for you. Everything about them is just. . . better than it was before they joined you. It is not a huge difference, but on an even field of battle, you will certainly come out ahead.	
200	Tier Four Magic Rings	Endless Legend	Artifice	A magical ring that provides a bonus depending on the material used. Limit one ring per hand. Mithrite:You can not be moved against your will. Nothing will cause your feet to lift off the ground unless you want it to happen. Period. Hyperium: You. are. Immortal. You do not age, you will not succumb to disease, plague, or virus. The only way to kill the wearer of this ring is to kill them by force. Adamantium: Your skin becomes like Adamantium! Only your skin, not the rest of you. Still, you will be able to take an epic beating without concern or care. Palladium: This "ring" converses with you, critiques your fighting style, and corrects your form. It also points out obvious flaws in defenses. It has the curt, no nonsense personality of an instructor, and expects only the finest from you, otherwise it will take the reigns and show you how a REAL warrior fights. Go from peasant to champion.	

200	Tier Four Talisman	Endless Legend	Artifice	A magical necklace that provides bonus depending on the material used. Mithrite: Something about this amulet scares you. In the pit of your stomach, you feel an unnerving sense of dread radiating from it. Luckily for you, it likes you. It doesn't like the people attacking you. Anyone fighting you directly finds their courage rapidly drained from them, as you become more and more horrifying to them until they turn tail and run. The more experienced the foe, the longer it takes, but eventually, everyone finds something about you to be scared of. Hyperium: Bend time enough, and you will outrun light itself. While wearing this amulet, you are almost invisible. Only sudden movements will reveal you, and even then, your image is distorted and wobbly, leading enemies to strike at your shadow. Adamantium: This ornate hammer amulet wants nothing more than to destroy anything in its path, and you will aid it. You can see, clear as day, any structural weaknesses that oppose you. Need to take down a wall? Hit it. Right there. Real hard, and it will all crumble down. Have to break someone's weapon? Right there. This fast. Snap at the hilt. Done. Palladium:This fist sized metallic head snaps and gnashes as blood splatters on it, your's or your foes'. In battle, you become a whirling vortex of death, as your injuries and your foes push you to murderous heights. Be careful though, as you may forget you are lying on Death's door in your frenzy.	
200	Tier Two Tomes	Endless Legend	Artifice	Tomes are some of the most powerful arcane relics on Auriga, costing a small fortune each to make. Within them exist powerful rituals that can reshape the land and people within. Each can affect roughly 50 miles, and project from the tome itself. Mithrite: Inside these pages, you will find utter bliss. Using this tome creates a realm of contentment and joy, soothing worries and relaxing tension. It is almost impossible to get angry while under the effect of this tome, and as such, everyone seems to work a little harder. Reading from its pages will instantly put your mind at ease, wiping away sorrow and anguish. Hyperium: This. . . This tome is wrong. Within it, you find what you will write tomorrow, next week, next month, however long it takes between horrible things happening to you. And none of it can be changed at all. . . Unless you don't try to change it. Should you fail to try to prevent what happens, something worse will instead happen. You are warned, long in advance what horrors await you, and you know nothing you will do will keep them from happening. You are just preventing them from becoming worse.	
300	Dust Attunement	Endless Legend	Artifice	Dust is naturally drawn to you. Wherever you go, if there is Dust to be had, it will come to you. Swirling in plumes and clouds, the brilliant golden Dust is pulled to you, gathering around and on you. While it may sound messy, are you really going to complain about being powdered in the most precious substance on the planet? Every mile you travel, you find roughly one Dust coin. Staying in one place gives you about 10 a day. This requires Dust to be present of course. It prefers dry, hot places, although it goes congeal around anomalies and buried in stone fields.	
500	Pillars of Authority	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Authority: You gain access to mind affecting magic, able to compel others to listen to you and implant thoughts not their own into their minds. With a pillar, you could brainwash entire districts and demoralize armies without lifting a hand. **(CG Note: Requires Arcana of Authority first.)**	
500	Pillars of Materializing	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Materializing: You can command Dust. Through it, you learn the many, many ways to use it to harm your foes. Fire, lightning, ice, acid, every stranger things can be compelled out from the Dust. With a Pillar. . . These are the true siege weapons of the Ardent Mages, able to fire beams of searing fire and abominable cold at tremendous range. **(CG Note: Requires Arcana of Materializing first.)**	
500	Pillars of Matter	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Matter: Dust is everything. You simply need to tell it what to become. With this Arcana, you can turn a handful into any portable object, a bag into something it'd take a couple people to lift, or an entire barrel into a hasty fortification. With a Pillar, you could turn a fortune of Dust into a castle in mere minutes. **(CG Note: Requires Arcana of Matter first.)**	
500	Pillars of Renewal	Endless Legend	Artifice	You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death. Renewal: How do you think the Ardent's survive being strapped to pillars and burned? Because the same power they call upon to destroy can be used to heal. A Pillar becomes a bastion of good health, where the sick travel from all around to bask in the healing glow. It's a giant floating regeneration beacon. **(CG Note: Requires Arcana of Renewal first.)**	
500	Rite of Consumption	Endless Legend	Artifice	You know a terrible secret. A forbidden kind of magic. You know how to turn a living soul into Dust, and bind it to armor. Everything about that soul carries over to the new body, so it will remember everything before it happens. This allows you to turn anyone into a Broken Lord. It takes a substantial amount of Dust to make a suit of armor, and the ritual takes a day to perform. Did I mention some people consider Broken Lords monsters? Undergoing this Rite does not kill you, so you may freely become a Broken Lord without fear of losing the jump.	
100	Reagents	Fate/kaleid liner PRISMA ILLYA	Artifice	You have a source of reagents perfect for use in the Magecraft you have knowledge of. For example if you use Jewel Magecraft you have a stock of gems perfect for that use. They will restock after being used.	
200	Counter Magic	Fate/kaleid liner PRISMA ILLYA	Artifice	You know how to prepare a mud like substance that prevents the use of magic when submerged in it, useful for traps or imprisonment.	
200	Nameless Phantasm	Fate/kaleid liner PRISMA ILLYA	Artifice	You have the ability to create cards containing nameless phantasms, manifestations of black shadowy weapons. The cards can be activated to take the form of any weapon that you choose on when making them. In terms of power they will be the equivalent of five times stronger than a mundane weapon but will break after one use. Making a single card is the act of a few minutes.	

400	Jewel Magecraft	Fate/kaleid liner PRISMA ILLYA	Artifice	Jewel Magecraft is a thaumaturgy involving transferring magical energy into jewels to act as single use Mystic Codes. Once magical energy is transferred into a jewel it will be tinted by the mystical properties of the gem; meaning that gems have properties that make specific gems more efficient with certain spells. For example a topaz is a gem that has anti-spirit properties and is useful for spells against spirits. It is possible to modify the properties of a jewel for different use at the cost of their efficiency. The flaw with this magical style is that the jewels break after use meaning they must be replaced constantly leading to this magical style being a very expensive practise.	
400	Rune Magic	Fate/kaleid liner PRISMA ILLYA	Artifice	Runes are a type of Magecraft that originated in Scandinavia during the Age of the Gods. They work through inscribing symbols that realize mysteries accordingly with the meaning that they represent. For example Ehwaz is a Rune of Hardening that when inscribed on gloves gives them durability greater than tungsten steel and can enhance the strength of the person wearing them, for further examples of Runes look in the notes. Ansuz: A Rune that makes fire spread over a target. Ath nGabla: A Runic spell that locks the caster and their target into a death match that cannot be stopped unless one of them dies. Berkano: A tracking Rune. Ehwaz: A Rune of Hardening. Kenaz: A Rune that enhances it's users' sight. A number of unnamed Runes: also exist including: One that can erase memories, a speed enhancing Rune and Runes that can be used to create a perimeter alarm. There's probably more but they aren't mentioned in canon so feel free to use others as long as they don't outstrip the others.	
600	Class Card Creation	Fate/kaleid liner PRISMA ILLYA	Artifice	You have gained knowledge of the creation of the artefacts known as class cards. Through distilling the experience of a life into a card you may grant people the abilities of that life. To create a class card you may engrave either the abilities you have gained in a life on another world or a skill you possess such as your knowledge of a magical style or martial art. Some of your physical prowess may also be engraved onto the card granting increases in physical ability to the wielder. You may also create cards from the souls of others if you have some means of extracting them to use for the creation of the card. The cards will have to be powered by the magical energy of their wielder and can be limited by the aptitude of the user and will last as long as the user can maintain the power expenditure of the card. They will also be limited like class cards in that after being used they will require an hour before being able to be used again.	
600	Fragarach: Gouging Sword of the War God	Fate/kaleid liner PRISMA ILLYA	Artifice	You have gained Fragarach a Noble Phantasm and Mystic Code with the ultimate form of counter attack that works by warping causality to always strike the opponent in the heart with a needle thin concentrated attack right before they unleash their attack. The condition for its use is that the opponent must be using their strongest attack and Fragarach must be used directly after the attack. Despite being used after the attack Fragarach will always strike first by altering the flow of time to change events so that it makes it's strike before the enemy made their ultimate attack. Keep in mind that it will not kill enemies who can survive a strike to the heart or who would not be affected by an attack on the level of an A-rank Noble Phantasm.	
600	Origin Bullets	Fate/kaleid liner PRISMA ILLYA	Artifice	Through some means you have gained a rosewood case containing a Thompson Contender and a collection of ten bullets. The Thompson Contender is a single shot pistol customised for high accuracy and physical power. The gun also seems to enhance magical alterations to it. The bullets however are conceptual weapons created with ground bone from a magus with an origin of Severing and Binding, when a bullet makes contact with a target it actualises the origin on the target causing an effect similar to cutting a rope then re-tying it. While the surface may appear to heal properly the nerves and capillaries of the location wounded will never heal properly and their original function will be lost. Origin bullets will immediately affect magi upon coming in contact with their Magecraft or their body by severing then binding the magic circuits active and causing catastrophic damage, permanently crippling them. You will gain an additional ten bullets each jump.	
400	Book of Shadows	Charmed	Artifice	Witches and some other supernatural beings find it valuable to record their knowledge for posterity and pass it on to the next generation. While some beings prefer oral teachings, witches and warlocks as well as some demons see the value in putting pen to paper, recording their experiences, potion recipes, spell incantations, and a list of various supernatural beings they have encountered and ways of dealing with the same. The book fo sahdows is either yours or an orphaned book from a now dead line of either witches or warlocks at your discretion. It may even be a lesser Grimoire, a repository of demonic knowledge, but otherwise identical. This book has some protective enchantments and only you or those sympathetic to your values may touch it, use it, or even read its contents. It is not easily fooled but is possible to fool it through magical means of identity theft.	
400	Grimoire	Charmed	Artifice	This is the Grimoire, or rather a copy of the original. A cross between the demonic bible and their most complete comprehensive and respected book of shadows. In it is all the darkest knowledge possessed at any time by the elite of the Underworld. And now it is yours. Poisons and plagues, curses and maledictions, sage advice for corrupting the innocent and drawing strength from the screams of the innocent, all that and more are within the pages of this Grimoire. Not only does it contain all the distilled knowledge of magic that evil has developed, encounters, possessed or devised, it shall also include all the dark, evil, and wicked magic of all your previous jumps and will update to include future jumps you go to. It will not include unqiue or well-hidden secret spells known only to a scrace handful, but will nonetheless give you an excellent education in the dark arts for those worlds. The grimoire explicitly includes rituals that can be used to increase your personal power through methods too horrible to contemplate. Will you resist the siren call of power, Jumper?	
0	Armaments	Generic MG	Artifice	For most girls, this is a simple scepter or wand. But different girls are different people with different weapons. Some might have swords, some might use some might just have brass knuckles integrated into their raiment. Take up to as many power packages have been purchased. You can import any of your personal weapons into your armaments, and can later import armaments into future weapons. Armaments can be materialized to hand while transformed. Materializing a weapon will also repair it, though that will cost a small amount of magical energy.	
100	Armaments - Boosted	Generic MG	Artifice	For 100 CP your armaments can boost one of your power packages at a time, and you can switch between them at will. **(CG Note: Requires base Armaments - Generic MG firs**t.)	
100	Communicators	Generic Magical Girl	Artifice	Be able to discreetly contact your allies at any time with your magical communicators. They communicate on a secure magical channel, so they have essentially unlimited range and can't be intercepted or eavesdropped on unless someone's leaning over your shoulder. You get one for you, and one for every ally or companion you take.	
100	Magical weapon	Generic Magical Girl	Artifice	An enchanted weapon of some sort, which lets you hurt even magical enemies who ignore normal weapons. Will never need sharpening or get rusty. Ranged weapons like bows and guns will still have limited ammunition/arrows, but you'll be fully restocked when you transform the next time. As an added benefit, you don't have to cart it around town in your backpack, because it vanishes when not in your magical form, and always reappears with you when you transform. If you took Always On Duty, you'll be able to make it appear and vanish at will, and ammunition will restock after about an hour.	

200	Item of Power	Generic Magical Girl	Artifice	You've got some kind of item which allows you to create short term magical effects like illusions, summoning magical beasts, or gaining skills you normally wouldn't have. You can also lend it to your allies to use, but be careful, it can be stolen or lost, and used against you. Additional simple powers can be added to the item at half price for each power past the first one.	
200	Weapon of Power	Generic Magical Girl	Artifice	This magical weapon has some additional powers, like being able to chop through concrete walls like butter, or parry incoming magical attacks. If it's a thrown weapon, it will always return to your hand afterwards, and ranged weapons like bows and guns will shoot magical blasts instead of arrows, so you never have to worry about running out of ammunition.	
600	Gear Up to F*** That Noise	Generic MG	Artifice	Transformation trinkets are the backbone of a magical girl's combat abilities. And someone has to make and upgrade them. That someone is you, by the way. You know everything about the magical artifacts of this world. This isn't just rote knowledge of what to do, you have the experience and intuition like you personally have made all kinds of transformation trinkets. This leads into you being able to innovate and improve transformation trinkets well beyond what they can already do, if you put in the time and effort. In addition, you can combine other kinds of magic besides this world's into personal equipment you make (not just transformation trinkets.) Though you don't gain any extra experience, using aspects from another magical system shouldn't take you more than twice as long as normal. Finally, you can create transformation trinkets that awaken magic in the user, even to those that have no innate talent or potential for it. Users awakened this way will be completely dependent on the transformation trinket to start with, but after a decade of use will be able to use the magic on their own. More complex items will take more time, material, and resources to create. In addition, it will take roughly a decade before you can make transformation trinkets that grant a basic level of skill. (C**G Note: The remainder of this perk requires The Power of Friendship - Generic MG first.)**Intelligent Devices (The Power Of Friendship)What better friend is there in combat than a weapon? You can make sapient equipment, and the better you know the intended user, the better you can tune the new personality to work with the user. The more compatible the equipment is with the user, the more comfortable the user will be using it, and the less training they'll need for it. In addition, with a sufficiently compatible personality in the equipment, it will become bound to the user, constantly returning when needed and incapable of being destroyed while the user still lives. And if the user returns from death, so can their gear. The level of sapience is up to you to decide during the design stage. You may want an armor that only gives feelings of danger to allow the user to dodge better, or a staff that is not only a good magical focus, but a peer to the wizard that uses it.	
200	Bottle of Enchanting	Generic Minecraft	Artifice	This strange bottle seems to be full of a green-yellow fluid-gas. This bottle is actually full of XP orbs which are used for enchanting and for powering certain enchantments on objects. This bottle can be used to convert various mystical energies into XP Orbs and vice versa without any loss of energy and can store an infinite amount of the Orbs.	
400	Enchantment Mastery	Generic Minecraft	Artifice	Normally, enchanting is an. . . abstract practice at the best of times and completely up to the whims of fate at the worst here. However with this knowledge you have been granted and this Perk, you're able to streamline the process, removing ambiguity and chance from the equation so you're able to choose exactly what you wish to enchant. Also you're unlimited on how much you can enhance a given object with enchanting. . . as long as you can pay the price in Magic or lifeforce, or whatever you're using to enchant the item.	
400	Minecraft	Generic Minecraft	Artifice	I mean, this is a rather obvious pun isn't it. Purchasing this Perk grants you the ability to Mine and Craft much, much better. As in you can gather resources at twice the speed, quantity and quality of resource gathered and craft with twice the item's quality and speed. This Perk also applies to any operations you oversee to do the above and is also the Capstone Booster for this Jump.	
0	Weapon Materialisation	Genshin Impact	Artifice	One ability that is not talked about much, yet is worth taking note of, is the ability for those with Visions to store their weapons away in a flash of light. With a simple flick of their wrist, they are able to materialise and dematerialise their chosen weapon away in the blink of an eye. This is not something that all Vision users are proficient in though, a certain red ranger occasionally leaving her bow at home. As a wielder of a Vision yourself, this is an ability that you too share. You can summon and de-summon your 'main' weapon away at your leisure. Should you wish, you can change which weapon that you are able to summon.	
100	Enhancement Ore	Genshin Impact	Artifice	Legend has it that this refined ingot contains the memories of battles past. It is not known how or why, but weapons are able to absorb this special ore and become stronger for it. It is even said that the weapons that benefit from these memories naturally become sentient. Whether that is true is yet to be seen, but one fact that has been proven time and again is that it does make the weapons better. You have received a dozen chunks of fine enhancement ore, as well as a steady supply of a dozen more each month.	
100	Mora	Genshin Impact	Artifice	Mora is more than just a coin used to trade. Every single piece of mora was created by the Geo Archon, Morax, and as such every single piece contains some of his power. This power allows it to act as a catalyst for physical transformation. When paying for a potion to be made or a weapon to be forged, you aren't just paying for the service, you are supplying an ingredient. For 100CP you will gain a few thousand mora each month, enough for a family to live on comfortably.	
100	Plaustrite Chunk	Genshin Impact	Artifice	A mysterious floating type of elemental rock that is much enjoyed by the denizens of Liyue and is a key part of their lantern rites. Some old ruin guards use them for flight, and when buried in the ground the ore may give rise to Bloatty Floatty plants. You have received a rather large boulder of the stuff, about the size of a cart in fact. By itself this would let you float a good amount of things, but with a slow and steady supply of more such rocks, perhaps you will be able to match the floating Jade Chamber in years to come.	
200	Adeptal Speed	Genshin Impact	Artifice	Adeptal energy, like elemental energy, can be captured. It can be stored. Within this little vial is a small amount of a specific type of adeptal energy. This particular type of energy is used specifically for creating the structures found within the Adepti pocket realms. Where without it might take hours or even days for the structure to form out of the requisite material, this vial can be used to finish the task almost instantaneously. In future jumps, you will find it has a similar sort of effect when used on other structures being constructed via magical means. You have received half a dozen of these vials, each only usable for one structure. Should you run out, you will receive a new lot within a month.	
200	Alchemist's Assistant	Genshin Impact	Artifice	Alchemy is an ancient art. Entire branches have been created and then lost to the annals of time. But when its secrets are cracked, you will find the ability to shape the world itself at your fingertips. Most simply know it as the art that lets people glue stuff together, but something like that is merely the beginning. With a few key ingredients and a touch of magic, you can do wonders. Albedo, famed alchemist of Mondstadt, is proficient in the art of Khemia, a branch of alchemy focused on the creation of life. His assistant, Sucrose, focuses instead on the modification of existing life. The powerful skeletal dragon Durin, equal to the Anemo Archon, was said to be the product of such life alchemy. You are knowledgeable in a branch of alchemy of your own choosing, whether this be the study of life, or of another discipline.	

200	Crystallization Of Power	Genshin Impact	Artifice	These are the crystallised teardrops of a great elemental being, one that in days past might very well have fought toe-to-toe with the gods. Contained within these tears are an incredible amount of pure elemental energy, of a type matching that of the spirit it came from. What exactly that type is, is up to you. This would be a rare and incredibly valuable prize for any able to handle the energy within, enough to power an instrument of the Archons.	
200	Mora - Boosted	Genshin Impact	Artifice	For 200 extra CP, however, you can add two zeros on to that number. Now you would be playing in the big leagues, alongside the likes of Childe and Ningguang. The kind of people who could throw around money without caring about expenditure. **(CG Note: Requires base Mora - Genshin Impact first.)**	
400	A Focused Vision	Genshin Impact	Artifice	A Vision is used to channel magic, but this does not mean that that magic can't then be channelled into something else. You have a strong talent for infusing your tools with the magic that you wield. In the right hands, this can be used to terrifying effect. As the Yuheng of the Liyue Qixing likes to think; even a hairpin can be turned into a dagger of unmatched sharpness once charged with Electro, capable of cutting through wood and bone and rock. The type of magic you channel will obviously have slightly different effects. Geo is naturally going to have a notably different use than Pyro.	
400	Divine Artifact	Genshin Impact	Artifice	The gods of this world might not have relied on artifacts but that does not mean they did not have them. Whether it be from your own godly making or from finding it in one of the hidden resting places for a fallen god, you have acquired your own artifact. The Goddess of Salt had a chalice of never ending salt and a ruler that could summon forth a tide of salt from the ground. The God of Anemo had a lyre filled with great amounts of Anemo power. You have something of this ilk. By itself it wouldn't change the world, yet it is still the artifact of a god and as such has power beyond most mortal ken.	
400	Favoured Weapon	Genshin Impact	Artifice	A good weapon is a strong force multiplier. If you could cleave through trees with a normal steel sword, then imagine the havoc you could wreak with one that was capable of cleaving through stone when wielded by normal mortals, let alone one imbued with its own power. These kinds of weapons are the type that appears once every few decades or even lifetimes, but those lifetimes add up. You have acquired your very own legendary weapon, the kind used by heroes of eras past. Incomparably sharp, incredibly sturdy, and filled with elemental power, this weapon puts you in good stead for the journey ahead.	
400	Magical Coagulation	Genshin Impact	Artifice	You will find that areas of abundant elemental power will start to spontaneously create elemental lifeforms in this world. Most often this will take the form of some kind of elemental slime, though can take other forms such as small crystal butterflies or the towering Hypostasis cubes. When hunted down and harvested, these creatures will often leave behind crystallised fragments of the very magic that formed them. Hilichurls like to use the slimes for many purposes in their day to day lives, from crafting shields out of Dendro slimes to keeping food cold with Cryo slimes. As you go to other worlds, that little aspect of Teyvat will follow you. In areas of high energy density near you, if you so choose, the magic in the air may start to coalesce into magical lifeforms.	
600	Living Weapon	Genshin Impact	Artifice	That which is not living will not grow. That which is not living may accumulate power, but it will ever be constrained. Made from the remains of a long dead dragon that once did battle with the gods, and infused with the leftover life force of its heart, this weapon could truly be considered to be alive. The form this weapon will take is up to you, be it a spear, sword, bow, or something else of the like. This weapon has formed a connection with its wielder, with you, and so it grows in strength alongside you. As you grow stronger, you will find its form growing sturdier, its edge more keen. This is a weapon you can keep beside you no matter how far you go.	
50	Magatama	Golden Sky Stories	Artifice	A comma shaped stone that looks to be rather worthless on the surface. Humans consider them as a sort of collector's item, but for spiritual creatures it acts as a sort of currency. You could trade it in for a good sum of money regardless of whether it is to a human or a Henge, but gathered in large quantities, they have a strange effect of amplifying holy magic. That being said, it would seem that there are certain parties who might be interested in these relics. . . Each purchase nets you a sum of 50.	
50	Magic Dorayaki	Golden Sky Stories	Artifice	Dorayaki is a special type of sponge cake, made with a red bean paste filling inside. A notable favourite of kids, foxes, and a special blue cat robot, this bag of dorayaki comes with a sizable amount of cakes inside; still warm from the oven regardless of how long you've left it alone. I did say it was magical didn't I? Should you finish it, and there should be enough inside to feed several people, you'll find that the bag will refill after a day or so.	
100	Amezaiku Crafting Anthology	Golden SKy Stories	Artifice	Amezaiku is typically viewed as more of an art form than an expression of culinary ability, though kids might argue that there is no shortage of the latter. Essentially the art of moulding candy into specific shapes, like animals or symbols, this crafting practice originally had religious implications, but has since become an artistic demonstration. This book teaches you this craft, and as you get more practice you'll be able to craft them more proficiently. With sufficient magic, you might even be able to awaken the spirit within them – and bring these living taffy sculptures to life.	
100	AN OFFERING PEDESTAL	Golden Sky Stories	Artifice	Well, it's not really accurate to call it a pedestal – it's more of a small collections box on top of a pedestal, but you will find that over time, as you build more connections with people, you'll find little gifts and trinkets left inside the box. Generally, the items left behind will reflect the individual who came by, and while the items are generally of little monetary worth, having them will reflect the strength of your bond with them. In times of duress, having such memorabilia can help take away the stress. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
100	Hachikou Statue	Golden Sky Stories	Artifice	A statue dedicated to a dog which displayed legendary dedication to its deceased owner, this statue once bought, seems to appear in inconspicuous locations everywhere you go. Though its legend seems to bend slightly from locale to locale, one fact holds true – should you ever be in a tight pinch, the statue will animate and come to your aid.	
100	Teru Teru Bouzu	Golden Sky Stories	Artifice	In the past, farmers used these dolls as weather charms, in hopes that they would act as wards against bad weather. With the passage of time, this set of dolls has adopted a spirit of their own, and though their magic still isn't too powerful, they can indeed ward off storms, rain, and all sorts of bad weather away from your location without much effort. In places with heavy concentrations of magic, you might even swear that you saw the dolls move. . .	
300	Munechika's Legacy to Future Smiths	Golden Sky Stories	Artifice	These are the notes of one Munechika Sanjou – one of the blacksmiths who forged the five swords under heaven – blades of renown in this land. Though his notes are rather tattered and sparse, they still possess a wealth of information for any aspiring blacksmith. Any piece you create is far more likely to become a recognized masterpiece, and should you inscribe a signature onto a piece, you can weave an ability into the weapon to empower them. Any who read these notes can perform such a task, but the quality of their work will be dependent on their own skill.	

300	Techniques to Doguu Making	Golden Sky Stories	Artifice	The majority of these clay figurines are ancient, detailing animals or small humanoids, and to date, it's still unclear why they were made in the first place. This short primer teaches one how to faithfully reproduce these artefacts, even with modern materials. However, with a bit of extra magic, you'll be able to bring them to life – though this is where the primer seems to become a bit unclear. Doguu and Haniwa are distinctly different objects – though they may be visually similar in some cases. The primer goes to indicate however that these doguu you create can serve the same function as a haniwa would, acting as a container for the souls of the dead. In time, you'll be able to animate the figurine and bring back fragments of the dead soul as well. . . I'm not so sure they would be happy to find themselves stuck in a clay figurine, and that's assuming that the Doguu captures their soul intact. You may alternatively choose to insert a soul into the figurine, though it is best if you have some expertise in manipulating souls and spirits before you do so.	
200	Dark Edge	Hyrule Warriors	Artifice	Just as Warriors of Light have their finely crafted armaments and Sorceresses have their magical relics, so too must the Forces of Darkness equip themselves for battle. Choose whatever weapon or object you like to receive a weaponized extension of your darkness resembling it. A spear, a ring, even a pair of objects that count as one like a sword and shield. The Dark Edge will become more durable based on the strength of your darkness. Your tool of choice has acceptable durability. More importantly, you may summon and dismiss the Dark Edge tool of choice as you like, doing so repairs it and allows you to recover it if disarmed. Break, overwork, throw or expend as many of your tool as you like, then simply draw a new one.	
200	Greater Boomerang	Hyrule Warriors	Artifice	This appears to be a wooden boomerang with a red gem in the center of it. More than what it appears, when the Greater Boomerang is thrown it grows several times larger, spins extra furiously and duplicates itself twice over. The Greater Boomerang can be used to cut down enemies, though because of its magical nature it has a very tight flight path, quickly returning when thrown.	
200	Magic Infused Object	Hyrule Warriors	Artifice	There's placing enchantments on something that exists, and then there are objects with magic woven in throughout their creation. Now you may have an item like this in your hands to defend yourself in the ongoing war. On purchase, choose an item, you gain a magical equivalent with properties relating to what it is. A harp could be played to manipulate magic easier than what you could do on your own, allowing the manipulation of multiple elements at one time. A branch from the Great Deku Tree could call upon fabricated nature spirits. A magical tome, each page dripping with mysticism, could literally be used to project its pages as deadly weapons. These are just a few examples of the tools and weapons allowed by this option.	
200	The Smithy	Hyrule Warriors	Artifice	The Smithy is a structure resembling a standard, though well-funded, workshop for blacksmiths. On first glance, the facilities are impressive but nothing out of the ordinary. When you look in the back however, you'll find an old Hylian man next to an anvil with a hammer in hand. This man is the source of the Smithy's powers. Not only does he do fine work as a normal blacksmith, but he has the ability to actually fuse weapons of the same type into a new weapon. The new weapon can appear as either component weapon and will have the sum of its component's abilities, such as elemental affinities or variable enchantments. As for type, this only works when fusing similar weapons such as two swords, two hammers and such. The Smithy will be attached to your warehouse after leaving this Jump, though you will also gain the option to simply place it in the world at your discretion.	
200	The Warrior's Tool	Hyrule Warriors	Artifice	The warriors of light cannot defeat monsters, spirits and evil conquerors with their bare hands. On purchase we'll give you something to swing. Choose whatever melee weapon you like within reason. Swords, maces, spears, greater variants of such things, whatever. You will receive a magical, masterwork version of the weapon you chose, which comes equipped with enchantments to sustain its condition and edge. It will also have a powerful elemental enchantment of whatever element you like, besides darkness.	
400	Weapon Magic	Hyrule Warriors	Artifice	It isn't uncommon to find weapons imbued with magic in this world. Most everyone of importance you'll see has an armament that has some sort of special abilities, and those warriors will display those abilities splendidly no matter their magical talent. With this perk you are able to harness and enhance the magic power of enchanted weapons. What does that mean? Well it varies based on the magic of the weapon. A common example is a weapon with an elemental enchantment allowing for simplistic elemental magic based on the weapon. Weapons with less straightforward abilities may exhibit unique capabilities however. Gauntlets that strengthen the wearer may allow for heightened strength or transmission of that strength over an area, while generic magical enhancement may work to emphasize odd traits of the tool with this perk.	
600	Arrows of Light	Hyrule Warriors	Artifice	Zelda used her light magic to permanently enchant the bow and arrows she gifted to Link in a future that may or may not come. Ancient sorcerers crafted the great magic ring that would become Wizzro. Now, so too can you bestow upon objects a form of permanent magic power. This is an enchantment style ability allowing the infusion of either innate magical power, such as Zelda's divine light, or learned magical power, such as Zant's twilight sorcery, into objects to permanently bestow new or heightened abilities. The most basic application is making weapons with an elemental affinity based on the Sorceress' own mastery of the element. This can allow more esoteric effects such as infusing some summoning magic into an item to be able to call it back to you at a whim. Objects can only handle so much power, and must be stripped down of their magic before they can be gifted with something new. Fortunately, you know how to do that too if you're itching to retool your favorite staff.	
200	Research and Reagants	Jackie Chan Adventures	Artifice	You gain a large amount of well-perserved supplies that cover most basic spellcraft. It comes with a small library of occult knowledge, which can give guidance for actually performing magic.	
100	A Good Blade	Justice League Dark	Artifice	A fine sword, forged by a master blacksmith and woven with enchantments, it is preternaturally sharp and durable and will never dull or rust.	
300	Merlin's Staff	Justice League Dark	Artifice	Was this really Merlin's staff? Who knows. But it is a powerful focus, capable of magnifying the potency of any spells cast through it, so I don't think it's overly important.	

600	Pandora’s Box	Justice League Dark	Artifice	The real Pandora’s Box was long believed to be a chest which held within it all the evils of the world and was opened by the eponymous Pandora -- because goddammit, you don’t just give someone a box and expect them to not be curious, right? In reality, the box was a portal to an alternate universe, where everything was twisted and villains ruled the earth. In any case, this is not that box. It’s not a box at all, point of fact. This is simply a replica of the real thing, which takes the shape of a human skull – with the addition of a third eye socket in the center of the forehead and the fact that the top of the skull is removeable. Instead of leading to an alternate earth, this particular skull simply acts as a doorway to a dimension of endless pure magic. Any attempts at travelling through to this dimension will inevitable fail, but when opened, the magic will flow unceasingly from the skull – at least until it’s closed again. You can use this magical energy for whatever, from powering artifacts or rituals to simplyrecharging or amplifying your own power. Just so you realize, just because the amount of magic in the other dimension is infinite, the amount that can flow through at once is very much not so. After all, just because you hook a fire hydrant to the ocean doesn’t mean you can instantly flood a city, does it?	
600	The Books of Magic	Justice League Dark	Artifice	Long rumored to be artifacts of immense power and quote possibly the source of magic itself. These legendary artifacts have been coveted for millenia by everyone from two-bit sorcerers yearning for more power to the greatest mages of all time, such as Merlin himself. Split into four volumes – Order, Chaos, Life, and Death – it is said that possessing these books would give the wielder near absolute power over those concepts and over magic itself. However, contrary to their name and the rumors long spread about them, the Books of Magic are actually more science than magic. Forged long by a powerful mage known as the Hunter, he researched methods of fusing magic and technology in an attempt to escape the persecution of his people. The Books, in addition to serving as a gateway to Epoch, the Hunter's home world, also contain all of his research. Armed with this knowledge, you would be able to become the world's foremost expert on fusing magic and technology.	
200	Crystal Concepts	Kingdom Hearts	Artifice	You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darknes, light, sadness, etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard to reach places. These concepts are typically related to the place or enemies you obtain the form, such as fiery enemies or locales holding Fire Shards or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you, they'd make nice jewellery, that's for sure, but I'm sure you can find a better use for crystallized fire or hope. In jump, this means you find significantly more Synthesis ingredients you cna either use or sell.	

Chapter: Abjuration				
CP Cost	Perk Name	Source	Chapter	Description
100	Basilisk Hide	Generic Harry Potter Fanfiction	Abjuration	This is a cool piece of wear. Black or a very dark green in color, it's a trench coat that goes down to just below your knees, as long as you're between four to ten feet in height. Extremely resistant to all magic but your own, it can turn into a suit of armor at will, losing none of the effectiveness. Aside from being extremely light and easy to move in, this comes with a full array of enchantments, including expansion charms on the internal pockets, cooling and warming spells, and durability spells that boost its already great durability, equivalent to about five or six layers of kevlar, by several orders of magnitude. You could brush off a point blank tank shell in this thing. Or the magical equivalent, for that matter.
100	Clean-Blooded	Harry Potter CYOA	Abjuration	You do not get sick. You are always free from illnesses or diseases.
100	Dragon Hide Jacket	Harry Potter CYOA	Abjuration	A jacket made of dragon-hide that reflects minor spells. Makes you look pretty cool. You'll grow into it.
100	Occlumency	Harry Potter CYOA	Abjuration	Mental defenses find it difficult to possess or penetrate into your mind. You have no tells, it is impossible for others to know if you're lying to them without evidence.
200	Gifted - Magical Resistance	Generic Harry Potter Fanfiction	Abjuration	Somehow you have skin like a Dragon or a Basilisk, which provides you an incredible resistance to harmful magic of all types. This ability is strongest in your skin, allowing you to tank mighty spells without even noticing them, but it's only slightly less potent elsewhere. This Gift works through absorbing the magic used on you, meaning that sufficiently strong magic can still affect you, it's just that the bar is sky-high now. Ordinary spells like jinxes and hexes aren't even noticed, a fireball that would vaporize anyone else leaves you mildly smoking, and dancing naked in Fiendfyre would give you a slight burn. This works not just on deliberately cast magic, but also on magical gifts, be they possessed by humans or beasts. Unless they're exceptionally powerful, of course. A Dementor's aura does nothing to you, nor do the weaker diseases of a Nundu's breath. There is one single exception to this however. The Killing Curse isn't hindered in the slightest by this.
500	Nullification	Harry Potter CYOA	Abjuration	You can make someone's spell fail while casting or temporarily remove enchantments from objects or places. You must actively and purposefully decide to do so and must be able to see a magical object or an attempt at magic.
200	Protecting	Charmed	Abjuration	It is the place of Good to protect, and in service to that, you now have the power to designate up to four people at any one time as Charges, which may be the same or different as any charges assigned to you by the Elders. You can designate a person as a charge on sight, should you have a free slot. If not, then you may drop one of your currently filled slots, however you can only a drop a person either to replace them or to empty a slot, as a charge if they are not in any current or immediately foreseeable danger. You can only protect so many, sadly. . . Any charge you possess, you will find any and all protective or defensive powers and magic that you possess can be easily projected to benefit them, but only in your immedaite presence. You also find any power or magic you use for this purpose to be slightly more power than normal. Naturally, any power you use to protect others cannot be used to protect yourself at the same time.
200	Protection Ring	Charmed	Abjuration	This simple ring, of whatever style you would like or prefer, can shield the bearer from direct or area of effect magical effects. It can only be used by those without any magic of their own and can only resist so much before it fails. It is especially effective at protecting against magical effects which are not explicitly targeting the bearer and friendly fire.
400	Amulet of Protection	Charmed	Abjuration	This amulet containing a forcefield power protects its bearer from all harm. While strong, it can be overcome with sufficient raw power or the right power. The amulet also forces the user to remain in a defensive posture while it is in use, preventing counterattacks or any offensive action, even fleeing is not possible while using it. The amulet contains a limited resevoir of power to work off of until it falters under pressure, but if given by you to another, you are immediately and perfectly alerted to its activation, allowing you to find and aid the person.
400	The Second Eye of Aghar	Charmed	Abjuration	This amulet contains a single instance of the immunity power and can be used either yourself or gifted to another. What the power protects must be set at purchase and cannot be changed, provides the same protection for any wearer. By default it looks like a large circular amulet on a necklace, made of gold with a single gem embedded in the exact center, however should you wish to import another amulet into possessing the Second Eye of Aghbar's qualities, then you do so for no added cost.
600	Ring of Immunity	Charmed	Abjuration	This ring is capable of holding a specific form of enchantment, a powerful protective enchantment. Similar to immunity, this ring provides a specific form of defense against a particular group of people and power of all sorts originating from that group, magic or otherwise, albeit having no impact on purely mundane efforts. This spell however is not broad enough to protect against an entire race or category, instead by being blessed by a senior representative of a given group, or the ancestor of a particular bloodline, all those subordinate or junior to that person are subject to the spell and cannot use magic on the bearer to the Ring.
100	Blessing of the Wood	Cultist Simulator	Abjuration	Being an intermediary to spirits is no easy task, jumper, and there's always the possibility that your enemies may strike when you are the most vulnerable. Whenever you find yourself asleep, in a trance, or otherwise incapacitated, you'll be guaranteed that your physical body will come to no harm until you wake up. This doesn't mean that trouble will not find you, in fact, it's entirely possible you'll be locked away and be prepared for butchering, but at the very least your aggressors will have the decency to wait until you wake up.
200	Cinnabar Amulet	Cultist Simulator	Abjuration	A scarlet amulet that glows dimly with phosphorescent light. When worn, the body is never hot or cold, and always retains its temperature perfectly.
200	Starborn	Cultist Simulator	Abjuration	There are dark and malevolent forces out here, jumper, and fighting the occult arts is bound to spoil one or two forbidden secrets that would destroy lesser minds. Lucky for you, your ability to pursue the truth is now unimpaired by the shackles of human nature. Through this perk you can learn any type of mystery, truth, or knowledge, without risking your wellbeing. This even expands to the realm of memetic, cognito and infohazards. No experience can unnerve you, no knowledge can break you, and no truth can unravel your soul.
400	Watchman's Glass	Cultist Simulator	Abjuration	An ancient glass of polished silver anthracite. This unbreakable shield can be used to reflect the most radiant light, and even supernatural attacks will bounce off its surface.
100	Adventuring Clothing	Danmachi	Abjuration	A set of multipurpose clothing that was created by imbuing it with a salamander and undine's magic power. It protects the wearer against fire and the cold along with being resistant to water and heat based attacks. It also enables the user to swim better in water and reduces water resistance and water pressure. It is also resistant to wear and tear along with it automatically cleans any dirt and filth from it.
100	Twisted Sister	DC Occult	Abjuration	Your mind is ever so slightly warped, allowing you to resist effects that would normally disorient you. Compulsions to not notice something themselves go unnoticed and a weak attempt at hypnotism would fail utterly. This will do little against more powerful effects, but it' ll stop smaller stuff from being a nuisance.

200	Blood Ward	DC Occult	Abjuration	Your supernatural parent probably isn't the kind you want rocking up to parent teacher interviews, but they may still want to take an interest in your life - no matter how much you wish they wouldn't. This charm, perhaps a necklace, ring, watch, or similar thing provides a measure of protection from your own progenitors. While limited in scope, should any ancestors or other relations seek to use their familial bond against you using supernatural means they will find it much harder to do so, needing to exert far greater effort to overcome your defences, and almost certainly giving you enough warning time to do something about it.	
400	Ragman Suit	DC Occult	Abjuration	A dark green cloak set over a skin-tight suit patchwork cloth in a plethora of colors and shapes. Well, it appears to be cloth; in truth, it is made of corrupted souls captured by the wearer. The suit was made long ago as a source of mercy and an alternative to burning in Hell for the souls captured by the wearer. The souls can aid the wearer, granting them strength and taking damage in their place. In doing so, they eventually pay their penance and are allowed entry into Paradise for their services. The more a soul helps, the faster they earn their freedom and they all know this, so most are willing to do what it takes – or they eventually come around to be willing, in any case. The Suit already contains a few dozen souls that are willing to work for their redemption, which is enough to amplify your abilities well into the superhuman range when drawing on them, but you will need to capture more and continue to do so to retain and increase the suit's power. Needless to say, this only works on the souls of the wicked. You also have absolute telekinetic control over the cloak, which is supernaturally strong and can stretch and contort, while wearing the suit.	
600	Thirteen	DC Occult	Abjuration	Your nature has given you an incredible resistance to magic. Normal magicians would be completely unable to affect you, and the magic of more powerful beings would be greatly weakened when used against you. You have complete control over this ability, allowing you to be affected by any magic you choose. You can not be compelled to lower your resistance unwillingly, even if under mind control or enchanted by someone else. Only a conscious choice made with free will on your part can lower it, unless it would explicitly be to your benefit, such as an allied spellcaster attempting to dispel a mind control spell or curse affecting you. Just, you know, this won't do much of anything if someone uses magic to levitate a huge boulder above your head and drop it on you or uses magically enhanced strength to snap your neck.	
800	Vestments of Fate	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.	
800	Vestments of Freedom	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.	

1600	Vestments of Balance	DC Occult	Abjuration	The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies. The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession. You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be. As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so. After this jump is over, you can silence the ghost or awaken it as you please. With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.	
1000	Synchronicity Wave Travelling	DC Occult	Abjuration	You have a rare and dangerous talent. An ability possessed only by a select few of the Constantine bloodline. Synchronicity, in magic, is the belief that the universe is guiding you. For one such as you, the reverse is true. The Synchronicity Wave is your plaything and you may use it to instead guide the universe. To your whims, fate and chance bend. Coincidences pile up to make even your shallowest of plans succeed even as the complex and masterful plans of your enemies fall to pieces around them. You have preternaturally good luck, bullets fly around you, people trip and fall on their own swords, and the cosmic dice are weighted in your favor. Fate cannot touch you as you make your own way, but the very same Fate will bend to make your plans come to fruition, even as it guides your hand into the heart of your enemies. When you actively ride the Wave -- which requires only that you focus and will yourself to do so -- these effects are amplified drastically. You can stand against beings of immense power and watch as it almost seems as though a writer changes the story to allow you much greater odds of coming out on top. Facing down the ultimate embodiment of evil would spell doom for most any man, but your chances of pulling the wool over the devil's eyes and walking away with the last laugh are much higher than they would be for just any common schmuck, even if you were just an otherwise common schmuck – but we both know you're already much more than that, don't we?Although, you should be aware that while this greatly shifts the odds in your favor, it does not guarantee victory, nor does it allow you to win in a truly impossible situation. Don't get too cocky. Even above this, once your chain is over you will gain mystical significance as "The Laughing Magician", who thumbs his nose at the gods of man's own creation and upsets the balance of all, the greatest trickster, who spits in the face of God and the Devil alike. By using that title, you will be able to gain near godlike power, controlling fate, magic, and even bending the fabric of reality.	
100	Demon	Divinity: Original Sin	Abjuration	Somewhere along the line one of your ancestors got a little freaky with a Fire elemental. You take slightly less damage from fire magic of all stripes.	
100	Ice King	Divinity: Original Sin	Abjuration	You may have played a little too long with the Ice Faeries as a child. You take slightly less damage from ice and cold magic.	
100	Iron Hide	Divinity: Original Sin	Abjuration	You sure can take a punch. . . and a sword. You have a slight, natural resistance to physical attacks of all stripes.	
100	Lightning Rod	Divinity: Original Sin	Abjuration	An Air Elemental saved one of your ancestors from falling off a cliff. The rest is lost to the legends. You have a slight resistance to electricity magic of all stripes.	
100	Thick Skin	Divinity: Original Sin	Abjuration	Just don't ask. Nobody likes telling that story anyways. You gain a slight resistance to earth spells of all stripes.	
200	Living Armor	Divinity: Original Sin	Abjuration	35% of all healing you receive also regrows any damaged defenses you possess.	
200	Sword and Board (Adept)	Divinity: Original Sin	Abjuration	The shield can do more than simply block or slide blows aside. An inventive mind with a smidgen of talent is capable of doing so much more than simple tricks. Elemental Tortoise infuses the caster with thick weavings of protective magic that dampens any elemental spells that try to harm them. However, the weight of so many shields hampers the caster's ability to move freely. Barbed Wire is a more offensively minded spell that lashes out with the reflected force of any blocked blow, damaging those who fail to damage the caster.	
200	Vital Essence (Adept)	Divinity: Original Sin	Abjuration	Deving deeper into the magic drawn from the rocks and mountains allows the discovery of the spells that enhance the strength of the caster and those around them. Bless has a simple name, but is a rather complicated enchantment. It allows the caster to enhance one of their own physical traits. Strength, Endurance, Dexterity, Agility, any one of them can receive a sharp boost for a few moments. Similarly, Blessed Earth allows the caster to apply the same effect to all their allies within a short distance.	
300	Sword and Board (Master)	Divinity: Original Sin	Abjuration	There is, unfortunately, a limit to what a shield and sword can do even in the hands of a master. Enemies will find away past the most powerful defensive magic and the most solid of stances given time, experience, and a little luck. But those who dedicate themselves to defense already know this. Indeed, some eagerly await the moment a blow slips past their guard to sink into their flesh. For that is the moment they can make their foes truly pay. Shackles of Pain directly links an opponent and the caster, forcing them to endure all the damage that the caster would have received without gaining the same benefit in turn. Some warriors take advantage of this in cruel ways.	
400	Fade-Touched	Dragon Age	Abjuration	A spirit came to you in a dream, they touched your mind and soul, and you were forever changed. A part of this spirit now forever lives inside your mind and soul, without the usual negative effects that would have on you or the spirit. Instead, this has granted you several useful boons. You are completely immune to any kind of force that tries to control you, physically, mentally, or otherwise. The spirit will also protect you from possession, you no longer need to fear a demon will possess you. Furthermore, should you perish, this spirit will bring you back to life, though it only has enough strength to do so once per Jump/once every ten years (whichever comes soonest).	

500	Red Magic	Drakengard and Nier	Abjuration	Thanks to a blood ritual from the Watcher Cult, your body has been dyed blood red. Besides giving you a paint job, this ritual has enchanted you so that you now resist magic. From magic missiles to dragons breath, any sort of arcane attack does a small fraction of the damage that it would. What's more, when you're hit there's a chance that the magic will be reflected, turning into a dangerous arcane bolt that homes in on the caster. Note that this doesn't make you invincible however, just resistant. If someone drops a magical nuke on your head, you're just as dead as everyone else nearby. It also colors you completely red, although if you choose it will only dye a single body part, like your hair, eyes or a hand.	
700	Upgraded Firewall	Drakengard and Nier	Abjuration	Let's be honest. Getting hacked? Sucks. Having logic viruses infect your think-space? Sucks. Being unable to control your own body while some jackass pilots your body to kill your friends? Sucks. So let's put a stop to that right here and now. Your CPU has been granted an upgraded firewall to protect you from all those nasty computer bugs. Anything that attempts to access your mind without your consent will be not only denied, but deleted. More powerful data entities might come out of the deal with just some damage and data corruption, rather than full deletion, but it'll still hurt like a bitch. And they're not getting in no matter what. If you're taking this perk and you're not an android, instead of a firewall you have a literal psychic wall of fire in your mind to protect you. Madness effect, psychic attacks, possession magic, it works on anything that affects your mind, just like if you were a robot and not a disgusting meatsack. Note that this only protects against mental/software hacks. If something manages to physically puppet your body, you need to find your own solution.	
100	Physical Enhancement	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have knowledge of a form of magic that enhances your physical abilities; Reinforcement, Runes or some other magic of your choice.	
200	Empty Space	Fate/kaleid liner PRISMA ILLYA	Abjuration	There's an empty space in your mind that you can use to avoid forms of brainwashing or mental magic. Simply by retreating back into that space you can circumvent attempts to artificially alter your mind.	
200	Suit	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have a suit of your design engraved with runes to enhance your physical abilities. Further improvements you make to it ith magic will also be slightly enhanced.	
600	Emerald	Fate/kaleid liner PRISMA ILLYA	Abjuration	You have been chosen to be the master of a mystic code created by the magician Zelretch. As a mystic code created with knowledge of the second true magic this kaleidostick known as Emerald has the ability to provide it's master with unlimited magical energy. It also provides it' s master with an A rank magical barrier that shields from magical or physical attacks, accelerated healing, increased strength and the ability to shape mana into rough constructs or blasts. To utilise these abilities however requires the user to be within fifty metres and to be in physical contact within the last thirty seconds. The kaleidostick having a personality/mind is up to you however it will not count as a companion either way.	
100	Raiment - Boosted	Generic MG	Abjuration	For 100 CP (even for Mahou Shoujo) the raiment will become actual armor, increasing your toughness while you are transformed. **(CG Note: Requires Raiment - Generic MG first.)**	
150	Defensive Determinator	Generic MG	Abjuration	Yes, the tank is an important part of party composition. You tank via forcefields, which allows you to tank at a distance and tank even when your enemy is so rudely attacking someone else. You start with basic forcefields that you and your allies can move and attack through, while those you don't want to have free lines of fire and movement have to break them first. Put in time and practice, get out new forcefields and tricks. If you want to create defensive barriers to protect an environment, then this is a good start.	
600	Anti-Magic	Generic Magical Girl	Abjuration	You can just shut down any magic less powerful than your own. Attacks vanish, curses break, animated statues stop moving, and spells in progress stop dead. If the source of the magic is stronger than you, you'll still manage to disrupt it a little, but you won't be able to break it completely unless it's a very delicate spell. Starts out weak, but as with other powers gains strength with practice. Tires you out a lot to use it, you can only manage this once a day at the start.	
600	Juggernaut of Light	Generic MG	Abjuration	Stopping you is extremely difficult. Up to three times, you may keep going after being otherwise taken out of the fight. Magic depleted? Actually, your tank is suddenly full. Spine broken? Just pop it back in place. Decapitated? Well, it'll leave a scar, but that's fine. This takes a moment to kick in, with lethal blows taking several critical moments. Using a charge will, in addition to reversing whatever took you out of the fight, partly replenish your other combat resources. (Such as magical energy, physical and mental stamina, and health.)You can recover charges at one every week (if from nonlethal K. O. s) or one every year (if from lethal K. O. s). Charges used for nonlethal K. O. s will recover first. If you use a charge, you'll be exhausted the next day as your system recovers from the strain, but this has no long-term consequences. Charges also recover at the end of a Jump. (C**G Note: The remainder of this perk requires The Power of Friendship - Generic MG first.)**The Light In All Of Us (The Power Of Friendship)When your allies fall in battle, you can bring them back. Whether it's non-lethal or lethal, you can get them back in the fight, applying the effects of a charge of Juggernaut of Light on them without using up one of their own. It takes a moment for nonlethal K. O. s and several moments for lethal K. O. s. In addition, your allies can also do this on their own, so if you get downed they can get you up. You maintain awareness of the battlefield even while "K. O. ed," and if you want, you can delay using Juggernaut of Light to let your allies get you back up.	
600	Magical Purification Blast	Generic Magical Girl	Abjuration	Purge the evil and/or mind control from your enemies with a massive burst. Turn enemies into allies! Purge possessing demons! Turn sentient concentrations of evil into a bad memory! Make sure you only use it to end the whole fight, because it will wear you out so badly you'll usually pass out and sleep in late the next morning the first time you use it, but that bad guy definitely won't be bad anymore. With a lot of practice, you'll be able to stay awake after using it, but it will still wear you out.	
600	That Did Not Happen	Generic Magical Girl	Abjuration	With a supreme effort of will on your part, you can use your power to prevent the damage caused by battles with the forces of evil – by locking the battle into a barrier field where the damage won't affect the outside world. Once you've defeated the enemy, you can release your barrier and the world will revert to what it was before. Normal people will be sealed outside the barrier, and won't notice anything going on inside, but people with magical abilities or powers may be able to walk right into it, suddenly finding themselves in the middle of a war zone. Also, be careful - if you lose the fight, your barrier will collapse, and all of the damage will suddenly appear in the real world. Typical barriers start out around the size of a football field, but with practice you can probably get them to cover a square mile or more.	
300	Timelessness	Golden Sky Stories	Abjuration	There are some things in life that don't change regardless of circumstance. A little town that remains rural despite the efforts of industrialization, a group of animal spirits that don't seem to vanish, even if people don't believe in them as much as they used to. You are timeless – in the sense that you don't age at the same pace as the rest of the world around you. The effects of temporal magic and shifts don't seem to affect you, as if you are detached from the same time frame that the magic would otherwise affect. Be wary – immortality isn't as wonderful as it may seem, especially if the rest of the world continues to age around you.	

600	Rejection of the Supernatural	Golden Sky Stories	Abjuration	There’s a difference between seeing the paranormal and accepting the paranormal, and for some people, they would much rather forget the paranormal once seen rather than accept it as a part of reality. Perhaps you are amongst these people – an individual who would rather have peace and quiet than ghosts and magic. At will, you can manifest your wilful ignorance into a field around you, and both magical and supernatural phenomena will occur at a distinctively reduced frequency – if it occurs at all. Don’t want ghosts haunting your house? Just pop that field up and banish them away. Granted, this ability won’t work as well in a world where magic or supernatural entities are a norm – but at least it does afford you a substantial level of magic resistance!	
400	Nonbeliever	Jackie Chan Adventures	Abjuration	Magic is simply less effective when used against you. You become more capable of shrugging off subtle spells like mind control and surviving destructive magical attacks.	
100	Meditation	Justice League Dark	Abjuration	You know three dozen different ways to meditate, focus, or otherwise quiet the mind. Useful not only for magic, but for long-term mental health. Good to occasionally take time and decompress, y’know?	
400	No Trap Can Hold Me	Justice League Dark	Abjuration	Well, not for long in any case. No situation is utterly hopeless for you, no prison inescapable, no magic too binding. Every minute your enemies leave you alive, torturing or gloating, is a gamble, and not one likely to pay off. This doesn’t simply apply to physical prisons: trapped in another dimension or adrift at the end of time, there is always a way out and you will always be capable of finding it. Escape is simply a matter of when, not if.	
100	MP Rage	Kingdom Hearts	Abjuration	Magic allows you to do many futuristic, wondrous things, but only so long as you have the magical energy to keep casting spells. In the middle of combat, you don't have the time to let it recover by resting, and may not have time to quaff an Ether or two to power your potent abilities. Fortunately for you, there's another way to recover magical energy and you've just gotten the hang of it. Now, every time you take damage from an enemy you recieve a sizeable portion of that damage as MP. The more damge you take, the more magical energy you'll recover. Do note this is compensation for being hurt, it doesn't reduce your damage taken and you do actually have to take damage, not just get hit with ineffecitve attacks.	
300	Terms and Condtions	Kingdom Hearts	Abjuration	Sometimes you set up shop in a bad part of town and need to ensure your customers are safe, and that you're safe from your customers. Well now you can. On a property you own and for a short distance around it, you're able to enforce a set of rules or a code of conduct. These restrictions take the form of an extremely powerful compulsion preventing all but the most powerful or strong-willed people from breaking them - yourself included - but must relate to the core purpose of the building. You can declare no violence around a hospital or no stealing in your shop. Each property you own can only support a few taboos with any real strength, attempts to apply too many will find them wearing so thin that they become more like guidelines. Some beings, such as animals, the totally insane, and some types of robots barely feel the compulsion at all. Making a building and enforcing nonsensical rules such as everyone who enters must obey you will have so little reinforcement that you may as well not bother.	
300	Time Keeper	Kingdom Hearts	Abjuration	You are incredibly resistant - almost the point of being selectively immune - to the manipulation of time. Stopping, looping, reversing, whatever; it just doesn't work on you, you'll shrug it off like nothing had happened. Spells, superpowers, the environment, no matter the source, warped time has no effect on you. Although you can lower this effect to allow specific temporal effects (and only those effects) to affect you, it defaults to "on. " Do keep in mind that a God of time or similar fundamental being may be able to effect you anyway, but it will be significantly harder for them to do so and you'll almost certainly notice the attempt.	
400	Barrier	Kingdom Hearts	Abjuration	You know those magically enclosed areas that videogames lock you into, so you can't get too far away from your enemies? Or when you can't leave an area until you've completed a puzzle or won a race or completed some other arbitrary task? Now rather than getting annoyed at it, you can do it to others, trapping people inside a barrier until they complete a challenge you set for them. Do note that the challenge has to be possible, that is to say possible for whoever is trapped inside, although it can be difficult to complete. Other than completing this rather obvious condition, the barriers are almost impenetrable, nigh-indestructible, and block all but the most powerful methods of transporting in and out. Should you set a task that cannot reasonably be able to complete or something like, "kill yourself" or "give me your power", the barriers will look flimsy, and a few hits will shatter them.	

Chapter: Conjuration					
CP Cost	Perk Name	Source	Chapter	Description	
50	A PLACE OF WONDER	Golden Sky Stories	Conjuration	As a Henge, without having to worry about hiding your appearance, your Domain allows you to concentrate on building a connection with others. Granted, it won't be often that a human or another Henge actually intrudes on your Domain – but you could invite them in temporarily of course. So long as they remain within your Domain, it becomes much easier to bond with them and the same goes for your companions as well. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
50	Natural Domain	Golden Sky Stories	Conjuration	As a Henge, you'll likely find yourself living out in the wild for the most part, and chances are you'll have to look for a place to set up camp. You can go and see if the humans are willing to lend you shelter of course, but I can also help you out by allocating you a section of the domain around town, a place for you to rest easy at night. Just don't expect it to be much larger than an apartment suite – you're sharing the forest with other Henge too! Though. . . to think of it, it's really strange to describe your domain as an apartment suite. Should you eventually depart, you should decide for yourself how this follows you.	
50	Natural Elements	Golden Sky Stories	Conjuration	In places overflowing with nature, it's said that sometimes, the lines between the "modern world" and the "spiritual world" blurs a little, resulting in strange supernatural locales. Choosing an element of nature, you can exemplify this element beyond its limitations in the "modern world". A river of stars that only appears above your domain, a sprawling forest of bamboo that blocks out the sky; it's up to you to decide what element suits you best. Each time you take this, you can choose a new element (Though it does have to be something natural), and the size of your domain grows by half. For each 100 CP you place into this, you'll also find that natural animals will show up, appropriate to the element you've chosen – and with time, these little critters may also become Henge as well. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
100	A Candle-lit Monastery	Cultist Simulator	Conjuration	A quiet monastery lit by thousands of candles. The wax of the candles flows endlessly, and the light inside never dims. This monastery includes a church, a library and a cloister where your followers and practitioners may take residence. The candles, the larder, and the cellar, refill themselves every night when no one is watching. When the doors of the parish are closed to visitors, influences of Lantern and Moth descend on these halls.	
100	A Corner Street Newsstand	Cultist Simulator	Conjuration	A small newspaper stand with a small selection of literature. The papers here holler with confidence, knowing that only the initiated will listen. This stand only seems to sell newspapers of the tabloid variety, that just so happen to be written with rather truthful stories. These daily news sometimes include useful information regarding the many demi-real Secret Histories.	
100	A Dusty Workshop	Cultist Simulator	Conjuration	A cozy but unkempt mechanics workshop. The clattering of tools livens the machines inside it, and they open at the seams from the laughter. This workshop contains all the tools needed to service any vehicle, from a small motorcycle, to a large truck. The big parts need to be called in, but the little plugs and bolts always seem to be on stock. There's a hidden room in the back of the building that leads to a private shrine, where influences of the Forge and Knock congregate.	
100	A Quiet Hotel	Cultist Simulator	Conjuration	A lovely hotel with the words "Overlook" emblazoned at the entrance. During the day, bustling caretakers tend to the precincts, at night cold winds sweep the orchards. This countryside hotel is managed by the spirits of the dead, who keep things stocked and tidy for their ignorant guests. In the gardens there's a particularly large hedge maze where the influence of Winter wanders, while the ballroom soaks with the influences of the Heart from the floors above.	
100	A Velvet Cabaret	Cultist Simulator	Conjuration	A gaudy cabaret in a corner of an alley. In here, talent comes through the front, while the real patrons go through the back. This establishment is always run by a local gang, loyal dogs who will provide the much needed 'protection' free of charge. The music is smooth, the drinks are free, and the company is never lacking. In the private rooms, influences of Edge and Grail bleed with pain and ecstasy.	
100	Extended Moleskin Pouch	Harry Potter CYOA	Conjuration	A pouch that can only be opened by the owner. There is as much space in the inside as there needs to be. Opening is around 25 square inches.	
100	Grand Wheel	Drakengard and Nier	Conjuration	When you focus for a moment, time slows down and you can see a wheel of sorts in your mind's eye. Using the magic of the wheel, you can store and retrieve up to twenty weapons at a moment's notice, swapping between them freely.	
100	Pet Owl	Harry Potter CYOA	Conjuration	A pet owl that carries your post.	
100	SHIMENAWA	Golden Sky Stories	Conjuration	Often used in conjunction with Torii gates, the Shimenawa binds your territory with sacred rope, acting to repel off evil spirits and supernatural individuals alike. On top of that however, should you take a length of Shimenawa and bind it around an object – say a tree or a rock – in time spirits will inhabit that object. Perhaps you could use it as a way to gather the souls of the dead? Thankfully, using the Shimenawa like this will allow the removed section to replace itself over time. When both the Torii and Shimenawa are combined, the Shimenawa will actively restrain those who would bear ill will against you even if they manage to cross the boundaries of your domain. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
100	Stable Summons	Dragon Age	Conjuration	You gain the ability to whistle! By putting your thumb andforefinger into your mouth, pursing your lips and forcefully expelling a great deal of air youcan make a shrill noise. . . . What, not many people can do that properly. Fiiiine. Whistlingalso summons a mount of one of the types below. Each purchase of this talent gives you adifferent grouping of mounts. Mounts are swift, intelligent and neigh tireless. Mounts willcome with appropriate tack, can be dismissed at will, and while they are real animals andbehave as such do not require food and water. Slain mounts will remain slain for 24 hours. Horses – Horses of all types and breeds from smaller riding horses up to massive drafts andchargers. Dracolisks – These animals appear to be the crossbreed of a horse and a dragon. Tallquadrupeds with no wings or tails, these lizards are surprisingly hearty. Harts – These massive, muscular animals are incredibly intelligent and willful. Giant racksof antlers spread out from their heads and are capable of dealing no small amount ofdamage during a charge. The high-pitched whistle they use to communicate is distinct. Menagerie – You do know what a menagerie is, don't you? Okay then. If it can serve as amount but it otherwise problematic to categorize, it's in this group. Every time you whistlefor a mount from this group, you've got a chance of getting something different. Gianthorned nugs? That's an option. Patchwork ponies? Could happen. Vaguely undead horsesthat have swords stuck through their skulls in a creepy parody of unicorns? Got those too. These mounts will no doubt catch peoples attention, though not necessarily in a good way.	
100	Summoning Acolyte	Divinity: Original Sin	Conjuration	The secrets of the elements are yours! You are greatly knowledgeable in the casting of summoning magic and can cast a great many spells with it. You reach through the elemental realms and lash them to your will with a Dimensional Bolt and from its latent energies rises your Elemental Totem. Bound to your will, you Conjure your Incarnate and bless it with fragments of your power in the form of a Farsight Infusion.	

100	Teleporter Pyramids	Divinity: Original Sin	Conjuration	A set of four pyramids that are magically linked together. After a lengthy incantation it can transfer anyone holding one of the pyramids to the location of any other in the set with no apparent restrictions other than said incantation. Useful for keeping up with buddies!	
100	TORII GATE	Golden Sky Stories	Conjuration	A marker to divide the outside world away from your domain, the Torii gate exists to clearly identify that this is your domain – and as such it actively repels mundane folks, preventing people from accidentally wandering in. A helpful defense mechanism for those who would prefer to be left in peace, by inscribing a name on a Torii gate, you can utilize the gate's magic to bless the individual in question. Naturally, the blessing improves one's luck. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
100	Tourou Nagashi	Golden Sky Stories	Conjuration	Lanterns serve as guideposts for lost souls and lost folk alike. Illuminating pathways both mundane and supernatural, for some, lanterns illuminate the pathway towards another world. With this, you'll be able to conjure forth stone lanterns, which will serve both as a static guide marker for individuals at night – and also serves as a guide marker for spirits and souls alike. In places without a netherworld for spirits to pass on to, the lanterns will still calm undead beasts and spirits – it can also serve as a holding place for them.	
100	Vanishing Cabinets	Generic Harry Potter Fanfiction	Conjuration	This is a set of linked cupboard-like items, decorated with strange, funny-looking symbols. But its abilities go beyond its looks! These cabinets are a linked set, capable of transporting whatever is placed in one to the other, without any disruptions, side-effects or possibility of failure. It doesn't matter what measures are in place to prevent it, it isn't relevant how far apart the items are, so long as both are on the same planet. Enter one, step out of the other. Or move goods. Comes with blueprints on how to make more.	
200	Dwarven Mine	Dragon Age	Conjuration	This is a Warehouse Attachment that contains a mine with several large veins of high-quality lyrium and several deposits of precious metals such as veridium, silverite, volcanic aurum, etc. Strangely enough, these veins and deposits never seem to run out, no matter how much is mined. There's also a small compound where several dwarves seem to live, who are more than happy to mine the stuff for you.	
200	Familiar - The Basilisk	Generic Harry Potter Fanfiction	Conjuration	Or maybe a snake is more your style. The King of Serpents has chosen you as his/her human, and you had better be glad for it. Able to kill with a glance, the Basilisk is fiercely protective of you, and will not hesitate to destroy anyone who looks at you wrong. Their venom is one of the most destructive substances in the world, being able to burn through just about anything magical you may imagine, including the most powerful magic and even souls, under certain conditions like it being dependant on a physical object for survival. It works through contact as well as ingestion just as effectively. Breathing it for a few moments is death if you boil it. All this is for mortals, of course, this can't kill any immortals. The Basilisk is about the size of a small snake most of the time, the kind you can hide on your person or up your sleeve. At will they can take their full size, which is about fifty feet long and suitably proportioned. As the King of Snakes, the Basilisk is a very strong symbol of raw power and majesty. Possessing one automatically lends you a very intimidating and imposing presence, indicating your status as someone very powerful indeed. This is discounted to Parselmouths.	
200	Familiar - The Phoenix	Generic Harry Potter Fanfiction	Conjuration	A being of deep, old magic, this is an entity steeped in powerful magic who has chosen to assist you on your way in life. Unshakably loyal, your enemies are their enemies, your goals their goals and your friends. . . not necessarily always their friends. The two most common familiars seen in Harry Potter fanfiction are mentioned below. Alternatively, you may choose any other magical animal to take as a familiar instead, but their power-level is limited to the equal of either of these two. This is your own Phoenix familiar, your partner in both crime and goodness. Fully sapient, the bird has a mental link with you, over which you can speak across any distance. They are able to travel through flame to any part of the world, completely ignoring all but the absolutely strongest defences and secrecy measures. Their tears are incredibly powerful healing agents, to the extent that a few droplets could reduce a life-threatening injury to nothing. They can lift virtually unlimited weights in their claws and from their tail feathers, which make high quality wand cores. Their song has a strong soothing effect on people you like, even works as a healing agents for their minds and souls. It also makes people you dislike feel jittery and uncomfortable, even causing sharp spikes of pain. The strength of these effects, good and bad, depends on the intensity of your feelings towards someone. Depending on the world you pick and your own choice, they are attracted either to goodness or just to power or both, but in all cases they are seen as powerful symbols of light, order and good, and simply by being associated with them your apparent trustworthiness and charisma go up considerably. You may pick for them to be attuned to another element than fire, which does. . . surprisingly little, actually. They're a different colour, and they use a different element to teleport. A phoenix of the appropriate element is discounted to Elementalists.	
200	Fruits Of The Forest	Genshin Impact	Conjuration	There are many different ingredients and materials in this world that you are unlikely to find in any other. With professions such as alchemy relying on these very things, it would be remiss if you didn't have access to those items later. As and when you wish, you may enter into this moderately sized space filled with lush plant life and creatures in a variety of environments. In many ways this space would appear similar to that of a pocket realm or domain. Every few days any plants or animals that have been harvested will reappear, though rarer species such as regisvines and the like will take longer. In future worlds, you can add other species to the space by simply bringing them inside.	
200	Gate	Bleach	Conjuration	While this ability is present in everyone during the jump, after the jump it will be lost. By purchasing it here you may continue creating gates to the afterlife of whatever setting you're in, and also use it to travel to parallel versions of whatever setting you're in.	
200	Grand Jumper Manor	Generic Harry Potter Fanfiction	Conjuration	This is a palatial residence, located on its own private island of some significant size, or in some remote mountains. Either way, you own several thousand acresaround it, and that's beside the pile itself. This is less a manor and more a grand palace, of a size and magnificence that makes Versailles, the Taj Mahal (although that one isn't a residence), and anything a Romanov owned looking like shabby mud huts. With hundreds of rooms, dozens of dining halls, ballrooms, multiple gardens that have numerous fountains, it's one prime piece of real estate, and it's all yours. Oh, and it's completely enchanted, of course. Thousands of gargoyles, statues and carved animals await your command, the whole place is maintained by multiple house elves (or non-sapient magical golems with the same abilities, if you don't want house elves for some reason). They produce enough food to throw obscenely lavish feasts for up to five hundred people in every meal. It also has a very nice wine cellar in the basement, with some of the finest magical and muggle vintages in the world laid in and replenishing every week. Defence-wise, it's decent, but not really anything to write home about, having your basic unplottable and muggle-repelling charms as standard. If you want, you may have it be in a Trunk or even a Suitcase. You lose the acreage and the gardens, but hey, portable.	

200	Greater Summoner	Hyrule Warriors	Conjuration	Summoning, the act of bringing forth something or someone from somewhere else. The most powerful being Cia who brought forth entire eras and armies, though more than a bit of an outlier considering her reliance on the Triforce and Gate of Souls for such feats. Summoning is arguably the most widespread of magic with members of every army having more than a few. Perhaps it's because it is so valuable in war that it's fostered among varying militaries. Summoning, to put it simply, is bringing something from somewhere else to where you are now. The larger and farther away the object, the harder it is to summon. The less familiar you are with an object, the harder it is to summon. Normal summoners within this war are used to summon reinforcements as a result, limited to bringing forth allies one at a time from nearby camps. You have a bit more skill in the art and can summon several allies at a time or call up objects as large as an elephant, and put them back too.	
200	Infinite Bag	A Practical Guide to Evil	Conjuration	Okay, so it'stechnicallynot infinite. It can still hold enough alcohol tomake a brewery's yearly output do a double-take, as well as a fleet of ships. As in you canliterally shove a bunch of warships into the bag and carry them around. The bag will notincrease in weight at all, no matter what you put into it.	
200	Jichinsai「地鎮祭」	Golden Sky Stories	Conjuration	The Jichinsai is a human ritual to call the guardian spirit into the area – but the humans never realize that the guardian spirit was probably there all along. As a guardian spirit, you can claim a territory as your own, up to the size of a small village. This is your domain to protect, and once you decide on one, you can't change it until a substantial amount of time has passed. Within your domain, your rate of recovery for all matters such as health or magic improves dramatically, and you gain the respect of those who enter the domain. However, that isn't the point of being a guardian spirit – you defend this area, and as such, it will flourish under your stewardship. For as long as you mark a domain as yours and protect it, all life will grow vibrantly within it.	
200	Magic Bag	Ben 10	Conjuration	Aw, what a cute little bag you've got there with those little shark teeth for a zipper. This is a magical bag that stores both magical energy and spell components. It has a lot more room than it seems, being able to fit a house's worth of stuff inside of it and then ejecting whatever you happen to need that second on command. Good for sorcery on the go!	
200	Mansion	Charmed	Conjuration	All jumpers should have a home and a stately home at that, so here you go, Jumper, a lovely manor for you to enjoy. While comparatively tall and narrow from the front, this three story manor was built in the 1890s in the Eastlake Victorian Style and has features such as a conservatory, foyer, and expansive garden. It has three bedrooms, a dining room, living room, sitting room, kitchen, basement, and an attic, and also two small rooms that can be put to whatever purpose you please. But this is not just a pretty house, this is a place that has steeped in magic over a long period of time, thanks to a confluence of local leylines and has gained some unusual traits thanks to it. No matter how damaged the building, any effort to maintain it or repair it goes supernaturally easily, quickly, and consumes far less resources in terms of material or money than it should. No on including those doing the work will notice anything unusual about this. The power of the house also shields, protects, and enables your magic slightly, giving you a homefield advantage against attackers.	
200	Mountain Of Rock	Genshin Impact	Conjuration	A blacksmith is worthless if they don't have any ore to work with. Teyvat is home to many kinds of ores. Some ores are mundane, while some are far less so. You have gained access to a space containing a rather large mountain. Dotted around, on, and inside the mountain is a veritable cornucopia of ores waiting to be mined. From common iron and white iron ores, to crystal chunks and jadeite deposits, to even the rare starsilver and electro crystals, they all can be found in varying amounts. Any ore harvested will reappear in a week or so. When you enter new jumps in the future, new mountains will appear. Unique ores can be added to those mountains by simply bringing some raw samples inside the space.	
200	Summoning Journeyman	Divinity: Original Sin	Conjuration	You are learned in the ways of summoning. Your level of control has reached a level where you can comfortably hybridize your craft to produce an array of elemental infusions, Electric, Fire, Poison, or Water Infusion, with a small effort no element is beyond your control. Other infusions also lie within your grasp, physical might in the form of a Power Infusion or a more subtle usage for a Shadow Infusion. But you are more than your summons! Those around you ought fear your ability to Dominate Mind and bolster body by forging another to be your Soul Mate and giving a Rallying Cry. But for you your summons will give their very lives as you give them a taste of awesome, if brief, power with your Supercharger.	
200	Teleportation	Fate/kaleid liner PRISMA ILLYA	Conjuration	You are able to teleport to anywhere within eye range near instantly.	
200	The Emporium	Generic Harry Potter Fanfiction	Conjuration	It's all fine being massively talented and capable. Now if only if you could convert all that into some cash, eh? This is your tool for that! This is your very own Emporium, a one stop shop focusing on one thing! You! This is a shop, that moves along with you, appearing unobtrusively in whatever cities you go to. As long as it's not a one-of-a-kind, ultra-rare artefact, anything and everything you make, be it weapons, enchanted items, potions or simple, mundane items can be replicated endlessly here, ready to be sold off for its full worth. And you will always get its full worth. In the context of the local world, your items are priced to get the optimum result possible in terms of sales and profit. You can change this too, if you want to only sell to one side or something. The metrics are set by you, and the shop adapts to achieve the best possible results under them.	
200	The Lair	Generic Harry Potter Fanfiction	Conjuration	What kind of Dark Lord doesn't have their own lair? Not you, certainly. This is either a medium-sized castle or a secret chamber underneath a building of your choice, and in either form it is the most perfect lair you can imagine. It's completely undetectable, being under a fidelius charm you're the secret keeper of, and one which cannot be broken by anyone. Besides that, it comes stocked with a huge supply of medicinal potions, food, dragonhide armours, emergency portkeys, spare wands and even highly effective training manuals that you can use to teach magic of all sorts to your followers. All these are in quantities enough to outfit and supply a small army, say a few hundred witches and wizards, and train them into combatants capable of matching senior Aurors and Death Eaters at equal footing. Besides the fidelius, it also has dozens upon dozens of other wards and enchantments on it, which allow you complete control over every facet of life in this place, and defenses tough enough that it would take an army to meaningfully threaten it even if it were found.	

200	The Tower	Generic Harry Potter Fanfiction	Conjuration	Research and advanced work, be it on science or magic, is best done in a dedicated space. And there are few such spaces better than this one. This is a Wizard's Tower, hidden far away from prying eyes, and holds just about anything you might need to play the 'Hermit Scholar' and play it well. To begin with, it has every single book in any kind of public circulation in the world. Nothing that is limited to private libraries or that only exists as one of a kind or part of a small collection, but anything that was ever available to be bought on the open market and/or was somehow brought into the public domain. More than that, it has a huge supply of potion ingredients, wand woods and cores, ritual ingredients, metals and stones for enchantments, blood and parts from exotic creatures, and everything else you need to properly work on advancing whatever fields of magic you choose to work in. The quantity of the things you have here, the knowledge and the materials, all depend on how rare or common they are in the world, but they restock every six months. However, you don't get anything that is truly only one or few of a kind here. Needless to say, you get the same in all future worlds.	
200	Thestral	Harry Potter CYOA	Conjuration	A skeletal, reptilian winged horse-like being that can only be seen by those who have seen someone die. Extremely fast in the air and excellent sense of direction. Seems to know where places you want to go are. Loyal but spooky.	
300	ANOMNOMNOMALIES	Endless Legend	Conjuration	Covering Auriga are strange places full of strange things. These can be mushrooms that sing to you and make a delicious bread, giant spines of stone that erupt through the earth and are held in place by a base small enough for a child to wrap their hand around it, red barked trees that are covered in flames yet never burn to down, to a fabled "tree" a hundred feet tall, made purely out of wind blown Dust. You have a wonderful habit of finding each and everyone one of them. No matter where you are, there will always be some strange, Endless made wonder for you to explore, examine, and gain from. I happen to LOVE Mosspearl jam myself. You might be more keen on a Escaped Specimen X104 steak, served with ruby cacti fruit wine on a bed of sauteed redsang?For ANOMNOMNOMALIES and Landscapist, an Anomaly is any thing, place, area, lifeform, that clearly breaks the laws of reality, or are so distinctly unusual they can not be considered natural. The Zone in STALKER is a good example of a nonEndless anomaly. The weirder and more unnatural a place is, the stronger its anomaly nature. One helps you find weird places, things, and items, the other helps you draw power from them.	
300	Flowing River (Master)	Divinity: Original Sin	Conjuration	There is only so long that a mage can be satisfied drawing upon bits and pieces of true power before they attempt to summon it all at once. Summon Water Elemental gives life to a raging river and directs it to assault your foes with all its might. In addition to its fists that strike with surprising force, the Water Elemental can call forth power blasts of water of its own.	
300	Knock	Cultist Simulator	Conjuration	Your affinity to Knock can now be used to temporarily create a magical tunnel that can bypass any lock, door, or barrier. This tunnel operates like an open window through which you can peek into the other side.	
300	Oathkeeper	Kingdom Hearts	Conjuration	You know about the relationships between people and items, so much so that you can bind an item to someone's soul within a few hours meditation with them and the item. This allows them to summon and dismiss the bound item/s at will. To start with, you can bind one item per person, but given a few years practice, you might be able to bind up to six items to each individual. Items bound in this way will be repaired while resting in the person's soul, though it may take a while if the damage is too severe. Separating something can be done, but it's a very painful process unless you take a few hours every week for a few months to do so, so make sure you're really sure before binding something to someone's soul.	
300	Pet Phoenix	Harry Potter CYOA	Conjuration	A pet phoenix. Able to carry immensely heavy loads, their tears have healing properties, and they make for highly faithful pets.	
300	Summoning Scroll	Naruto Jump Chain	Conjuration	You have signed the summoning scroll of the animal of your choice. All the animals can speak, have basic ninja abilities, and most of them have a special ninjutsu that only they can use. The animals now has at least one member who is their 'boss' and is much more powerful than the rest. The animals you summon come in two basic categories one of which you must choose. The first category are the huge summons. As your summons age they grow much larger, some of them reaching a hundred meters tall. They are of course massively strong, and even their weaker techniques can do serious damage to entire towns. Their more powerful techniques can level them. The second type are the human like summons. They become anthropomorphic with a set of hands that may as well be human. While they aren't as strong as they giant summons they can go indoors, and are significantly faster over short distances. They are generally more useful for one on one combat, and can teach you more of their skills, beings they are more like humans. Whichever you choose, they can teach you a powerful set techniques called Senjutsu, though it will take some time to convince them to teach you this. By drawing in natural energy you become much faster, stronger, and ridiculously more durable. You also gain much better chakra control and some limited chakra sensing capabilities. The only drawback is that you can only hold so much natural energy at once and have to remain perfectly still to gather more. You may be able to get around this by fusing with some of your smaller summons or draining it out of others. You also take on at least a few physical traits of the animal you have a contract with. Someone who summons cats might have elliptical pupils in yellow irises for example. Which might be a drawback or bonus depending on your tastes. You should be aware, however, that the contract works both ways. The clan that you've formed a contract with can summon you as well. They might well summon you to their home to train you or give you a safe place to hide, but they may also summon you to help them fight their enemies as well. Though you can resist this as they can resist yours, it's doubtful doing so will endear them to you. Summoning requires a lot of chakra. The more powerful the being you wish to summon, the more chakra you must use to summon them. You may purchase this a second time at a discount two receive a summon contract with species that has members falling into both categories. You may only sign one summoning contract, unless you've bought the Rinnegan.	
300	The Eagle's Eye (Master)	Divinity: Original Sin	Conjuration	Precision, however, does one little good if one becomes overwhelmed. After all, each arrow, even placed just so, can only strike down one foe at a time. Arrow Spray is an unsophisticated solution to the desire for precision and stopping power, but few who obtain it argue against its effectiveness. One arrow transforms into sixteen, spraying out in a narrow arc to form a killing line. Firing this spell at close range can be particularly devestating.	
300	The Turning Gear (Master)	Divinity: Original Sin	Conjuration	Those who desire power from a ranged weapon soon realize there is only so much to gain. One can only pull the bowstring so hard before even the toughest wood snaps. So, instead, they desire more. Rain of Arrows turns one arrow into a flight of them worthy of the most highly trained battalion. Hundreds of arrows rain down on a wide area, showering foes in a hailstorm of destruction.	
300	Vital Essence (Master)	Divinity: Original Sin	Conjuration	As in life, there comes a time when a shield must be turned into a weapon if the wielder is to survive. Those who have researched deeply into the mysteries of Geomancy will find that they can animate the very earth itself in times of need. Summon Earth Elemental will conjure up a being made entirely out of stones and soil, slow to act but unstoppable in strength. It will defend the Geomancer with every ounce of its might until the magic sustaining it ebbs away after a few moments.	

300	Wandering Breeze (Master)	Divinity: Original Sin	Conjuration	While other schools can claim to have more destructive, flashier, or more deadly spells to divulge to those who reach the pinnacle of their magical art, few can claim to be as useful to the creative mind. Netherswap allows you to exchange the places of two people within a moderate distance of each other. The caster can even target themselves if they wish. Powerful? Not so much. The spell does no damage to either party involved. But to an inventive Aerotheurge, a wealth of opportunities present themselves.	
300	Winter Winds (Master)	Divinity: Original Sin	Conjuration	Eventually, many Aerotheurge ask themselves the same question. Why are they mucking around with winds and winter instead of summoning up one of the Great Winds themselves? While that would require a little more than a simple magical spell, that thought is the basis of one of the greatest spells a mage of any stripe can learn. Summon Air Elemental conjures forth a being made of swirling winds solid enough to strike foes and cold bitter enough to freeze foes solid. While such a being can hold its form for only a few moments at a time, death holds no terror to a creature such as this.	
400	Apneic Beauty: 301 Second Ice Shrine of Eternity	Fate/kaleid liner PRISMA ILLYA	Conjuration	You have come into the ownership of a card containing a high ranked barrier Noble phantasm. By letting the card sink into the ground it will generate a large dome of ice that will completely seal the area inside it. The ice is capable of taking the strikes of an A rank noble phantasm without even chipping. The price for sealing off the area is that the oxygen within will gradually deplete until after three hundred and one seconds it cannot sustain human life, potentially killing the user if they do not cancel it before then or have some means of surviving.	
400	Chamber Atop The Clouds	Genshin Impact	Conjuration	This work of art is something you might expect to see in the realm of an adepti, certainly not in the real world. Almost as if it wishes to meet Celestia among the clouds, this great structure hovers far above the ground. The original Jade Chamber was an iconic sight in Liyue, built over decades by the hard work of Ningguang. As such, one can imagine the staggering cost it took to build. Arrays below and around the base of this structure allows it to travel through the air at quite a respectable pace. This particular structure comes with a Guizhong Ballista, a weapon originally devised by the God of Dust but capable of great destruction when wielded with the right knowledge and power.	
400	Chip and Dale's Protege	Kingdom Hearts	Conjuration	If you're going to sell your wares to the people of different worlds, you'll need a way to reach them and that way is the Gummi Ship. Composed of special Gummi blocks with unusual properties, a Gummi Ship is able to navigate the corridors between worlds and now you know how to build and maintain them. You can design and balance Gummi Ships for your preferred mix of offense, defence, manueverability, and even appearance with ease, and the ships you make tend to work a fair bit better than they otherwise might have. You can also identify components that would work well with Gummi Ships, such as weapons or engines and how to integrate them.	
400	Elemental Beings	Endless Legend	Conjuration	You know how to summon great elementals formed of nature. These giants, while simple minded, will obey your instructions to the best of their ability, and can be very reliable if guided properly. You may only bind one elemental at a time, but you can teach others how to do it. It is not easy, expect a high washout rate and maybe some fatalities. Each elemental is roughly 10 meters tall, humanoid shaped, and comprised of your chosen element.	
400	Flash Air	Fate/kaleid liner PRISMA ILLYA	Conjuration	Flash Air is a displacement Magecraft that substitutes one thing for another. It can be used to change the makeup of a building displacing doors and windows to different locations. By displacing a portion of space it can also create portals that lead from one spot to another, this can be used to shift projectiles to a different trajectory or to cause an opponent's attacks to hit themselves for example.	
400	Frangiclave	Cultist Simulator	Conjuration	The master key of the world, and the most powerful tool of the Principle of Knock. The Frangiclave is a key that doesn't so much open locks, but rather utterly destroys them.	
400	Guardian of the Earth	Golden Sky Stories	Conjuration	As the name suggests, you are the guardian of a very specific domain – but this part you already knew. Embracing your role as a guardian, your abilities have improved to reflect your resolve. So long as you remain within the general vicinity of your domain, you can freely adopt the body of any animal within and utilize them as both a mouthpiece and a means of observation. That being said, as a guardian spirit, your body and spirit are more attuned to the domain than others. When the domain thrives, so will you, and vice versa. As a consequence of this, you'll age slower than the mortals around you.	
400	Highway To Hell	DC Occult	Conjuration	There exists magical pathways between most mystical dimensions. Heaven, Hell, Faerie, Gemworld, and pretty much every afterlife or magical nook and cranny you care to name. With proper knowledge of these pathways, one can easily slip into them, allowing easy access to both them and what amounts to teleportation around earth, as well. And you are one of the few people with knowledge of pretty much all of them. After this jump, you will retain the ability to travel between nearby magical dimensions and enough knowledge to not easily get lost while doing so. This won't let you travel to Earth Aleph while in Worm, but slipping into the Nevernever while in the Dresden Files is simple and easy. You also can't access magical dimensions outside of your current jump until your chain is finished. In jumps that don't have alternate magical dimensions this simply acts as a form of magical fast travel system instead.	
400	I Live Here	Kingdom Hearts	Conjuration	Seriously, how can you do that?! You have the uncanny ability of comfortably existing in places you have no logical reason to survive in. Planes of non-existence? Yep. Realm of darkness? Easy. Elemental dimension of edge? Sure, why not. However this unusual ability to survive only protects you from the natural conditions of the place you are in; intentional efforts against you using the environment are not nullified. This only applies to places of clearly supernatural (though not necessarily magical) origins: a plane of elemental fire is fine, the center of the sun is not. Some areas may still have hazards that can hurt you, such as falling rocks in a shattered realm or drowning in rivers of fire in the plane of elemental fire as easily as you would in a normal river. In essence, you treat hostile environments as if you were a native.	
400	Ley Line Sapling	Genshin Impact	Conjuration	The Irminsul is a rare species of special silver-white tree. The roots of these trees form the very leylines that encompass the world. It is said that the truly ancient specimens of this species can grow miles high. Through the roots of these trees flows elemental power and the memories of the past. These roots can then form Ley Line Blossoms on the surface in response to a person's powerful desires. If the roots are revitalised, the blossoms can then produce items from the solidified memories within themselves that in some way fulfil the want of the one who restored them. You have received one such tree, to place in the world, and future worlds, where you see fit. While small for now, it may grow to great heights in the future.	
400	Mage Tower	A Practical Guide to Evil	Conjuration	An immense tower imbued with such heavy spellwork and defensesthat even a fortress would grow jealous, this serves as the perfect home for a mage. So perfectin fact, that they've been outlawed simply due to how many mages have attempted tospringboard their rebellions from them. You may choose where your Tower is placed at the startof each jump, and may add this to another property you own, if you wish.	

400	Mana Constructs	Fate/kaleid liner PRISMA ILLYA	Conjuration	You know how to solidify mana into solid constructs. Things like shields are simple to create and with good enough timing you can create constructs around opponents that work as constraints. The shape is up to you when creating but complex mechanisms are unlikely to work well. The more mana you put in the stronger and/or larger the construct can be as well as longer lasting. With only twenty circuits this can be used to create shields the equivalent volume of a soccer ball and the durability of wood. Having a larger amount of magical energy will increase this. With a bit of training this can be extended to other forms of internal energy you possess.	
400	Mark of the Rift	Dragon Age	Conjuration	You've been touched by powerful magic, and it has left its markon you. Somewhere on your body is a highly visible mark that will allow you influenceextraplanar portals and deal more damage to entities not from the physical plane. At first themark will only allow you to close portals, though in order to do so you must engage in a test ofwills with either the portal itself or the entity opening the portal. With time, this mark willallow you to open rifts into other planes of existence in this universe.	
400	Oblivion Bar	DC Occult	Conjuration	A magical bar that resides within its own pocket dimension. The main room is a somewhat large bar that you get to decide the actual appearance of. Want an Old West saloon? Knock yourself out. A nightclub complete with annoying techno music? I really don't think the magical crowd will be into that, but sure. It also has several other rooms connected to the main one as well that you are welcome to decide the purpose of. How the bar is accessed is largely up to you. Could be a password that, when spoken, connects any door to the dimension or it could simply require customers to provide their own method of interdimensional transport. It also magically restocks itself each night, and repairs itself if damaged at the same time. Infinite booze should be reason enough to buy this, right?	
400	Portable Portal Space	Generic Minecraft	Conjuration	Wait, how did you get this? Well, regardless, you've somehow managed to get a portal. . . without a portal frame. This portaless portal takes the form of a square panel of purple magic that can transport things to a set dimension where you've scouted the location for the other side. You can produce as many of these as you wish.	
400	Ritual Hall	Generic Harry Potter Fanfiction	Conjuration	This is a Grand Ritual Hall. Runes in beautiful script cover most of the floor, there are multiple sacrificial altars, a rack full of the finest ritual equipment in the world, and a closet full of Ritual Garb, designed and made to never interfere with anything you might be doing. In this ritual hall you have, and will always have, everything you need to perform any ritual you might need to do. Specific inks to paint runes, special knives, up to and including a few animals that you can sacrifice and perfect replication of any astronomical events of mystic significance. Blood rituals, power-enhancers, sealing, unsealing, any kind of ritual that has ever been mentioned in a Harry Potter fanfiction can be performed here, and as long as you do your part right, it will not fail due to any external factors.	
400	Serenitea Pot	Genshin Impact	Conjuration	While the materials required to construct a pocket realm are rare and expensive in the current Teyvat, you don't have to worry about all that. You have already been given a perfectly serviceable one by the skilled Madam Ping. It may not be testing the very limits of this ability, but this pocket realm still contains a rather massive space within. Easily enough for a town or two to fit in. Both the inside and outside of this pocket realm are up to you to decide, though unlike the former, the latter is far less malleable once set. Importantly, this specific teapot comes with its own Teapot spirit to help with the running of things. Once in a while, a travelling teapot merchant will pop in to sell their wares, usually in the form of some kind of blueprints you can use for your realm.	
400	Sub-Space Creation	Genshin Impact	Conjuration	Long ago Rex Lapis 'illuminated' the adepti. He gifted them with the knowledge and ability of sub-space creation. To put it simply, this is the ability to create small, autonomous, pocket worlds. These realms are anchored to and inside physical objects, be it an innocuous door or a small teapot. Perhaps one of the adepti chose to pass this knowledge on to you, or maybe it was a gift from the Geo Archon himself, for you have also gained the knowledge of this skill. With the right materials and a bit of magic you can create your own pocket realms. They are only fake worlds, providing only a respite from the real one outside. But seeing as they are 'fake', the insides of the realms is entirely up to your whims. You could as easily make islands floating in the sky as you could a quaint bit of land on the ocean. The size of the realm depends on the anchor itself, as well as the materials used in its creation, but even a teapot could comfortably hold an entire hamlet inside of itself.	
400	Summoning Master	Divinity: Original Sin	Conjuration	You have worked hard and at long last mastered Summoning. Your infusions have increased in power becoming Cursed Electric, Necrofire, Acid, and Ice Infusion. Your final infusion, Warp Infusion, alongside your Planar Gateway makes you exceedingly mobile and while your Door to Eternity makes your summons durable, you must Cannibalize your own minions to achieve the same.	
400	Teleportation Waypoints	Genshin Impact	Conjuration	To the denizens of Teyvat, the teleportation waypoints are a series of mysterious 'gimmicks', their purpose unclear. But to those in the know, they are a valuable array. A strange network of devices scattered around the world, allowing one to teleport between activated waypoints. These appear to be linked in some way to using the leylines of the land, though the exact mechanics are not fully understood. A network will appear in future worlds, allowing instant travel for those that know how to use them. Naturally they have to be activated to be used first. Along with this, you will gain several portable waypoints, which allow for temporary use of the network wherever you place them.	
400	Teleporter Pyramids	Divinity: Original Sin	Conjuration	Where did you even find these? One was lost to time itself and the other has spent untold ages as a paper weight. One pyramid is made from a palm-sized sapphire, while the other a similarly sized ruby. Both are etched with designs and runes as old as time itself and twice as mystical. The Teleporter Pyramids are a pair of magical devices enchanted with a powerful teleportation spell. All one has to do is tap one of the devices to instantly be whisked away to the location of the other. The enchantment on these pyramids is not a simple one and has been crafted to ensure that the bearer always comes through the teleport safely. One will never have to worry about splicing into objects, other people, or even bathtubs. It will always drop you as close to its partner pyramid as it safely can. Of course, should the partner be stuck somewhere entirely hazardous with no safe spot in sight, like the end of time, the enchantment will simply fail to activate rather than send you. As an added bonus, this pair has no range limitations. So long as one exists on the same dimension as the other they can always find their way.	
400	Wizard's Domain	Ben 10	Conjuration	Having seen the writing on the wall or having stolen from someone who did, you have managed to isolate a small pocket of Ledgerdomain and constructed a defensible lair within it. This is a comfortable mansion with plenty of amenities, books on simple and advanced spells from this world, and conveniently generates any spell components you happen to need for your many spells and rituals. In addition, being in an isolated dimension made of magic greatly empowers your own spellcasting and makes it both easier to cast and just a bit more powerful. You may enter and leave this little pocket plane simply by thinking about it, a portal entering or leaving it appearing nearby.	

600	At the End of Time	Divinity: Original Sin	Conjuration	The Sanctuary was once home to the pair of god-blessed humans who were appointed guardians over the box that kept darkness from this world. With no interference, they will soon rediscover it and slowly begin gaining access to the variety of rooms it houses. But due to a wrinkle in time, space, or perhaps simply in response to your own special nature, a copy of that magical space seems to have sprung into existence. Not a perfect copy with bound elementals and a Tapestry of Time, mind, but similar enough to service as a fine base in the space between worlds. The Second Sanctuary can be accessed through a small magical emerald in the shape of a pyramid. Tapping it will teleport you directly to the dining hall. Tapping it once inside will teleport you back to exactly where you were when you came in. The Second Sanctuary will be surrounded on all sides by empty space, with stars sprinkling the blackness off in the far distance. This is merely an illusion as the rooms occupy a pocket dimension and are not actually situated in outer space. If you desire, you can set the view to that of appearing to float amidst a certain solar system you have already encountered.	
600	Crafting Shop	Danmachi	Conjuration	A fully fitted and supplied alchemist laboratory and forge along with it having the highest quality supplies and equipment required to make magical potions to weapons and armors up to magical equipment. The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Anything that you made can be magically created by the shop up to your level using the ingredients that you stored inside of the shop giving you an ever restocking item to sell as long as you have the ingredients for it and gain a steady income every month. After this jump it will merge with your warehouse or will appear in the new world in the nearest town to your starting point.	
600	Crystal of the Floating Isles	Dog Days	Conjuration	A large blue gem which can be used to make a portion of land float up high in the sky when implanted in the ground. Over the course of a year, a second one will grow out from the first implanted one, letting you slowly increase the number of floating isles. Each crystal can float an island of diameters around 500 meters. Each additional one planted will increase this size by the same volume.	
600	Enchanted Pockets	Divinity: Original Sin	Conjuration	Pockets are magical marvels. No, really, it's true! With just a little extra cloth and a few additional stitches it is possible to create a convenient pouch to hold whatever you want! No longer are your hands your only option for transporting goods! The benefit to this perk are twofold. First, you will find that your pockets can comfortably hold a lot more than they really should. In fact, you can cram as much stuff in there as you can comfortably carry the weight of without it ruining the lines of your dashing adventuring vest. Even better, you'll always be able to reach in there and grab exactly what you're looking for instantly. This effect extends to any backpacks, satchels, belt pouches, purses, or other such accoutrements you happen to be carrying around. Your maximum weight is always the same, no matter how many bags you split it across. And don't worry about your stuff spraying everywhere just because you took off your pants. Your "inventory" will be waiting there for you when you put them back on again. Even if you put on another pair of pants. Or someone else's. It's Magic! The second benefit to this perk is the ability to purloin the pockets of your allies. Yes, that's right! So long as your ally is within 15 meters of you you can reach into your pocket and pull out anything they happen to have in theirs. Short on cash? Pilfer a little from their wallet in a snap. Now, to be clear, this only works on your trusted allies as well as your Companions. You can't merely call someone an ally and expect to be able to rummage around in their purse.	
600	Great Fairy Fountain	Hyrule Warriors	Conjuration	The Great Fairy Fountain appears as a large, stone structure resembling a temple with a vaulted ceiling, magic circle on the floor, and a single, large room. Beyond the heavy double doors, in the back of the great room inside, is a pool of crystal clear water that sparkles in the light streaming through the stained-glass window behind it. By praying at the magic circle, you may summon a Great Fairy that lives invisibly within the sparkling waters. Request what you will of her, if she likes you she'll use her incredible magic to aid you in an incredible show of force, though only once a day. The Great Fairy could blow away a thousand enemies by dropping a gestalt of bombs, fabricate a copy of Hyrule's moon just to smash its nose into a dragon or conjure pumpkin soup into existence that could reinvigorate a god like Levias. Fairies are fickle however, so the exact way she helps might vary. The Great Fairy Fountain becomes a warehouse attachment post-jump, or may be placed as a structure within future worlds if desired.	
600	Jumper School of Magic	Generic Harry Potter Fanfiction	Conjuration	This is your very own school of magic. A huge castle complete with a lake, a forest and a vast grounds area, this is a place of learning, and what a place it is! The library here is one of the best in the world, holding a vast variety of texts about every branch of magic in the world. Nothing too advanced, but enough to get everyone very solid foundations in whatever branches of magic they choose to pursue. In addition, the NPC teachers this place generates are extraordinary at their jobs, being able to impart weeks worth of knowledge in hours. The most important feature of this school is, however, that the possibilities of who can learn what magic are blurred in here. In here, any person who knows a certain style of magic can teach it to anyone else. Any internal requirements to be able to learn or use that magic just develop by themselves. Depending on the complexity it can take a while, but it'll never take more than a week for a person to acquire a rookie's skills in any style of magic, whatever that style may be and whatever they might have been previously. There is one requirement, though, which is that anyone learning here must have been capable of some type of magic all along. Complete muggles or squibs cannot be taught here. This limitation is removed Post-Jump, allowing you to induct even completely mundane people into any and all styles of magic you can perform, and vice-versa. Post jump it becomes a warehouse attachment until you decide where to place it in the world, at which point it then integrates itself flawlessly into that location.	
600	Library of Eternity	DC Occult	Conjuration	An incredible enchanted library is added onto your warehouse. This library is an artifact of immense value that was long thought to only exist within myth and legend, for within it is all the knowledge of mankind. This infinite library will absorb all written knowledge in every jump that you visit. The only exception to this are singularly unique and important books such as the Book of Eternity or the Necromicon. Of course, you'll have to find the books you want to read, first. Luckily if you enter the library with a specific topic in mind you'll tend to find yourself in the right area with only a few minutes wandering around.	

600	Room of Requirement	Generic Harry Potter Fanfiction	Conjuration	Well now, talk about finds! This is a copy of the Hogwarts Room of Requirements, except this one belongs solely to you! It has a pseudo-intelligence of sorts, that reads your intentions perfectly and does its best to provide you with whatever you ask. Being a product of high level magic, it can create any number of whatever mundane objects you desire for purposes of training or even use, although they don't last long outside the room. In addition, it can mimic any location you wish it to, and do so perfectly, up to and including any fine details and magic. But it won't be a real-time mimicry, but rather a recreation based on your thoughts. It makes the perfect training room, sex dungeon, or really mostly anything you want it to be. This room also connects to your Warehouse, meaning you can summon any item you want to you without having to open your warehouse, though others can't enter your Warehouse (or this room) unless you allow them to. No, this doesn't work in face of drawbacks. Also, the room provides time acceleration, meaning more time passes inside than outside the room. You don' t age in this time unless you choose to, but any physical improvements made to your body are retained all the same. The room requires a cooldown period to recharge its 'acceleration' depending on how high you put the setting, to the scale that using it constantly at the max setting of 24 to 1 for one outside week drains it completely and takes 48 hours to recharge fully.	
600	Slice of Heaven	Charmed	Conjuration	Here you go, a lovely piece of Heaven that only you, and those you allow to teleport to. Great for relaxing and time here is flexible. If you want time to be dilated, you can set it so that you can spend a month here and only a week passes on earth, or vice versa. This does not count as an afterlife, merely a nice slice of real estate to spend time in. It is about as large as a small island and is quite beautiful, light and airy with tall marble pillars and gleaming white floors. Clouds make up the cieling and all in all, it makes for a lovely place to rest and gather yourself.	
600	Summoning Legendary	Divinity: Original Sin	Conjuration	Above others of your kind you are beacon of your craft, a truly Legendary Summoner. The Ultimate power of the Summoner, Ethereal Storm, is yours to call upon. Beyond this your utter mastery of your craft makes your Summoning spells strike half again your skill in summoning magic. It also allows you to combine minion enhancements and apply them regardless of typing. For example, an ability to cover your demon in hellfire would work on treants, covering your undead in bone armour would work on fairies and combined to cover your beasties in flaming hell-bone.	
600	The House of Mystery	Justice League Dark	Conjuration	This mansion, appearing as a relatively normal large house from the outside, has existed in some form or another for at least as long as mankind. On the inside, it is much larger than the outer appearance would suggest – how large? That is unknown; perhaps it's infinitely so. – and constantly shifts to accommodate your Desires. But that isn't what makes this house truly special, nor is it the fact that it is filled with entire societies, or that it is alive and bound to you. No, what makes this house truly unique and of singular value is that it is a crossroads of reality. The House is connected to every single point in space and time and this gives it the ability to slip between the layers of reality and appear anywhere you wish, be it a planet on the other side of the great black beyond or another dimension altogether. There are few places the house cannot go and it'll be all too happy to do So. The final noteworthy abilities that the House possesses is that it can be summoned to your location with nothing but a mental call and that in a similar way, anyone who accepts your invitation into the House can be summoned back into it at any time you wish. Couple more things worth mentioning: this house cannot be permanently wrested from you; your bond may be temporarily blocked to prevent you from summoning it, but no one else can usurp it and you may allow inactive companions to roam inside of it.	
600	The Island	Generic Harry Potter Fanfiction	Conjuration	Ah, yes. This has grown somewhat popular lately, I'll admit. This is a private island of your very own, raised from the sea-floor, or created through a volcanic eruption, or whatever other means you want, that's not important. What's important is that this island is linked directly to your magical core. Simply put, its size is directly proportional to how much magic you pour into it. As you put in more magic, you can literally see new land forming at the edges, ready to be moulded to your will. While it won't shrink once enlarged unless you want it to, you have the ability to control virtually everything about this place, including its shape, flora and even the weather. This island is roughly half the size of Ireland to begin with, and can expand quite a lot, dependant solely on your power. At about Australia, though, the efficiency takes a sharp dive, to the extent it takes over five times the power to increase it any further, and this only rises from here. The effects of this island on the climate of the world are negated with the same magic that constitutes it, so no need to worry about that. Comes with rudimentary Notice-me-not charms all over it, but they won't stand up to any concerted efforts unless you boost them. Speaking of which, this island is very receptive of any protection or secrecy magic, to the extent that all such efforts yield twice the expected results.	
600	The Lady Vengeance	Divinity: Original Sin	Conjuration	The mighty vessel of the Godwoken! Made of elvish livewood, the Lady is a sentient vessel capable of shaping its body in limited ways and is fiercely defensive to those who treat it with respect. It is capable of bestowing those it finds worthy with a great boon, making them swifter and more durable. Can pull some pretty neat tricks if you've got a good helmsman. . . Reappears in the Warehouse at the start of each new Jump, regardless of damage taken.	
600	Tower of Fate	DC Occult	Conjuration	A replica of the Tower of Fate reserved for use by the eponymous Doctor Fate. This tower is as big as it needs to be and rests outside of the bounds of the multiverse. If all of creation were to be cast into oblivion or warped into a sea of chaos, this tower would remain untouched. Only you and those you welcome inside may enter and any inside may be ejected at your leisure. While you are inside the Tower, your power is amplified many times over. Even as a normal mage this would be enough to allow workings of magic comparable to Doctor Fate himself. You may choose to have this tower manifest inside any dimensions or pocket realms you own, which also allows you to take advantage of the tower's benefits in a radius around the tower.	
600	Underworld	Charmed	Conjuration	Here you go, a lovely piece of the Underworld that only you, or those you allow can teleport to. Great for relaxing and time here is flexible. If you want for time to be dilated, you can set it so that you can spend a month here and only a week passes on Earth, or vice versa. This does not count as a dreary afterlife, merely a nice slice of underground real estate to spend time in. The network of underground caves and crypts can be labyrinthine but finite containing as much as a fairly large mansion or four large warehouses. Generally the same in terms of usuable and traversible space as the piece of heaven item. The surroundings go from dreary to gothic, to as malign as environments can be without being harmful. This is not a place for peace, but to brood and simmer and let old wounds fester. Here you can plan revenge, or unprovoked malice, the very environment motivating you to perform aggression on others.	
600	World Traveler	Genshin Impact	Conjuration	As a Jumper you are one who crosses the Celestial Atlas'. You hop from world to world, wander between universes. Some of that power has rubbed off on you, gifting you a modicum of control over your ability to travel between cosmos. You can find certain paths through the worlds that allow you to cross from the border of one to another. While the bridge between jumps is too great for you to cross by yourself, you will find that 'closer' worlds are still within the realms of your ability.	

600	World Walker	Generic Harry Potter Fanfiction	Conjuration	You have an affinity for spellwork that has to do with long distance magic, such as transporting people or things, even things like words or messages. Not only are you one of the finest experts in apparition in the world, being an absolute genius at every variation and technique that exists, you're also capable of extremely fast flight without a broom, which has the curious effect of enveloping you in thick clouds of any colour you like. Apart from this, you're extraordinary at creating things like Portkeys, Vanishing cabinets orPortals, being able to create Portkeys that can move people as gently as a mother's touch, and portals that move people around without them even noticing it until it's too late. Summoning and Banishing spells are trifling to you, even the most powerful or complex ones. You have a considerable aptitude for penetrating wards and defenses when building these things, so much so that with even rudimentary information about the protections on a place, you can figure out how to circumvent them, and with a bit more work you could bring them down outright. These abilities also carry over to any spells that revolve around observing people from afar, be they scrying spells, listening charms or other, similar magic. **Merlin Returned Boosted** - Normally even the best of transportation or observation magic is limited by the range, be it a continent or a planet. Not for you such petty limits. Your portkeys can take someone to a different galaxy or a different reality just as easily they would take them next door. You can go into both alternate realities, such as ones where someone who was a boy in your reality was born a girl instead, or where there were twins, or where Voldemort never fell at all. This ability also ensures there are such realities in all future jumps. You can also go to the connected multiverse, even spiritual or astral realms like Faerie or somesuch. This ability covers any form of transportation that you can use. Portkeys, portals, apparition, anything can be used to travel thusly by you. You can't use it to travel to other jumps until post-spark, however.	
800	Zelretch's Student	Fate/kaleid liner PRISMA ILLYA	Conjuration	Zelretch has taken an interest in you, making you an apprentice of his. At this point you currently know how to travel worlds provided you have something to guide you to another world. You will be provided with information to master the Kaleidoscope further*.	
900	A Pact	Drakengard and Nier	Conjuration	In the world of Drakengard, a magical Pact can be made between a human and a magical beast. The benefits are numerous: both parties are magically strengthened, any wounds they have at the time of the pact are healed including ones that would otherwise be lethal, the Pact Partners can hear each other's thoughts and feelings, the creature gets to feed off of the humans negative emotion and the human gets a magical bodyguard by way of 'If I die, you die too. 'Oh yeah, the negatives. Well, first of all, if either of the Pact Partners dies, the other dies too. They're bound together for life. Also, Pacts have a price the human partner has to pay. They lose a physical part of themselves, one of personal importance. If you long to see your homeland again, there go your eyes. If your greatest joy is holding your child in your arms, guess what you lose? No, not the child. Your arms, smart guy. Why doesn't the magical creature have to pay a similar price? Well, because life's unfair, Pumpkin. Go cry in the corner about it. I can already tell what you're thinking: That sounds kinda shit. Why am I spending 900 points on this when I can just find a creature during my ten years in this jump and form a Pact later. And I'm getting to that. First of all, do you know how hard it is to find a magical creature that'll form a Pact with a human. They do have their Pride after all, and humans in Drakengard have a pretty shit reputation, what with all the genocide against sub-humans going on. And even if you do manage to form a Pact there's no guarantee that your Partner will like you, be easy to work with, or in extreme cases, commit suicide just to get rid of you because they hate you that much. Which brings us to the first benefit of buying a Pact now. Your Pact Partner, whatever you chose, will be a good fit for you personality wise. You may butt heads, you may argue from time to time but you'll always make up quick enough. Most of the time though, you'll just enjoy each other's company and work together well while you watch each other's backs. Or you can make a Pact with an Imported Companion. I'm assuming you already have a good working relationship with them, right? The second extra benefit is that the healing energy from when the Pact was formed has stuck around and is providing a benefit. Now, instead of 'if one of you dies, you both die', it's 'neither of you die until both of you die'. It doesn't matter how badly one of you is injured, until the other one is dealt a mortal wound as well, you'll survive. Minor downside, you'll be forced to endure all the torturous pain your Partner is in and vice versa until the injured party can heal, but that's a small price to pay for not dying when killed, right?Thirdly, your power sharing goes beyond the usual bland, nondescript power boost. Now you can actually use each other's strengths and abilities. If your Partner is a dragon, congratulations! You're as strong and tough as they are, you can breath fire and even fly under your own magic power. They'll also gain access to all your abilities. Yes, including your Jumper Perks. Yes, really. And finally, you can bring your Pact Partner along when this Jump ends and you go to a different one. They'll take up a Companion slot, but that's fine right? Not only that, but each time you arrive in a new jump, you can add a new person or creature to your Pact, so long as they're sapient. Let me make you read that right. I didn't say 'form a new Pact. ' I said 'add a new Pact Partner'. So all three of you can share powers and all three of you need to die for you to stay dead. And the next Jump, it's all four of you. And the one after that, all five. Now, you don't have to keep adding Pact Partners in each Jump. You can, but it's not required. Each new Pact Partner does take up another Companion slot, and if you ever enter a Jump without all your Pact Partners present, you and the Pact Partners that do join you lose the benefits of the Pact. But still, good deal, am I right?	

1000	Dimension Lord	DC Occult	Conjuration	You are the proud owner of a magical dimension. Whether you inherited it from your parent, usurped it from their control, or gained it in some other way entirely, this is a world all your own. It can be something associated with your parent, such as a section of Hell or a slice of Faerie, or it can be a dimension all its own. Whatever the case, within this dimension, your power is increased significantly as you gain dominion over all of the magical power that exists within the dimension. The world can be reshaped to your will, allowing you to change the environment as you wish or control the weather on a whim. By default, this dimension is roughly 20,000 square miles in size and you may choose to have it be inhabited by residents that are fitting to it. This could be anything from humans to elementals, fae to golems, or a variety mix. Whatever the case, these residents are absolutely loyal to you and can number anywhere from none to several million. Even outside of this dimension, you may draw on its power, though not nearly so much as while within and it is possible to block your attempts to do so. Drawing on its power outside of it does not increase your power, it simply allows you to recover your pool of magical energy much faster. You may also summon the residents outside of your dimension to serve you. You may also import another dimension you have to gain these effects. Each new jump you may choose if the dimension remains the same, is a copy of one of your previous dimensions, or if it is in a separate locale based on your desired settings, such as jungle, ocean, mountain top castle, hellscape etc. Should your dimension be a copy of an older one it will be populated by facsimiles of its previous inhabitants, should it be an old one it will have the original beings. Do note that these beings are not companions, and attempting to use the Dimension as a pod will leave whoever it is you tried to bring along in a safe spot in the dimension they entered yours from. You make your choice on if your Dimension is a copy, one of your old dimensions, or a new dimension the first time you access it each jump. Time in inactive dimensions is frozen. Post chain you may merge these dimensions together in whatever way you choose.	

Chapter: Divination

CP Cost	Perk Name	Source	Chapter	Description
50	Hogwarts, A History	Generic Harry Potter Fanfiction	Divination	Perhaps the most common book in the Harry Potter universe, this book details everything about the castle and the school. Unlike the local copies, though, this book details everything. Who fucked whom in which cupboard, who cheated on which test, everything. It even updates itself in real time. Curiously, this doesn't provide any magical knowledge. But it's great for knowing all the stories. In the future you may denote any one building or any organization that is limited to just one building, and get similar histories.
50	Marauder's Map	Generic Harry Potter Fanfiction	Divination	A to-scale, updating map of Hogwarts school, complete with the people. It pierces Polyjuice, Invisibility cloaks, and anything else people might come up with, always telling the real names of people. In the future you may pick any area about the size of Hogwarts and apply these effects unerringly to it. You know a short ritual to change the area the map shows, but it requires you being in that location in order to perform.
50	Ocularum	Dragon Age	Divination	An ocularum is a skull with a crystal placed in the right eye socket, through the back of the skull. When looking through the skull's crystal, it will reveal any and all nearby hidden magic, including magical objects.
100	AURA OF ACUITY	Golden Sky Stories	Divination	Wild animals often seem to have keener senses – perhaps a survival instinct that domesticated animals don't seem to have. Not saying you're an animal – well. . . that wouldn't be inaccurate, but within the space of your Domain, all of your senses are similarly sharpened. Furthermore due to your familiarity with the surroundings, if any changes occur in the surroundings, you'll be aware of it – even if it's just a stray human wandering close by. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**
100	Battlefield Communications	Hyrule Warriors	Divination	Everyone tends to gloss over how they can have conversations from two or more sides of the battlefield. Perhaps it's just magic, but either way it's damn useful. With this perk you can now establish short range communications across the area between yourself and allies. With this, you can talk to them as if they were right beside you and get constant status reports as they besiege a keep while you fight in the trenches. In addition to basic conversation, you and others connected by this perk's communications will also be able to tell the basic status of the others connected, allowing you to march to their aid even if they don't speak up for themselves.
100	Dark Arts Cache	Harry Potter CYOA	Divination	A cache of 10 books of the Dark Arts. Each one restricted by Hogwarts and the Ministry. The contents are disturbing but interesting. There are some especially unpleasant curses in these books.
100	Elemental Sight	Genshin Impact	Divination	This is an ability that, while rare, is not unheard of in Teyvat. Those with this ability are able to see the world through the lens of elements, and detect the traces of the various elemental energies. The material world will turn more grey to your sights, while the various elemental energies will shine with their respective colours. Using this, one can track the movements of objects marked by the energies, or see the innate elemental properties an object may have.
100	Ethereal Sight	Golden Sky Stories	Divination	Caught up in the rigors of life, most people don't see the beauty and oddities in the world around them. Your eyes however, can peer one layer deeper into the world around you, allowing you to perceive both life force and emotions of sentient creatures about you.
100	Family Tree	DC Occult	Divination	It can be hard, sometimes, to track down ancestors when one side of the family can live for centuries, but now it's just a little bit easier. With a drop of blood on this large scroll the names of your ancestors will be filled in - provided their identity isn't being supernaturally concealed. This only provides the name they would be most commonly known by, which may unfortunately be a title for some beings, but hey - it's a start.
100	Mind's Eye	Cultist Simulator	Divination	Your affinity to Secret Histories manifests through your sight, allowing you to see in low light conditions and through supernatural illusions.
100	Monster Sense	Generic Magical Girl	Divination	You can feel when a monster or evil magical source is nearby, and generally what direction it's in. Starts out very short ranged, but at least you'll realize the new ice-cream shop is a trap before you eat the sundae, instead of after your energy is already being drained. Eventually you'll be able to spot them from a mile away, but at first you'll need to be right in the trap before you notice the evil energy floating around.
100	Mystical Sensitivity	DC Occult	Divination	Your experience with magic has left you acutely aware of traces of magical energy. You can tell what kind of spells were cast days after the fact by the residual energy they left behind, discern the potency and nature of enchantments, and track down anything that leaves behind a magical trail.
100	Nirnama Detector	Genshin Impact	Divination	By all rights, this is a rather odd device created by Lisa using a selection of dangerous materials from Sumeru. Shaped like a simple monocle, or perhaps a pair of spectacles if you would prefer, this detector allows one to see the imaginary friends of those within its view. You may be surprised by the types of friends you see, and it is likely to give you some level of insight into their personality. But overall, this is more of a fun trinket than anything else.
100	Pet Pal	Divinity: Original Sin	Divination	A minor magical talent that crops up here and there. You can talk to and understand animals as easily as you can other people. Which is more useful than it sounds. In Rivellon, the animals are quite a bit smarter than you would expect. Even the little mice might have some surprisingly useful tidbits if you stop for a chat and share a crumb of cheese. This might be less useful in other worlds with less intelligent animals.
100	Sneakoscope	Harry Potter CYOA	Divination	A spinning top that alerts hte owner to untrustworthy behavior by whistling and spinning.
100	The Eagle's Eye (Novice)	Divinity: Original Sin	Divination	On the opposite end from power sits precision. The ability to hit exactly the target you want in exactly the place that you want. A single arrow in just the right spot can cripple an entire cavalry charge or cause an enemy to lose their courage entirely. Precision Stance offers exactly that. By planting one's feet firmly and refusing to give much ground, one can give their ranged attacks a massive boost to accuracy. Ricochet builds upon that by infusing a bit of magic directly into the arrow itself, allowing it to twist and turn in flight to strike up to four targets near each other.
100	To See the Light at the Heart of Man	Charmed	Divination	You can percieve on sight the difference betwen those who can be said to innocent and those who are corrupt or evil. This ability can be fooled with false positives towards percieving evil, as it cannot tell the difference readily between minor mortal evils or misdemeanors and murderous demonic evil. As such it is generally more reliable in determining who is innocent than who is evil.
100	To See the Shadow in the Heart of Man	Charmed	Divination	Much like Good beings, you can see the Good in others, but unlike them you see not just the Good but the cracks in the facade of kindness and generosity. You know how fragile and weak and fake those do-gooders are, and in seeing those flaws, you can freely prey upon them.

100	Turn of Destiny	A Practical Guide to Evil	Divination	Destiny is a strange thing. Harsh and unbending, but easilyguided. A thing you have a talent for. You will find that you are capable of redirecting destiny asyou must. Though a death curse may be lain upon you, or a blessing upon your foe, you canbend Fate, redirecting the effects of the curse or blessing, that perhaps your foes will be struckby your curse, or your allies blessed by the luck that your opponent would have gained. Becareful, however. Too strong a curse, and you may find yourself struck by its collateral damage,and too many, and you may find it difficult to direct them as you intend.	
150	Crystal Ball	Naruto Jump Chain	Divination	This allows you to view any individual with whom you are familiar, regardless ofdistance.	
200	Astrologist Of The Century	Genshin Impact	Divination	Authentic astrology is a rarely seen art. It is not a simple discipline to learn. One will use the stars and the heavens to seek answers about the world below. A mystic art whose roots set themselves in mysticism and the state of mind of the user: it is said by some that the more you use it for menial or trivial questions, the less effective you will find the art. A noted side effect of studying this magic that seeks the truth of the world is that a little bit of that magic rubs off on the user. Practitioners will instantly spot a lie, and some can tell other people's intentions with a mere glance. You studied under the same teacher that Mona did, and so could be called her sibling in learning.	
200	Divine Your Targets	Charmed	Divination	You can see, literally by seeing them with your own eyes, whether a person will make the world a better or worse place if allowed to live and be left to their own devices as a form of vague and specialized precognition. You can also see if their deeds are likely to attract sympathetic supernatural attention and possible patronage, such as what happens with Whitelighters. This also comes with the knowledge of some means as to scupper or radically change those chances, with the most obvious being death.	
200	Extrasensory	Bleach	Divination	Like other feral beasts, Hollows can sense the smell and also energyof beings in order to hunt them. Unlike them your ability is much above average, to thepoint where you couldn't lose a "scent", and in addition you can tell how much of achance you have against the target as well from a single encounter.	
200	Fated Encounter	Bleach	Divination	Shinigami have the ability to determine someone's location bytheir string of fate, but you've taken that to the extreme. You can view this string of fate,and use it to find the path that someone took for the past 48 hours, as well as theircurrent location.	
200	Generation Hex	Charmed	Divination	Supernatural parents have many worries nonmagical parents don't have to be concerned with. While normal parents worry about their children doing drugs or running off with another youngster from the wrong side of the tracks, supernatural parents have to worry about their children becoming capital "e" Evil or "g" Good. Now you can be reasonably certain that outside of magical intervention that your children will grow up to have similar morals and ethics as what you have during the time they are developing.	
200	Gifted - Master of Beasts	Generic Harry Potter Fanfiction	Divination	You have a gift for dealing with animals. All beasts, magical and muggle, tend to like you far more than they normally would. Not only do they go out of their way to not harm you, they also tend to be incredibly obedient towards you with just a bit of work. You have a gift for just knowing how to take care of them, what the best diet for them would be, how they can be contained and kept away from harm and from harming others. All of this without making them overly unhappy. You can also train them for various purposes, depending on what you want to do with them. Based on this training and the steps you take, they even develop some unusual abilities. Beasts trained for war grow more fierce, bigger and stronger with their claws and fangs and whatever other offensive measures they have strengthening beyond usual levels. Beasts you're breeding for potions ingredients become able to regenerate things over time as long as they were removed without undue brutality, and so on.	
200	Gifted - Mind Magic	Generic Harry Potter Fanfiction	Divination	You have mind magic! Not only are you a whiz with obliviation and related magic, but you're a natural Occlumens and Legilimens, which both have their own uses. Your natural Occlumens and Legilimens abilities start out incredibly formidable, akin to someone who's spent years studying them. With some work you could be a master. Mastery in occlumency comes with an eidetic memory and perfect control over all your tells, to the extent that no one can tell when you're lying. It also lets you make a Mind Palace, and enhances your ability to recall your memory massively, so that eidetic memory can be of some actual use. Similarly, mastering legilimency allows you to almost instinctively tell when someone is lying, and also makes you a tremendously skilled cold reader. You're also a dab hand with spells like compulsions, the confundus and the Imperius. Finally, once you've developed your talents enough to acquire all of these abilities, by combining them you become able to rip skills and knowledge straight out of people's heads. It takes less time and effort the more you practice it, but eventually taking mere seconds to seamlessly copy entire lives' worth of knowledge and skills without the target even knowing it is possible, though it'll take a lot of work.	
200	Gifted - Seer	Generic Harry Potter Fanfiction	Divination	Congratulations, you're a Seer! Or should it be Oh Shit, you're a Seer! Either way, you have the ability to see the future in intermittent bursts. It's not unlimited precog, but rather, you can choose a subject to focus on, and you get random bursts of information about it. It's never useless information, but rather things that will certainly help you some way or the other. With practice and effort you may even start being able to direct the visions! In addition to this, you have a second sight and a sixth sense, of sorts. You can 'see' spells, enchantments that are cast on objects and active spells both, you can see the magic of a potion, even of a person. Finally, you're able to see through all but the very strongest concealment magic, including both spells and artefacts and any natural abilities possessed by creatures the rest of the Wizarding World might not even realize exist!	
200	Hidden Intuition	Cultist Simulator	Divination	It's easy to get the title, but it's quite hard to keep the job. To grow old as a detective of the Suppression Bureau one requires more than just everyday skills. Through this ability you may identify hidden knowledge about a clue, an object, a situation, or a person in ways that are easy for you to understand. From your perspective, cursed items shrill ominously, poisons fume with a toxic green color, important items glow visibly, and bad situations make your skin crawl. What's better is that these experiences are always trustworthy as they cannot be imitated, suppressed or countered, and they always adapt to cover new situations that you experience or new senses that you unlock.	
200	Hide and Seek	Charmed	Divination	Knowing how to track down your enemies or victims and how to cloak yourself or your innocents from those who are on the hunt are vital skills for both good and evil. Both tracking and cloaking can be considered powers, with all that implies, and you only gain one or the othger unless your purchase this perk twice. Tracking allows for a supernatural sense for where your given target is located, at least in reference to your location. The more information and physical evidence you have, the easier it is to find them no matter where they hide. Cloaking allows you to frustrate attempts to locate whatever you are hiding, be it yourself or others. Cloaking can be considered to be perfect, but can only protect at most four people for a period of time no more than a month. Also when in use for other people or another person, it cannot be used to cloak you.	

200	Hunting	Charmed	Divination	It is the privilege of evil to do as they please, including hunting down those who you wish, and in service to that, you now have the power to designate up to four people at any one time as Victims. You can designate a person as a Victim on sight, should you have a free slot, if you do not, then you may drop one of your currently filled slots, however you can only drop a person, either to replace them or to empty a slot, as a victim if they are no practical way for you to pursue them or if your underlying motivation for hunting them has changed, been superseded with a more important matter, or has been in some way made invalid. For example, a future whitelighter having successfully lost their qualifications to become a whitelighter. You can only maintain your intense predatory focus on so many at one time, sadly. . . You may only designate someone as a victim if they are not an enemy, are not threatening you, and are not actively seeking to harm you. They are victims, not enemies. And they must be hunted, stalked, and pursued for you to gain any benefits. Also your victims cannot be companions and are reset as you leave a jump to enter another. Any vicitms you hunt, you find any and all efforts at tracking them down and bypassing or otherwise countering their effort to get away from you bolstered, and you also find any Power or Magic you use for this purpose to be slightly more power than normal. When you actually find your prey, you also find yourself marginally more capable, the degree of which is determined proportionate to the amount of time and effort it took you to hunt them down and how terrified they have become of you over the period you hunted them.	
200	Legilimancy	Harry Potter CYOA	Divination	You are a naturally skilled legilimens. You know when you're being lied to and can easily probe the minds of others.	
200	Magical Detection And Ranging	Generic MG	Divination	The ability to detect magical phenomena is certainly useful for someone whose job depends on magic. You have a sense for magic, being able to detect heavy usage (like, say, a fight or a bunch of attacks) of magic at long range (across town, roughly) and being able to tell the magical power levels of others at close range.	
200	Marauder's Map	Harry Potter CYOA	Divination	A perfect copy of the Marauder's Map. A map with a detiled, dynamic layout of Hogwarts displaying the location of everyone in the grounds as well as various secret passageways.	
200	Noonstone	Cultist Simulator	Divination	This minor tool can be used to call upon the Principle of the Lantern. It radiates like an overhead sun, and its light can shine even in supernatural darkness.	
200	Nose for Magic	Divinity: Original Sin	Divination	Source Hunters are sent out into the world with varying talents. Some are archers, some are warriors, others use Sourcery itself against the evils that lurk in shadows. But all of that is useless if you can’t even find a Sourcerer. So the Source Hunter organization ensures that all of its members can do so on a fairly reliable basis. A mixture of instinct and deductive reasoning allows you to determine if crimes were committed with magic or with more mundane means. You can also apply this to more intense situations, determining if that person flinging fireballs is really a mage or simply an alchemist with delusions of grandeur. Simply put, you have a talent for deductive reasoning specifically geared towards detecting magic and a very reliable instinct to assist.	
200	Paradoxical Curio	Cultist Simulator	Divination	A reality bending trinket that represents the many Secret Histories. This curio only bends in bizarre ways when in the presence of supernatural danger.	
200	Pensieve	Harry Potter CYOA	Divination	A device that allows the user to keep their memories and peruse them at their leisure.	
200	Super	Bleach	Divination	When something is not right you can feel it. Any time an illusion is cast over you, or someone hijacks a body you’ll know, and while you may not know the specifics of the problem you’ll have a general idea on how to fix it.	
200	Tarot Cards	DC Occult	Divination	You have an enchanted set of Tarot cards. In addition to functioning much the way they're supposed to, they also change to have personalized illustrations based on the person drawing the cards. Of course, the damn things don’t actually come with any instructions, so you’ll have to figure out fortune telling on your own.	
200	The Eagle's Eye (Adept)	Divinity: Original Sin	Divination	Just as the hawk can spot their target from atop the tallest of trees, an archer needs to be keen of eyes in order to see the smallest points of weakness. Farseer provides a burst of visual acuity as the caster focuses their magic onto their own eyes. For a space of a single strike, the caster becomes capable of seeing even tiny chinks in an opponent’s armor. But being able to see those weaknesses means nothing without being able to exploit them. Barrage causes an arrow to multiply in flight, each of the three dealing slightly less damage than normal, but all of them striking the exact same point. Perfect for pressing the advantage against heavily armored foes.	
200	The Sharing	Endless Legend	Divination	Your attunement to the world around you is unmatched, and the very land itself speaks to you. Your senses are far sharper, and you have a sixth sense for when others walk across lands you claim as your own. You may also draw upon the primal spirits of the world to gain increased strength, endurance, and awareness. You may do so for roughly an hour a day safely. Too much at once, and your will may be consumed by the spirit, reducing you to a feral state and ending your jump.	
200	Treasure Compass	Genshin Impact	Divination	Every Treasure Hoarder’s dream would be to have one of these. It is a magical compass, constructed from rare and expensive resources. Rather than using any kind of magnetic field, the needle of this compass taps into the local ley lines in order to lead the user towards the nearest treasures. With so many treasure abound in this world, that needle will be almost guaranteed to be pointing to something. It is said that some adventurers vehemently dislike these devices.	
300	Dreamweaver	Dragon Age	Divination	Not all knowledge is recorded and not all recorded knowledgeendures the ravages of time. This discipline will allow you to mine the very nature of realitythrough dreams and meditation for the answers you seek. In addition, this perk will give youaccess to the Fade, or the in-universe equivalent thereof, whenever you dream. Entrance to theFade will be in mind and spirit only, not bodily.	
300	Lost Hyuga	Naruto Jump Chain	Divination	You, somewhere in your ancestry, are linked to the Hyuga clan by a bastard. Your Byakugan will work identically, but you will not be taught anything of the Gentle Fist style. At least you won't have to deal with glorified slavery. Be careful to hide your eyes from the Hyuga clan, lest they try to kill you. If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.	
300	Postcognition	Cultist Simulator	Divination	Your affinity to Secret Histories has given you an uncanny attention to details that bleeds into postcognition, allowing you to see things as they once were. Can be used by focusing on a single item or an entire location.	
300	Precise Strikes (Master)	Divinity: Original Sin	Divination	But the ultimate lesson for those who flash steel in the darkness is that the fight ends. The fight always ends, one way or another. It sometimes comes as the culmination of a dozen small cuts or one decisive strike, but there’s no avoiding the final blow. Coup De Grace is that art distilled by careful use of deadly magic and bloody skill. It is a strike to decide struggles and deals more damage to a foe the lower their health is. If they are already near death, this strike is sure to finish off even hardened adventurers.	

300	Prophetic Visions	Generic Magical Girl	Divination	When a new enemy arrives or major attack is going to take place, you'll have a vision telling you at least some of what to expect. You'll be caught by surprise a lot less because of it, but sometimes it may just be a false alarm brought on by too much spicy food and the scary movie marathon at that slumber party.	
300	See the Truth	Generic Magical Girl	Divination	Sometimes the bad guys hide themselves or their bases behind illusions, making it hard to spot them. This power lets you see through those disguises – at first it won't be very strong, only letting you notice that there's something off about that wall, or that stranger in the crowd looks a bit blurry, but eventually you'll be seeing through their illusions as though they weren't even there. A word of warning though – stronger opponents make stronger illusions, so if you want to see through the enemy leader's disguise, or even notice it, you'll need a lot of practice at this.	
300	Sensor Ninja Training	Naruto Jump Chain	Divination	You're capable of detecting other people through chakra. With enough training, you'll be able to tell who specific people are from miles away.	
300	The Hunter	Dragon Age	Divination	Magic is powerful and otherworldly and its effects on the world areundeniable. You know how to track those effects and the individuals behind those effects. Youalso know how to combat otherworldly entities with greater effectiveness and lethality.	
400	An Eye for the Bizarre	Golden Sky Stories	Divination	In the modern world, technology has shed light upon many of mankind's mysteries even dating from long ago, but there are still some things that escape our understanding. Things that seem to lurk in the shadows, or just in the corner of our eyes – things that seem to happen when we have our heads turned – all of the things that usually go about unnoticed. You however, seem to have a knack not only for seeing these things, but also attracting them to you on occasion. Things that don't belong, things that would otherwise be hidden away, these don't escape your eyes. A talent that at first only manifests as an odd sensation when you notice something amiss will eventually become a trained skill to discern what is off. Naturally, this works on mundane people as well, and you'll be able to discern when there is something wrong with them.	
400	Find Weakness	Charmed	Divination	Even a seemingly invincible foe has a weakness. It is simply a matter of finding and then exploiting it. Unfortunately that takes time. It is in your interest to find and exploit weaknesses quickly, and now you can. At a glance, you can tell the most likely weakness of a supernatural being. You also have a fair bit of luck in any act directly pursuant toward exploiting that weakness, such as a researching an appropriate banishing potion recipe, gaining the necessary reagants for a potion or spellcasting and avoiding the enemy while making preparations.	
400	Lens of Truth	Hyrule Warriors	Divination	A magical relic appearing as a purple mirror with red barbs sprouting from the top of its frame. It has an incredibly potent ability to dispel illusions by revealing the truth, allowing it to easily dispel even powerful illusions. Simply hold it up to what you believe is deceiving you. The Lens of Truth is also able to reveal other forms of deception, as it can make the invisible visible, or highlight camouflaged objects that blend in with everything else in their surroundings.	
400	Seer	Harry Potter CYOA	Divination	You are a true seer. You occasionally make correct prophecies regarding those around you, although you do not remember them at first. You can also make correct, useful predictions in your day to day life through divination. Real seers are highly prized and celebrated.	
400	Story Teller's Aid	A Practical Guide to Evil	Divination	A book of children's stories of every culture, containing boththe tales and the various narrative structures which guide them. Further, it lists the impactsthese stories have had upon the cultures that tell them, and contains summaries containing anyand all similarities. Finally, if you write even the barest hint of a story into the end of it, it will giveyou a list of paths that story might take if it were to follow the narrative tropes of each culture. Though at first, this may seem rather useless, in a world driven by tales, the use of such a thingis not to be underestimated.	
500	Pure Hyuga	Naruto Jump Chain	Divination	Konohagakure based. You possess the Byakugan, an eye-based Bloodline-Limit which, when activated, gives you a 359 degree field of vision, the ability to see through solid objects, view the chakra as well as the chakra circulatory system, to expel chakra through any tenketsu point in your body, and makes you extremely resistant to genjutsu. If you focus on your sight you may also see things as if your eyes were telescopic. You can also learn the Gentle Fist combat style, which focuses on attacking an enemy's tenketsu points to disable their use of chakra, directly damage their internal organs, and striking pressure points to disable limbs. For three hundred points you are born a branch member, and a slaves seal that can be used to cause you sever pain, or even outright kill you is inscribed upon your forehead. The main branch also keeps all the best techniques away from your filthy plebeian hands. For five hundred points you are a member of the head family, giving you access to the best techniques and a bunch of your family members as slaves. Of course, most of those 'docile' slaves hate you for it. Your irises are now a pale gray, almost indistinguishable from the sclera, and when you activate your byakugan the blood vessels leading to your eyes visibly bulge upon your face. If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.	
600	Croydon's Compass	Justice League Dark	Divination	Made in the dirty thirties by a sadistic wizard the name of Angus Croydon. Croydon was mostly known for squandering his power on arranging satanic orgies and cannibalistic rituals with England's blue-blood, but did manage to make this one legitimately powerful artifact:A large antique compass capable of pointing to each and every notable source of magic in the world. Anyone in possession of it could be first on the scene of every mystical awakening and the first to dig up every artifact that's worth anything. Though it'd be practically worthless in a world without magic, it's an artifact of immense value in this one.	
600	Gate of Souls	Hyrule Warriors	Divination	Like the anomaly found within this world, you too now have access to a kind of personal Gate of Souls. The Gate of Souls is a portal that connects to all of time, but it requires someone skilled with magic to truly pull on its potential. Someone with some skill can use the Gate of Souls to peer into the past whenever and wherever they please, watching whatever and learning whatever they can find while scrying. More powerful Sorcerers and Sorceresses however can do more than just look though. Those with great magical skill and power can use the Gate of Souls as a conduit for summoning objects, individuals and creatures from past eras into the current one. It was through this application that Cia was able to swell her army's ranks with monsters. Beyond the incredible abilities of even Cia, only made possible with something as powerful as the completed Triforce, the Gate of Souls can even be used as a gate for transporting entire places from past eras as they existed back then, with all they contain, and juxtaposing them over the current era.	

600	Power of a Story	A Practical Guide to Evil	Divination	Fate is a fickle thing. Do you truly wish to rely upon it? Verywell, so be it. The power of stories flows through you, and you are able to invoke it upon thesituations you come across, even when you have left this world. You may twist the world tofollow the tales you have woven, the paths burned into Creation itself. For example, if youchallenge a foe twice, the first time forcing him to flee, and the second meeting him as an equal,then you shall beguaranteedto survive until your third conflict. At that conflict, however, heshall defeat you, no matter how fate must twist and bend to guarantee it. A last-moment burst ofstrength, a spell learned in a day where others would take years, whatever is needed, he shallachieve it. . . within limits. You see, in the end, it is the Choices that matter, not the stories. If in the end, even withthat gift, he cannot claim victory, then he will fall no matter what the story says, delegated to alesser role than he should have had. A further boon shall be granted upon you; that he shallonlygain power in proportion with how much you call upon this power. If you are saved thricefrom certain death, then he shall match you. Four times, and you shall be at the disadvantage. But if you do not call upon it even once, then he will have no strength but that he gainedhimself. Of course, this is not the only tale you can weave. Other tales can be woven just aswell, a sword stuck in a stone, a crown found by a child. . . but whatever the tale, Destiny shallforce it across it's path, and punish those who attempt to deviate from it. A final warning,however. This is not absolute in either direction. Push a story too far, and Fate may decide thatthe story simply isn't worth keeping around. Defeat your foe, even while unmatched, and that will be that, or push the tale too far, and you may find yourself slain by a 'greater' threat for yourrecent rival.	
600	Ritual of Star Reading	Dog Days	Divination	This encased crystal can be used to see a vision of a probably future. Best used at midnight, when plenty of star are about. It will show a clearer picture if it is a vision of personal interest to you. As the moon waxes and wanes, so too does the accuracy of the vision. On the night of the full moon, performed under the stars, you would be able to view a near 100% accurate vision of something significant to come.	
600	Target Analysis	Generic Magical Girl	Divination	You know just from looking at them, what an enemy's strengths, weaknesses, and powers are, and how much health and energy they have left. You might just "know" it, or you might see pop-up health bars and stat readouts, but whatever it is, it's a massive tactical advantage when you realize that the dread Youma Lord you're facing is deathly allergic to shellfish and peanuts, or that the evil robot's fuel hose is exposed. Major fights will go faster because you know how to really hurt your enemies, and what tactics aren't worth trying.	
600	The Gift Of Sight	Justice League Dark	Divination	You are an Oracle of near unparalleled ability. The past, the present, and the future are all laid bare before you. You can peer into the minds of others, scry any location or any person, and make impressively accurate prophecies. And your powers aren't simply deep, but also wide. Any related abilities are also within your grasp: reading auras and palms, acting as a medium, communicating mentally with anyone, conjuring illusions, astral projection, and contacting beings on entirely different planes of reality are all possible for you. Your Sight is also incredibly clear, meaning all but the most potent of illusions fail to affect you at all and obscuring things from your view requires powerful magic. Even gods would struggle to hide from your mind's eye for long.	

Chapter: Enchantment				
CP Cost	Perk Name	Source	Chapter	Description
100	Memory Spell Specialist	Harry Potter CYOA	Enchantment	You have a gift fro memory charms allowing you to erase and replace memories with an almost preternatural skill once you learn the required spells.
200	The Empress's Garments	A Practical Guide to Evil	Enchantment	A beautiful dress (or suit), with impressive spellworkwoven in. While none of the spells are defensive, all of them will draw attention to your bestfeatures and away from your worst, as well as enhancing your silver tongue. Even an ugly oafwould look halfway adequate in this. Of course, the effects only grow stronger the morecharismatic and beautiful you are without it's help.
300	Beastmaster	Harry Potter CYOA	Enchantment	Magical beasts seem to like you, will not hurt you unless provoked, and tend to vaguely follow your instructions.
400	Aburame	Naruto Jump Chain	Enchantment	Konohagakure based. You are a living nest of bugs called kikaichu. You can control the ones inside your body which have can do many things like tracking other kikaichu using pheromones, consuming a target's chakra, to poisoning others, destroying poisons with in yourself and others, and talk with different kind of bugs and insects. People are going to find you a little creepy, beings you have a bunch of beetles living inside of you.
400	Mind Lance - Psion	Generic D&D 5e	Enchantment	You can use your mind to directly attack other people's minds, now. This is extremely effective against basically everything. (Nothing resists Psychic damage.) How strong these attacks are depends on your personal skill, which, with this perk, is enough to put you on the level of a Mind-Flayer.
400	Nara	Naruto Jump Chain	Enchantment	Konohagakure based. This clan is renown for it's lazy geniuses, and now you're one too. While your work ethic takes a serious hit, your intelligence is increased into the mesa genius range. In addition you gain the ability to manipulate your own shadow. You start out only knowing how to force people to copy your movements by linking your shadows, but you will be able learn how to strangle people with your shadow, stitch theirs to the ground so they can't move and more. They get along famously well with the Akimichi and Yamanaka clans.
400	Yamanaka	Naruto Jump Chain	Enchantment	Konohagakure based. A clan renown for it's prowess of invasive mental techniques. Joining this clan will at first merely give you the ability to posses a single enemy you manage to strike with a slow moving but invisible technique, while leaving your body unconscious and vulnerable. With time and effort though you'll be able to posses multiple people, read minds, and communicate telepathically with multiple people at once as if you were all in the same room. They get along famously well with Akimichi and Nara clans.
200	Dance My Puppets	Ben 10	Enchantment	Spellcasting isn't about just conquering entire worlds and marching around with an army, alright? It involves a lot of study and a lot of work - not everyone has time to conquer dimensions all willy-nilly! The good news is that you're good at getting others to do the work for you. You have a talent for scheming and manipulation, whether just bribing someone to do the work for you with a few shinies or promises of having their dreams come true, and spells involving hypnotism or mind control are much quicker and more effective in your hands. Regardless, getting some minions or deniable assets is a sinch for you, as is tricking others into doing what you want them to.
400	Stone Golems	Ben 10	Enchantment	Eight figurines that can transform into large stone golems to fight or do physical labor for you. Any lost or destroyed figurenes will reappear in your magic bag (if you have one) or in your warehouse the next day. As they are technically sapient you could therotically free them from your control. They appear to have been following you willingly, so as long as you haven't mistreated them they will be amicable towards you. Freed stone creatures do not count as companions and must be podded if you wish to keep them.
100	Memory Powder	Charmed	Enchantment	There are times when to keep secrets, you just have to use a little magic. Keeping magic secret from the normal mortals of the world is an important task, and whitelighters are often given missions or take the responsibility upon themselves to obscure evidence and hints of magic's existence. Memory Powder is one of their best and most useful tools for doing so. If blown in the face of someone without magical resistance, such as a mortal, they enter a suggestible state where you can verbally instruct them to erase or rewrite their own memories in way so comprehensive that they will never question the altered / removed memory unless given hard evidence questioning its authenticiy. You only have a small pouch, enough for several uses.
200	Cupid's Bow	Charmed	Enchantment	Much like whitelighters, there was a time when cupids had to fight for love's place in the world, and unlike their fellow lesser angels, they preferred to do so at range. This beautifully crafted bow requires no arrows, merely being treated as though it had an arrow prepared and conjured in place. However, its arrows are a peculiar form of weapon. Upon being struck by an arrow from its bow, the target is not harmed physically but is instead inundated with emotion. Intense, fierce, and pure distilled emotion. While a mortal could be made maniac or depressed or otherwise have their emotional state thrown into chaos, certain supernatural beings like demons simply cannot handle emotions and are vanquished by this sort of weapon. Supernatural beings tied to or born from negative emotions are harmed badly by these arrows, and those with an already acknowledged weakness towards positive emotions are affected even more severely.
600	Hollow Mist	Charmed	Enchantment	In its natural state, the ever-hungry magical creature called the Hollow resembles nothing less than a swarm of black flies or small black orbs, and here in this crystal ball is a small swarm of docile black specks that clearly come from the dread creature.
600	Swarm of Cherubs	Charmed	Enchantment	Cupids are stillborn children given a chance at life by the Elders in a manner not uinlike what they do for whitelighters. The inability to make informed consent aside, these children are generally content in their existence, beginning as fat flying babies until they mature into proper adult human form. This group of six young cupids have chosen to follow you. They are effective messengers and couriers of small items and while they will not mature into adults until post-jump, when they do, they will become devoted servants with the full power of a mature cupid each. Each cupid as a tiny version of a cupid's bow and cupid wings. While their wings are smaller and weaker, their smaller bodies compensate enough they are just as fast as their mature winged seniors, and while their bows are less potent and intense in the emotions they can inflict, there is something to be said for numbers.
100	Bewitching Eyes	Cultist Simulator	Enchantment	Your eyes can now carry an enticing allure to them, allowing you to charm your viewers into submission until they can no longer be only themselves.
200	Marruvine Idol	Cultist Simulator	Enchantment	An infant doll made of wood. These dolls can placate the rage of the supernatural beasts temporarily, who will cradle the doll like their own baby.
400	Scapegoat	Cultist Simulator	Enchantment	What's the point of having followers if you alone have to bear a burden? Anytime you are forced to inflict harm on yourself or others in the name of a cause, a ritual, or a power, you may opt to inflict this harm unto someone or something else instead, effectively allowing you to substitute the target of your sacrifice with something of an equivalent value. This can be used to spare your assistant in favor of destroying a tool, maybe you wish to spare the tool in favor of a temporary influence, regardless, this perk will ensure that the proceedings complete without a hitch.

200	Monster Taming	Danmachi	Enchantment	Any monsters that you battle, if you defeat them and leave them alive, will acknowledge your strength and allow you to capture them easily. This also makes you skilled at controlling your damage that you can inflict towards others to the point where you can throw a city-destroying attack or spell only for the target to gain a slight burn or bruise. As long as you show affection and don't abuse them, any monster that you captured would develop undying loyalty towards you to the point that they would sacrifice themselves to receive a mortal blow meant for you.	
200	Hypnotism	DC Occult	Enchantment	Whether by some skill you've picked up or by an innate ability, you are able to hypnotize someone, making them extremely susceptible to manipulation for a short time. This only really works on normal people and can be resisted with enough willpower, but only requires eye contact or a small visible gesture to activate.	
400	Talking Is a Free Action	DC Occult	Enchantment	You know how sometimes people seem to be able to hold conversations or go on monologues during a short leap or cast spells to stop bullets after they leave the barrel of a gun? Well, now you can, too!If you so choose, whenever you begin to speak, time will be compressed. This effect will not last indefinitely; maybe a paragraph or two can be exchanged in a single instant. Where this really shines is that you can cast any short, verbal spells effectively instantly, thereby eliminating a large weakness of many types of magic. This same effect will also be applied to anyone you are speaking to -- though they cannot use it to cast their spells, only to talk -- and attempting to somehow game this for uses other than talking or casting spells will end it. Oh and no one will find this strange or even notice it unless they happen to be. . . aware of the true nature of reality	
600	Carefully Chosen Words	DC Occult	Enchantment	You know real magic isn't in fireballs or flashy explosions. No, real magic is in words. Words can drive a man mad, words can create or shatter nations, can make your bitterest enemy your dearest friend, and can drive a man to kill his brother. And your silver tongue knows more words than most. Whether it's convincing a serial killer that the real thrill would be to feel his own death or a group of mobsters to tear themselves apart, all you need is a few words.	
100	Commanding Presence (Novice)	Divinity: Original Sin	Enchantment	When a leader steps onto the field, they make themselves known with a strong voice and inspiring words. They lead through example, through reassurance, and even through threats. Their voice is a finely tuned machine and, for some, can even be a focus for their magical talents. Encourage allows the caster to empower one of their allies with a few words, increasing not just their fighting spirit, but their very ability to fight itself. Shrug Pain is similar, but instead focuses on allowing an ally to ignore the pain that plagues them for a few moments.	
100	Vocal Manipulator (Novice)	Divinity: Original Sin	Enchantment	For some, the voice becomes the ultimate delivery system for their foul magic. After all, anything the fingers can do, the voice is capable of several times over. For while a finger can entwine a single man around it, a voice can capture and destroy hundreds of hearts. Oath of Desecration is the first word of power these dark mages learn. A simple and effective curse that causes the target to take half again as much damage as they normally would over the next few moments. Lower Resistances is a word and more a vocal blast that rips away the elemental defenses of all the enemies in a short radius around the caster.	
200	Commanding Presence (Adept)	Divinity: Original Sin	Enchantment	Those who continue to hone the voice as their tool of war find that with practice, they can affect those on both sides of a conflict. After all, their enemies have ears capable of hearing insults and jeers. Taunt is a simple, but effective, shout that modifies itself inside the ear of each enemy who hears it, becoming the most vile and personal insult each of them has ever heard. Most will be unable to keep themselves from turning to charge a person who issues such offense. Rage takes this a step further, issuing forth a string of insults that dive straight to the heart of an enemy. It drives them into the furthest extremes of anger, increasing their strength but heavily reducing their ability to accurately find a target with their weapon.	
200	Deadly Fingers (Adept)	Divinity: Original Sin	Enchantment	Of course, those who concentrate on the magic contained within their fingers soon discover that they can do much more than harm. Drain Willpower is a subtle enchantment that lowers a person's mental resistances quite dramatically without their notice. Which leaves a target vulnerable to a little mental suggestion. Rapture slips into the target's mind and nudges them into desiring to help the caster out. While this works best out of combat where the effects can slowly be built up until the target is a very willing ally, it can temporarily turn a foe in the midst of battle.	
200	Vocal Manipulator (Adept)	Divinity: Original Sin	Enchantment	As one grows to master the black voice, one learns all kinds of interesting tricks the combination of vocal cords and magic can come up with. Mute steals the voice of a target for several moments, preventing them from casting spells, using scrolls, or simply crying out for help. Rapture slips into the target's mind and nudges them into desiring to help the caster out. While this works best out of combat where the effects can slowly be built up until the target is a very willing ally, it can temporarily turn a foe in the midst of battle.	
300	Commanding Presence (Master)	Divinity: Original Sin	Enchantment	The pinacle of vocal perfection is the ability to turn the voice itself in a weapon, a war-machine capable of bowling over soldiers by the dozens. Shout is a simple name and a simple spell but no less destructive for it. A cone of wind equal to any hurricane whips out from the caster's mouth, bowling over anyone without firmly planted feet and sending them rolling away. A front line commander equipped with such a voice could make short work of enemy lines.	
300	Vocal Manipulator (Master)	Divinity: Original Sin	Enchantment	But in the end all come to realize the true power behind the voice. It's not the tone, nor the magic, but knowing how to say just the right thing to utterly destroy a person down to their core. Soulsap does exactly that and crystallizes it into the blackest kind of magic. The target's defenses will crumble, their fortitude flee, and their mental faculties will shut down in the soul' s attempt to blot out the horrible truth crashed down onto it. While it doesn't take long for the spell to wear off, it can create that perfect opportunity to strike.	
600	Sealing Knife	Dog Days	Enchantment	This knife amplifies and strengthens any magic used to seal a creature. It will act as the container for anything it seals, making sure anything that it seals cannot escape unless the blade is broken from the outside. It can be used to seal anything you have defeated and will act to purify them while sealed. You may choose to instead imbue this effect onto a weapon of your choice.	
600	Summon Champion	Dog Days	Enchantment	Once per day you may summon a champion to help you do battle. The summoned champion will be your equal in one field. A mage will match you spell for spell, a warrior could match you in an arm wrestle or a scholar could think up plans and strategies just as fast as you. The more general the class and skills of the champion summoned, the weaker they will be in those skills. They can be as good as you are in one thing, or a third as good in three. When the battle has concluded the champion will disappear, fading into the wind in a swirl of blue particles.	

500	Disciples Draft	Drakengard and Nier	Enchantment	You know the secret of making Disciples. That's the magically-bound bodyguard/familiar/boytoy variety, not the mundane lower-case-d disciples. By taking a regular animal and empowering them with magic, you can give them a human body and intelligence level, then forge a bond between them and anyone you wish. Besides granting someone a loyal companion and partner, Disciples are naturally gifted warriors, with a level of power above that of a regular human, though still less than an Intoner. More importantly, Disciples boost the magic of those they're bonded with. For Intoners, that means allowing them to summon 'Angels' into this plane of reality with their Songs. For others, it may unlock any hidden abilities or just strengthen their spells beyond what would normally be capable. While the canon disciples get along with their intoners to… various degrees, you can be a lot more prudent when giving them personalities, ensuring that they mesh well with their bondmates. Or ensure that they don't, if you're feeling like a bitch. Disciples are reliant on their bondmate's energy to live. If a Disciple's bondmate dies, or if they're released from their duties somehow, a Disciple will turn back into the animal you crafted them from. Even if you recapture the animal and turn them into a Disciple again, they won't have any memories of their previous time being uplifted. Disciples can also turn back into animals if they push themselves too far, such as if a Disciple attempts to summon an Intoner's Angel on their own.	
700	Spell Singer	Drakengard and Nier	Enchantment	An Intoners song is a powerful brainwashing tool, but what if it could do more? By taking this perk, you can double the power and range of your song. If you weren't an Intoner and didn't have the power of Song before, boy howdy you do now. Not only that, but any spells you know or learn can be Sung instead of cast normally, letting you use the full power of an Intoner for your magic. A basic fireball spell will summon a giant flaming meteor and if you sing Avada Kedavra, you'll kill every person who hears it. With this, you'll go from one of the weakest Intoners to the strongest. As a bonus, you'll gain a beautiful voice and a natural talent for singing normal, non-magical songs.	
900	Whole Again	Drakengard and Nier	Enchantment	Replicants and Gestalts. Body and Soul. Two halves of the same whole. The issue comes when Replicants develop their own minds and refuse to let the Gestalt back in. Think about it. You wouldn't want to die just so some asshole you've never met claiming to be the "real" you can use your body, right?Well, you and… erm, you have managed to find a solution, somehow. By finding common ground, your Gestalt self and Replicant self have joined together once again. The results are impressive. Your body has been enhanced and you're now able to use magic if you weren't before. Similar to Kainé's powers after getting possessed by a Shade, except you don't have to worry about losing control and hurting people. After all, you are you. You're one mind and soul, not two different minds fighting for control of one body. If you happen to miss being two separate entities for some reason though, you're in luck. For a limited time, you can separate your Gestalt from your Replicant, letting the one fight as two. During this time, your Replicant loses the ability to use magic but keeps the enhanced physicality. Meanwhile, your Gestalt is a powerful one, similar to a Boss Shade, though not on the level of the Shadowlord. So of course it can wreck shop. Your Gestalt and Replicant may have different personalities while separated, however you're still you, so you don't have to worry about either half going rogue. When the timer is up, you'll be forcefully re-merged unless something prevents the process. If that happens, you'll both grow weak and vulnerable, until you eventually die. If you aren't a Replicant and you take this perk, it still works. By strengthening your inner soul, you gain the power boost and magical abilities. When you separate, you summon your true self to fight alongside you. What? No, it's not a Stand! Or a Persona! Shut up!	
100	Arcana Of Authority	Endless Legend	Enchantment	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. You gain access to mind affecting magic, able to compel others to listen to you and implant thoughts not their own into their minds. As an Arcana, you can compel a few targets.	
300	Shaman	Endless Legend	Enchantment	All Walkers get in touch with their feral side. Some are consumed by it and lost. Others. . . Others master it. You can commune with the spirits of the world, and gain boons and inflict banes with them. Should you possess The Sharing, you have an increased resistance to being turned feral by your Sharing. You will be able to endure roughly twice as much, and have a far better sense of when you should stop before you lose your mind.	
500	Call Upon the Guardians	Endless Legend	Enchantment	There exist five elemental titans. One of earth, fire, air, water, and Dust. They are the Guardians of Auriga. Each has unimaginable power. Earthquakes that shake continents, firestorms that make it rain ash for weeks, floods that wash away mountains, gales that uproot castle, and Dust storms that rip flesh from bone. You can upon them and they will heed your call. Once. They will assist you for one week each, before returning to their duties. They will not heed you a second time.	
100	Hypnosis	Fate/kaleid liner PRISMA ILLYA	Enchantment	You are extremely skilled at hypnosis, a very common ability among magus, allowing them to wipe knowledge of magic from mundane minds. It tends to be not as effective on those with magical or supernatural abilities.	
200	Brainwashing	Fate/kaleid liner PRISMA ILLYA	Enchantment	You know how to brainwash people. Through a ritual you can suppress a restrained target's mind and create a false personality to take control of their body. Unfortunately pain is capable of awakening the suppressed mind and allowing them to regain control.	
400	Authoritarian Personalism: Faceless Jet-Black Sovereign	Fate/kaleid liner PRISMA ILLYA	Enchantment	Somehow you have gained a powerful Noble Phantasm contained in a card. When activated it will cause any targets within a hundred metres to be affected with a gravitational force that will plunge them to the ground. It is not physical in nature but rather an attack of conceptual nature able to break through other magical defences. It can be activated selectively to allow avoiding it effecting allies. The force is powerful enough to leave those with strength greater than the strongest of mundane humanity by over forty times unable to move. Curiously its existence is a mystery to even Gilgamesh, the hero who owns all the treasures of the world.	
400	Sealing Artifact	Fate/kaleid liner PRISMA ILLYA	Enchantment	You have gained knowledge of how to seal knowledge and mystical abilities away. The target must either be willing or unconscious and extreme stress may awaken what you have locked away.	
150	Crowd Control	Generic MG	Enchantment	While this won't take someone out of the fight for good, sometimes you need some space to breathe. This package includes a variety of methods for making people stay still or go over there. Zones of force, magical manacles, slowing spells, it's mostly there. You can figure out new tricks for this with time and practice.	
200	Mercenary Retainer	Generic MG	Enchantment	A contract entitling you to use the services of a dark mercenary corporation. It appears you have a credit with this company, letting you use them a fair amount without needing to pay. Or, this is an agreement with your superiors to let you borrow some muscle. You can request a dozen armed human mercs, or six "weak" monsters, for use in your schemes. The troops aren' t elite, but they are professional. If any of them die while carrying out your orders, you'll have to wait a week before requesting more firepower.	
200	Mercenary Retainer - Boosted	Generic MG	Enchantment	If purchased twice, you have access to a team of up to 36 humans or half of that in weak monsters. **(CG Note: Requires base Mercenary Retainer - Generic MG first.)**	

200	Summoning Specialist	Generic MG	Enchantment	Sometimes you just need backup. The summoner package allows for summoning or creating temporary allies. It starts at two allies just below your own power level, or a dozen weaker allies. At the start, you will have to micromanage them. Time and practice will raise the (absolute) power level of the summons, their numbers, and their ability to act independently.	
300	Aggregate Impact Psychotherapy – AKA: Befriending	Generic Magical Girl	Enchantment	After an enemy has been beaten into the dirt, you can use your magical powers of friendship to cure them of their evil ways, and possibly even convince them to join your team!	
100	Slime Bait	Genshin Impact	Enchantment	Distilled by an innovative new process from the corolla of mist flowers, this extract is a particularly potent mix. But the attention it attracts most is not of human variety. Slimes feed off of elemental particles to survive, and with such a strong source of it concentrated into one place, it is little wonder that they are drawn to it like moths to a lamp. Just sprinkling a small amount of it on the ground would immediately lead to these magic sensitive creatures springing out of the woodwork to investigate. In future jumps this would work as an incredible bait for any likewise mana-sensitive creatures. Don't use too much at once though, lest you find yourself swarmed in minutes.	
600	Ceremony Of Corruption	Genshin Impact	Enchantment	The Abyss have had a long time to plan their war with the Archons. They have developed no end of tricks and traps to further their ends. They even went so far as to devise a ritual that would allow them to corrupt the minds of great spirits and old gods. This is what they had used on Dvalin, and what they had planned to use on Boreas. You have come into possession of a scroll detailing how to carry this ceremony out, as well as any items you might need to do so. While you will need to start the rite first, which is no easy feat against a god, once begun it would be near impossible for them to break free, barring outside interference. Once complete, you will find these once great beings much more. . . agreeable, to any cause you may have. How long the ceremony takes is entirely dependent on how strong the willpower of the victim.	
400	The Miko's Art	Golden Sky Stories	Enchantment	Times have changed, and with it, norms have also changed. The Art of Mikos, once commonplace in this land, have now become a form of witchcraft that is no longer considered a norm. Still, it's a skill that might be useful for you when it comes to helping another. The art itself might not be commonplace anymore, but that doesn't mean there aren't spirits that plague people from time to time. As a Miko, one of your specialities lies in purging out these spirits, driving out the negative emotions dwelling inside a person. However, when it comes to wandering spirits and restless ghosts, you can also demonstrate a capacity to guide them into willing bodies and temporarily give them more than just a spectral form. If it is absolutely necessary – you can even form sacred boundaries to ward spirits away.	
600	Hyakki Yagyou「百鬼夜行」	Golden Sky Stories	Enchantment	Some people might think that there can't be shadows without light, but you've seen first hand that one shadow can call forth another. With but a short ritual, you can call forth other Mononoke, their presence will henceforth be permanent in the area until they physically expire. Though typically they seem inclined to parade about, when the ritual stabilizes the Youkai called forth will typically settle in an area and guard it. The strength of these spirits is largely dependent on how much magic you would dedicate to them and thankfully, they're friendly with all of your allies as well. Just be wary that regardless of how strong they are, all conjured Mononoke are weaker in the daytime than they are at night. The ritual works best when conjuring other Youkai of the same type as you.	
600	Hyakumonogatari Kaidankai「百物語怪談会」	Golden Sky Stories	Enchantment	There are times and places where the reality and folklore intertwine, and with a little pull, things that used to be tall tales can come to life. Working off of rumours and myths, this ritual can bring them forward – though you'll have to understand that they may not be as accurate to their mythical background as you might think. Though this ritual can be performed without a catalyst, to give your conjured spirits a permanent hold on their surroundings, you'll want to use a catalyst of a hundred candles. So long as at least one of the hundred candles remains lit, your field conjuring these mythical creatures will maintain itself. Should the creatures venture away from the field, be wary that they won't last very long.	
400	Heart Attack	Hyrule Warriors	Enchantment	The corrupted sorceress Cia was able to draw on the darkness within Link's darkness to conjure copies of him, "Dark Link. " Just like her, you are able to sense and grab what lurks within the hearts of monster and man. This perk essentially allows you to sense darkness or light within someone's heart, whatever makes up the minority, and draw it out. Supplemented with your own magic, you are able to make temporary copies of an enemy made of their darkness or light and assault them with them. You are able to summon more as time goes on, but there are caveats. The dark/light clones are not truly permanent and although not insanely costly, they do take effort to sustain. Additionally, if your target is able to somehow eliminate the darkness or light within their heart, you will be unable to use this magical power on them, as there will be nothing to draw on.	
400	Quirk of a Copy	Hyrule Warriors	Enchantment	Lana is the personified light that once existed within Cia, before Cia was completely overcome by darkness and that light was forced away. Because of her nature as a being born of emotion and magic rather than flesh, she has a strong ability. This perk gives you that ability as well. This allows you through magical power to divide your power into two or more equal copies. These parts are all equally you and yet not you. In this way, death will only truly come if all the versions of you are slain. This allows you to split up and run if you face certain death. That said, you will be unable to return to your full power until all versions of you have either fused back into one being, or there is only one of you left. If the other yous died to get to one remaining, your power will come back slowly, over time.	
600	Friend of Fairies	Hyrule Warriors	Enchantment	Fairies, magical nature spirits that favor the light, though fickle and unorganized beings with no shared culture or civilization. The threat of their magic potentially supporting Zelda's armies was enough to have Cia begin hunting them at the dawn of the war. In this world, fairies can be roughly divided into two groups of beings. Normal fairies like Link's speaker Proxi resemble small girls that could fit in the palm of your hand, each with insect wings and a magnificent glow that makes them appear as balls of light to those not close enough. The other kind are Great Fairies, resembling giant red headed women with bizarre, revealing clothing and aquiline noses. Normal fairies live in the woods, while Great Fairies reside within fairy fountains and appear when prayed too. Now, they and any other nature spirit you may find just loves you. Outside of just not being tricked by the more mischievous ones, you'll often find them coming to see you and generally being friendly unless you go out of your way to upset them. This is great, since both types have powerful magic, with Great Fairies turning the tides of numerous battles in the war.	
200	Demon Butler	Justice League Dark	Enchantment	A demonic butler, bound to your will and your property. Completely and unerringly loyal, this demon is quite well mannered and skilled and looking after your belongings. He is also able to shift into a more powerful form to defend them. Does not take up a companion slot, but must stay within property or vehicles you own or inside your warehouse. Can teleport between any such places. **(Free With House of Mystery)**	

300	The Blade of Ma'at	Justice League Dark	Enchantment	This ordinary-appearing dagger is actually a powerful magical artifact of an ancient Egyptian goddess of truth. The magic of this knife prevents it from physically cutting any living being. Instead, when the dagger is plunged into the heart of a being, they are bound to truth so long as it remains in place. They may still lie, but if they do so, the full divine power of the goddess will be delivered upon them, either simply destroying or driving mad all but the most powerful beings. Of course, the dagger takes a lawyer's view of the truth. Careful wording will allow the effects to be sidestepped and as the dagger doesn't compel them to speak, they can simply choose to either say nothing or only give part of the story.	
200	Our Hearts Are Connected	Kingdom Hearts	Enchantment	You instinctively know your companions' condition now matter how far apart. You can even send them boosts of willpower or energy if you focus on them. The effects of this vary with the strength of your relationship, so you could help a good friend find their second wind or give your best friend a small burst of power. So long as you're on the same planetary body, you have a vague indication of the direction the ally is in and roughly how far away they are, this functions more like a "getting warmer" feeling than a simple direction or distance. As an extra bonus anyone you have this connection to feels it toward you as well, letting them find you and help you out if you need it, sending energy and willpower to support you.	
200	You Are Never Alone	Kingdom Hearts	Enchantment	A friend in need is a friend indeed, and you can help your friends in their time of need by lending the full extent of one of your perk abilities to one friend at a time. From keyblades to super strength, from healing to laser eyes. You cannot use this ability if you are in a confrontation yourself. It will take a little bit of time to swap over, both taking the previous perk back and handing out a new one take bout fifteen seconds each. Note this lending of power is temporary and during that time, you don't have access to the perk yourself. Not the second, you cannot lend a power that in turn lends or transfers powers.	

Chapter: Evocation

CP Cost	Perk Name	Source	Chapter	Description
100	Legion Trained	A Practical Guide to Evil	Evocation	One Sin. Defeat. One Grace. Victory. These are the words thatevery member of the Legion lives by. You've been trained in the legions, and are proficient withrank-to-rank fighting with the gladius and scutum, the usage of goblin munitions, and massspellcasting (assuming, of course, that you're capable of spellcasting). Furthermore, you knowhow tocreategoblin munitions, including the magic-eating goblinfire. While this won't let youstand up to a Hero on it's own, the discipline of a legionnaire and their skill against others ontheir level is not to be doubted. As one of the Named yourself? Well, this level of skill can bequite effective, though it's enhanced with the assistance of fellow warriors.
100	Melody Arm	Naruto Jump Chain	Evocation	An odd metal vambrace that can amplify and store the sound made by your arms moving through the air and some of the vibrations caused when the vambrace being struck. These vibrations can be released and controlled via chakra. You'll need to be up close and personal to cause damage with this but the vibrations can be used to give your foes a concussion or destabilize their balance by damaging their eardrums.
200	Boil Release	Naruto Jump Chain	Evocation	Kirigakure based. You gain the ability to create and manipulate deadly clouds of acid that looks like steam. It's difficult to control, but even the most durable of things will be quickly dissolved in a cloud of your acid.
200	Elemental Chakra Affinity	Naruto Jump Chain	Evocation	Most ninjutsu rely upon manipulating the elements, and you've discovered what element you're naturally inclined towards and have some basic training in using it. Further training will increase the power and efficiency of the techniques using your element. You can use techniques for affinities you aren't naturally inclined towards, but they'll be significantly weaker, less efficient, and the most powerful techniques will be beyond your grasp entirely.
200	Explosion Release	Naruto Jump Chain	Evocation	Iwagakure based. Your chakra gains explosive properties. There aren't many fancy applications for these explosions, but it raw power shouldn't be underestimated. You can also store your chakra in items to make them explosive.
200	Gifted - Elementalism	Generic Harry Potter Fanfiction	Evocation	You have a tie to one of the fundamental elements of nature, those being Fire, Water, Wind or Earth. You can summon it, shape it, send it at people and are immune to any harmful effects it could have. A Fire elemental cannot burn, no matter how hot the fire. Even with magical fire only the very strongest can affect you. In the same way, Water elementals don't drown, Earth elementals are incredibly tough and flexible, Wind Elementals have a sixth sense through the air around them and an unusually great talent for flying, and so on. The quantity of your element you can call upon and control is truly massive, to the extent that a Wind Elemental would start out able to do major gusts and gales, and with a lot of practice and experience, could control an entire Hurricane. The finesse and precision is similarly entirely dependant on how much work you put in. Lastly, you have a number of tricks you can do with your element. A fire element trick would be to light candles with a snap of your fingers or by breathing on the wick, and it's similar for the other elements. After your first element, you may take more (limited to the classical four) for 200 CP each. Taking this gift with Magical Animagus provides you a free form suited for your element (see the notes).
200	Gifted - Shadow Mage	Generic Harry Potter Fanfiction	Evocation	You are a Shadow Mage, a Wizard with strong abilities tilted towards the shadows and darkness. This can have different implications in different fanfics, but at a minimum you have the ability to travel through the 'Shadow Realm', a strange realm that exists alongside the material world and connects all shadows to each other. It's nearly instant in short areas, and at its longest takes about five or six seconds for you to go from one shadow to another. Also, you have a link to 'Darkness'. This lets you wield it like a weapon at times, while at others you can use magic based on it. At will, you can shape weapons and shields out of it, though those don't last long at all. Finally, your link to darkness and shadow extends to the beings that inhabit it. Creatures like Dementors and some types of Vampires consider you one of their own and tend to be friendly towards you, at least until you do something to change this. Taken with magical animagus, you have a choice between getting a Dementor or a Lethifold form for free.
200	Ice Release	Naruto Jump Chain	Evocation	Kirigakure based. This allows the user to create and manipulate ice with their chakra, forming it into various structures. Extremely resistant to fire-based attacks. Using it drops the surrounding temperature enough to cause snow to fall. Skilled users can jump inside of the ice they create.
200	Lava Release	Naruto Jump Chain	Evocation	Kirigakure based. You gain the ability to create and manipulate molten stone. The transference of heat is much higher than those fire release techniques, so touching it for even a split second will cause horrible burns. It will also keep around a lot longer than a fire release technique. Making solid forms of lava is also possible for an advanced user, though they won't be quite as durable as an earth technique anything living touched by them will regret it. Briefly.
200	Magnet Release	Naruto Jump Chain	Evocation	Sunagakure based. You gain the ability to manipulate ferrous metals infused with your chakra. High level users will be able to create and manipulate magnetic energy for just about any use you can think of.
200	Storm Release	Naruto Jump Chain	Evocation	Kumogakure based. You can shoot freaking lasers beams. Or more accurately, you can make electricity that flows like water, effectively making plasma that will dance to a skilled users whim.
300	Death Hallow - The Elder Wand	Generic Harry Potter Fanfiction	Evocation	Possibly the most powerful wand ever made. Made either by Antioch Peverell or Death, no one wielding it can be beaten in a magical duel by anyone who is in death's power. That is, no one who counts as a mortal can beat you in magical combat while you have this. This wand doesn't protect you from thieves or assassins, and if lost in such a way, will not return until the jump is ended unless you go take it back yourself.
400	Dust Release	Naruto Jump Chain	Evocation	Your chakra can create three dimensional shapes that expand and disintegrate things.
400	Legion Spellcaster	A Practical Guide to Evil	Evocation	Unlike Praesi demon summoners, or Callowan light casters, you're trained in the magic of the legions. Simple, fast, and easy, your training is geared towardmagic that you can simply throw at your foes. Sure, you might not be as flexible as anyoneelse. . . but why do you care? While they're fumbling for which exact spell will deal with asituation, you'll be able to throw out ten that are simply "good enough. " You've been drilled inthese magics for five years, and your spells are faster and more efficient.
400	Wood Release	Naruto Jump Chain	Evocation	Konohagakure based. This allows you to create and manipulate well, wood. Your wood techniques combines all the strength and durability of earth with the fluidity of water. You can make wood tendrils to attack, bind, and even wield weaponry for you. The greatest wielders of wood release can drain and restrain chakra, even that of the nine great demons with their wood based techniques.
500	Raijin	Naruto Jump Chain	Evocation	Is this. . . a light saber? No, but it looks a lot like one. This is a hilt shaped like a Vajra that projects a blade of of solid lightning chakra. It can cut through most things, and blocking it with something made from metal is obviously not going to work very well. It can also help you generate and control additional lightning chakra. This weapon works the best in the hands of someone with a natural affinity towards lightning techniques.

500	Wand of Elder	Harry Potter CYOA	Evocation	A wand made of Elder with a Thestral hair core. It is simply more powerful than most wands and your magic will work a little better with it. While you can still be outclassed, it will give you a significant edge in a duel.	
600	Dark Lord	Generic Harry Potter Fanfiction	Evocation	There is no such thing as Good or Evil, only Power and those too weak to seek it. You know the truth of this, and you. are. not. weak! Magic is a great and wonderful thing, and among its greatest uses is its breathtaking capacity for harm. You know this, which is why you're so good at this. You are one of the best at fighting with magic in the world, period. Formal dueling, casual combat or just a magical brawl, you're very, very good at all three. More than just good, you're utterly brilliant. Your reflexes, your breadth of knowledge and just your sheer skill leaves the likes of Voldemort and Dumbledore gaping. But more than conventionally used battle-magic, you have the gift of being able to turn any spell into a combat spell. It might require creative application, or it may require some editing of the spell's wand movements or incantations or whatever, but you have an instinctive grasp for the potential in combat of any spell, and know just how to bring it out to maximum effect. In future world, this extends to all similar mystic or esoteric forces. **Merlin Returned Boosted** - Fighting using magic is one thing. Maybe a good thing, maybe a bad thing, who knows? And really, who cares? Because you can go far, far beyond fighting with magic. You can wage a War with magic. Your abilities at using your abilities in combat skyrockets and evolves, taking an entirely more advanced form. To begin with, you can toss around wide, area-effect versions of any magic you can normally do, letting you throw your curses against fortresses and armies instead of individual people. This takes more energy, obviously, but far, far lesser than it normally should. Something to the effect of a tenth as much. And that's for systems that actually cost any power to cast magic in the first place. You can do this in reverse also, 'shrinking' spells meant for battles and sieges to use them in one on one duels.	
100	Acidic Touch	Bleach	Evocation	No one really knows how it works, but Hollows always seem to leave burn marks on escaped targets. You are special in that your "acid" is strong enough to corrode flesh upon contact instead of just mildly damaging it.	
400	Reishi Manipulation	Bleach	Evocation	Quincies already have the ability to manipulate Reishi, butyou're special. You can move those energies around much more precise than theaverage Quincy, and can even manage to absorb some from your opponent's attacks!	
100	True Strike	Cultist Simulator	Evocation	Your attacks now possess an unique quality, allowing them to pierce past the corporeal world and strike directly at your targets. This doesn't guarantee that your enemies will die, only that you can hurt them.	
400	Carcass Spark	Cultist Simulator	Evocation	An ember of a most radiant light. This spark never fades or burns without reason, and can consume materials and souls alike to grow like a bonfire. Its fire remembers the exact moment where all stones become water.	
400	Division Bell	Cultist Simulator	Evocation	A handheld bell that rings with dissonant tones. Pointing this bell at something and ringing it can divide that which has been put together. Through this, and with enough haste, even the Worms can be separated from the still unwilling host.	
600	Trident of Lucifer	DC Occult	Evocation	Something of a misnomer, this fiendish golden weapon is actually closer to the bastard offspring of a bident and a spear. An artifact of immense power forged long ago in the deepest fires of Hell, this Trident is greatly feared and lusted after by demons and mages alike. Able to summon forth enormous torrents of the flames of Hell in which it was born, this Hellfire not only burns the physical but also the magical and spiritual. These flames are powerful enough to burn most beings to ash within an instant and banish or destroy all but the absolute most powerful of demons and spirits.	
100	Aerothurge Acolyte	Divinity: Original Sin	Evocation	The secrets of the winds are yours! You are greatly knowledgeable in the casting of air magic and can cast a great many spells with it. You can summon a Favourable Wind at the back of yourself and fellows to speed you on your way, emit a Blinding Radiance in a flash of light, or shock your foes with a Shocking Grasp or Electric Discharge.	
100	Bound of Blood (Novice)	Divinity: Original Sin	Evocation	The waters of life flow through the veins of all living creatures and is the inspiration for those who delve into the healing arts of water magic. Speeding up the natural healing process is the best starting point for apprentices. Regeneration does exactly this, speeding up the normal healing process living bodies already have in place. It is a simple spell, but can grow in power as the mage does. Water Shield draws the moisture of the caster's body out into a tangible protective barrier. The thin sheet of water flows around the caster and draws in ice and water spells to neutralize them. However, abusing this protection or subjecting it to a blast of fire magic will disable it temporarily.	
100	Burning Man (Novice)	Divinity: Original Sin	Evocation	For some, the draw of the flames proves entirely irresistible. Like a moth they plunge themselves into pain for the sake of their desires. Those who walk this path of self-destruction without reservation end up dying young and taking a number of people with them. Burn My Eyes begins simply enough by kindling a light behind the eyes, enabling sight even in the darkest environs. But once one lets the spark inside, it is so hard not to take the next step and use that spark. Self-Immolation is a spell learned when young pyrokinetics still have a slight fear of fire. It grants the caster a small amount of resistance to fire while at the same time lighting themselves, everyone nearby, and even the ground itself in a small area, on fire.	
100	Casting Flame (Novice)	Divinity: Original Sin	Evocation	Between the path of total abandon and that of tight control is the one of summoning and launching the flame without letting it enter the body. It is the most direct route for the elemental magic to take and one most mages end up choosing. Flare is a simple flaming bolt hurled at foes, while Burning Touch is a short range blast of fire meant to scorch those who get too close to the mage.	
100	Creeping Frost (Novice)	Divinity: Original Sin	Evocation	Drawing inspiration from the slow march of winter as it encases the world in ice, Hydrosophists practice their early arts in small ways. By first learning to control the water in themselves and others first they ensure mastery before they move onto more difficult arts. Avatar of Frost chills the body of the caster, rendering them resistant to ice and water spells and ensuring those who strike the caster are touched with frost as well. Freezing Touch takes this chilling one step further, allowing the caster to suddenly and dramatically change the moisture in the air around an individual they can touch into ice. While the shell will not last for long, and make the one encased inside harder to damage to boot, it is strong enough to hold even a brute for a moment.	
100	Crushing Force (Novice)	Divinity: Original Sin	Evocation	Of course, protection and enhancement are nice enough, but it is a violent world out there. One must be ready to strike back and Geomancers are among the least subtle magic users on offense. Boulder Bash conjures forth a large rock and slams it down on top of your enemies. It also leaves a pool of highly flammable oil upon impact, coating those hit by the rock and even those nearby. Midnight Oil, while less immediately damaging, spreads a large pool of the same oil along the ground. Just watch out for rogue sparks.	

100	Fever Fire (Novice)	Divinity: Original Sin	Evocation	Just as there are those who see fire and give in to it's desires, there are those who see a tool to be harnessed. A dangerous tool, yes, but one that can offer unusual benefits if bent and carefully controlled. So naturally the first spells such mages come to learn is Fire Shield. It takes the form of several small balls of fire that float around the mage, absorbing all fire magic that attempts to farm them. However, the shield had no resistance to water magic and will be doused if stuck by such. Wildfire implants a controlled burn into another, speeding them up without harming them in the process.	
100	Flowing River (Novice)	Divinity: Original Sin	Evocation	The natural cycle of water from sky to land and back again is an easy phenomenon to understand with a little time and patience. Drawing inspiration from this, even the most minorly talented Hydrosophist can call rain from the sky at a moment's notice. Rain does exactly what one might think such a spell does. It causes a brief, but intense, downpour of rain in a wide area around the caster. It is enough to coat the ground in a slick of moisture, douse fires, and soak everyone caught inside the shower. Slow Current takes its cue from the flowing river, summoning the irresistible force of water on the move to dampen a foe's ability to act for a few moments.	
100	Geomancer Acolyte	Divinity: Original Sin	Evocation	The secrets of the earth are yours! You are greatly knowledgeable in the casting of earth magic and can cast a great many spells with it. You can Fortify yourself with the strength of earth, or slows your foes with a launched Fossil Strike. For those who attract your ire will waste away under the effects of your Contamination or Poison Dart spell.	
100	Hydorosophy Acolyte	Divinity: Original Sin	Evocation	The secrets of the water are yours! You are greatly knowledgeable in the casting of water magic and know a great many spells with it. Manipulation of the environment in the form of a localized Rain sets the field in your favour to begin the fight. You can then call down a Hail Strike upon your foes heads, but foremost your art is healing one, providing an Armour of Frost and Restoration for those in need.	
100	Pyrokinetic Acolyte	Divinity: Original Sin	Evocation	The secrets of the flame are yours! You are greatly knowledgeable in the casting of fire magic and can cast a great many spells with it. Your art begins with an inward focus. You draw out, in others and in yourself a kind of clarity, a Peace of Mind that allows for great alacrity and Haste upon the field of battle. To battle you bring your Searing Daggers and unleash a wave of heat as a means of Ignition.	
100	Strength of Arms (Novice)	Divinity: Original Sin	Evocation	Many warriors who lack the charisma to be a true leader or the patience of the defensive strategy end up focusing on the third path. The path of raw destruction and of delivering pain upon all those who stand before them. Power Stance focuses each movement of the warrior's weapon along that path, trading accuracy of blows for raw strength and increased speed. Similarly, Crushing Fist is a simple and brutal spell that damages a foe within reach and slams them to the ground.	
100	Thunder and Lightning (Novice)	Divinity: Original Sin	Evocation	And now we come to the purely destructive side of air magic. The slashing lightning that blasts apart trees and blows of thunder that rock the ears. From such an elemental natural force an Aerotheurge derives the spells that drive their foes before them. Shocking Touch electrifies those within easy reach, while Blitz Bolt does the same to those who think distance will save their hides. As with all such spells, there is a decent chance your foes will find their nerves failing to respond to their calls after being hit.	
100	Touch of Poison (Novice)	Divinity: Original Sin	Evocation	Noxious fumes and poisons draw their inspiration from the patient, waiting nature of earth twisted into something dark and dangerous. But such power requires first the protection to handle is safely. Avatar of Poison seeps the caster in poisons of all stripes, making it dangerous to strike or even touch them without being infected while also granting immunity to venoms of all stripes. Summon Spider conjures forth a massive spider, drawing out the nearest arachnid in the area and enlarging it to a massive side. The magic also gives it venomous bite that weakens those it sinks its fangs into.	
100	Vital Essence (Novice)	Divinity: Original Sin	Evocation	Protection and endurance are central to a Geomancer, both aspects drawn from the stability of the very earth that make up the world. Earth Shield surrounds the caster in a few dozen pebbles that hover around in a small orbit. While ineffective against physical blows, the rocks do an excellent job of absorbing most of the impact of any Earth magic that may slam into the caster. Sadly, even the weakest electrical spell will blast this protection asunder. Fortify has a similar effect, but without the built in weakness and offering protection against physical attacks of all sorts.	
100	Wandering Breeze (Novice)	Divinity: Original Sin	Evocation	Just like the wind, pinning down an Aerotheurge is all but impossible, even when they are in the earliest stages of their training. Teleporting others is the first trick they learn, able to throw those they target up to 15 meters away and slamming them painfully to the ground in the process. On the same vein, Thunder Jumping involves teleporting oneself violently into not one, but two nearby targets before appearing behind the second. Those struck are occasionally stunned from the impact.	
100	Winter Winds (Novice)	Divinity: Original Sin	Evocation	Most Aerotheurge are not content to draw scraps of power from the gentlest of inspirations. So they reach for a harsher, colder muse. By tapping into the powers of winter itself, the first powers learned are mirrors of each other. Bitter Cold allows they to sheathe an opponent in ice so quickly and completely that they will be locked in place for a short while. The Winds of Change, on the other hand, snaps allies out of hostile magic that would keep them locked in place. By using a short blast of ice magic, it cures Petrification, electrical Stunning, and even jolts those Slowed back into the proper flow of time.	
200	Aerothurge Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the winds. Your spellcasting for air has reached a level of control where you can comfortably hybridize it to produce works such as a Breathing Bubble or Smoke Cover. With a touch you can now Vaporize most liquids or choke your foes with a Vacuum Touch, only to vanish away from retaliation, an Erratic Wisp. Other more straightforward uses of your power include Teleportation of others around you, including the Nether Swap, to change positions with another. You may elsewise smite your foes with a Dazing Bolt or with a sudden Pressure Spike, dodging blows with an Uncanny Evasion and picking up the loot with a simple Apportation.	
200	Burning Man (Adept)	Divinity: Original Sin	Evocation	But just a touch of the flames is never enough. Flesh can heal but the scars remain as reminders that more is possible. All one has to do is just let themselves go a little bit. Smokescreen draws of the adage that where there's smoke, there's fire, and causes a large cloud of smoke to billow outwards, obscuring vision in a wide area. Explode is the moment of ignition, when flames form into reality, using the caster's own body as a catalyst for a massive blast.	
200	Casting Flame (Adept)	Divinity: Original Sin	Evocation	By not succumbing to the temptation of the flame, some mages eventually learn a greater mastery over their chosen element. They learn to summon up steadily larger gouts and blasts until they could stand next to the long-dead Dragon Emperors of empires long since dead. Fireball sends a streaking missile of flames that impacts and explodes in a blast of destructive force. Summon Fire Elemental draws the element itself into being with a spark of intelligence to create a walking force of destruction. While not physically powerful, the heat of it simply existing is enough to light the ground beneath it on fire.	

200	Creeping Frost (Adept)	Divinity: Original Sin	Evocation	As winter progresses and the cold bites into the very bones, so to is a Hydrosophists' power sure to grow with time. Ice Shard solidifies air into a solid spear of ice before hurling it at wild speeds towards an opponent. Ice Wall takes the same principle and applies it to a much grander scale. The caster calls forth a massive wall of ice thick enough to trap those who are caught in its path and strong enough to block even mighty blows for a few moments. However, the wall melts fairly quickly, but the massive puddle it leaves behind can be useful in its own right.	
200	Crushing Force (Adept)	Divinity: Original Sin	Evocation	Few things unnerve an opponent like suddenly finding themselves encased in stone, unable to move so much as a single muscle. Petrifying Touch does just this to a single foe within a short distance for a moment. In addition, because the transformation from skin to stone and back again is a violent and hurried one, it causes moderate damage along the way. Tectonic Spray has a similar effect, but draws inspiration from the terrifying basilisk's breath weapon, unleashing a blast of sand that can petrify all those it touches. The few that escape being turned to stone will find themselves coated with oil instead, though none by the agile will escape the harsh blast of sand.	
200	Elemental Ranger	Divinity: Original Sin	Evocation	Your ranged attacks now inflict elemental damage dependent on the surface your opponent is standing on.	
200	Fever Fire (Adept)	Divinity: Original Sin	Evocation	Tightly reigned, fire can be a useful ally. It can burn only those it is meant to, destroy only what is intended, without causing undue harm to the innocent. Those who continue to tread down this path discover new ways to wield the careful flame. Purifying Fire is a healing spell that destroys a number of harmful enchantments, but can also be used to knock down Shields. Firefly summons a line of fire, thin but long and capable of being directed by the mage to torch only those who should be harmed.	
200	Flowing River (Adept)	Divinity: Original Sin	Evocation	Just as the river can gently flow, so can it rage and catch all those nearby in its wrath. Mass Slow does exactly this, extending the effect of Slow Current out in all directions from the caster. Any that are snared in its wide grasp will find any movement at all difficult, if not impossible. Waterblast unleashes this force directly, battering any who are caught inside the cone of its torrential flow and possibly knocking them from their feet in the process.	
200	Geomancer Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the earth. Your spellcasting for air has reached a level of control where you can comfortably hybridize it to produce works such as the ability to Turn to Oil blood and water to better armour yourself in your Oily Carapace. Thus strengthened, you can close in with your weapon and it's Venom Coating, to better land you Corrosive Touch. If you find yourself in trouble lash out with Throw Dust to make space for your Reactive Armor and Poison Wave to bring your foe low. If this is not enough, then regroup and Mend Metal, let the Worms Tremor and bring them to their knees with a mighty Earthquake.	
200	Hydrosophy Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of the tides. Your level of control has reached a level where you can comfortably hybridize your craft to Cleanse Wounds and unleash your Healing Tears, or else allow your allies to heal themselves by awakening their Vampiric Hunger. A bit of Soothing Cold or Cryotherapy will lessen their ills while your Healing Ritual and Cryogenic Stasis works to keep them alive. In times of true desperation you can unleash your inner cool in a wave of Global Cooling or a frosty Winter Blast before finishing them off with your Ice Fan. To your foes it will seems as if it's Raining Blood.	
200	Pyrokinetic Journeyman	Divinity: Original Sin	Evocation	You are learned in the ways of fire. Your level of control has reached a level where you can comfortably hybridize your craft to Sabotage your foes. Get warmed up with your Sparking Swings and wreathe yourself in Flaming Tongues the better to detonate your Thrown Explosive Trap or just make a Corpse Explosion. Your opponents will Bleed Fire at the merest graze of your Fire Whip and Laser Ray. Clear the rabble with your classic Fireball or let them close and leave them smoking with your Supernova. Around you, people have a way of disappearing in mysterious cases of Spontaneous Combustion, but that's surely just a coincidence.	
200	The Turning Gear (Adept)	Divinity: Original Sin	Evocation	The greatest danger to those who use ranged weapons is not the swordsman, but the mage. Hurled elements will put down a squad of archers with ease. To temper power with protection some learn to redirect the very armor they wear to other purposes. Absorb the Elements draws the strength from any armor the caster is wearing, weakening it severely against physical blows, but allowing it to block a moderate portion of elemental damage instead. Of course, that is of little help if one is already injured, so learning to draw strength for your opponent a similar, and useful, spell. Vampiric Arrow deals causes a projectile normally would, but draws vitality out of the target and majorly heals the caster in the process.	
200	Thunder and Lightning (Adept)	Divinity: Original Sin	Evocation	Just a touch of power is never enough. Storms build into raging tempests until the heavens can no longer contain their fury and the land below much feel its rage. Chain Lightning brings such raw destructive power to many foes at once, instead of just one at a time. It bounces and splits from the first target, seeking another nearby victim and then up to four more before its thirst for violence will be sated. Thankfully it ignores allies if you wish it. Thunder Jump allows you to expand on that principle, riding on the back of a bolt of electricity to zap your foes and teleport you around the battlefield.	
200	Touch of Poison (Adept)	Divinity: Original Sin	Evocation	With a protection against their own spells firmly in place, a Geomancer can delve deeper into the art of the slow death. Magical Poison Dart, while uninspired in name, is effective and can quickly turn deadly for foes. With a quick motion the caster launches off a small dart filled with a violent, quick-acting poison. Foes will find their strength leeching away within moments of being struck. Summon Poison Slug calls forth, well, a giant poisonous slug. It's slow and rather poor at attacking, but is nearly indestructable and leaves a trail of poisonous sludge in its wake.	
200	Wandering Breeze (Adept)	Divinity: Original Sin	Evocation	If pinning down a novice Aerotheurge was difficult, doing so to one more fully trained in the art becomes next to impossible. Invisibility is the basis of the next two talents they pluck from the wind. Invisibility is straightforward as a concept and makes the caster disappear from view, if but for a moment. Make Invisible works similarly, but on others, which can confuse foes unaccustomed to the practice or allow allies a precious moment to line up a killing blow. Sadly, both spells are rather fragile and do not hold up to those affected casting other spells or the violent actions of attacking a foe.	
200	Winter Winds (Adept)	Divinity: Original Sin	Evocation	The biting nature of the winter wind can harm the caster as much as their foes, so as one dips further into that power they must learn how to protect oneself while they lash out. Air Shield cloaks the caster in a bubble of energy that provides protection against the worst of the cold and lightning spells, but has a peculiar weakness to Earth magic. Should it be forced to absorb too much energy at once, or be struck by Earth magic, it will take time for the caster to be able to raise another. Headvice applies the same principle of hardening air, but does so directly around an opponent's head. This naturally causes severe pain but can only be maintained in small bursts.	
300	Burning Man (Master)	Divinity: Original Sin	Evocation	But in the end, the pain becomes worth it. The flame prostrates itself before the master and becomes eager and willing to do their bidding. Immolation causes a person to instantly be set ablaze from all directions at once. The flames will resist all attempts to put them out for several moments.	

300	Casting Flame (Master)	Divinity: Original Sin	Evocation	It is whispered that among the greatest of Pyrokinetics there are a select few able to call forth such destruction from the heavens themselves that the Source Hunters hunt down all those who learn the secret. The last bit is nonsense, of course, but those who do eventually learn the spell that calls utter destruction call upon its power rarely. It is the power to lay waste to armies, towns, or entire forests with a simple casting. One has to be careful how one uses such power, for everyone's sake. Meteor Shower is this spell, calling a whole host of burning shards from the sky to rain down upon anyone and anything unlucky enough to be in its path.	
300	Creeping Frost (Master)	Divinity: Original Sin	Evocation	The final step in the path to winter's heart lies in reaching to the sky, to the moisture waiting nebulous in the clouds. Hailstorm sends the caster's magic up towards those dizzying heights and returns with teeth the harshest deep winter cold cannot match. Shards of ice ranging from razor-thin dagger to thick, destructive clubs rain down on all those that dare to share the Hydrosophists' battlefield. Friends and allies would do well to run for the ruin storm does not discriminate targets in the slightest.	
300	Crushing Force (Master)	Divinity: Original Sin	Evocation	Geomancers who unlock the greatest spells have done so by tapping into the true potential the earth itself holds. They can sense the motions of the world. That mountains move and continents shift in patterns it would take billions of years to see unfold fully. Earthquake focuses those tiny shifts into sudden, wild action that rocks the ground in a large radius. Even the most sure footed goats would find their feet swept out from under them. The magic also causes significant damage to any who feel its touch. Finally, in the aftermath, the ground becomes slicked with oil in random patches, making rising difficult. While this mighty spell can only be rarely unleashed it will turn the tide in most any battle the Geomancer uses it.	
300	Fever Fire (Master)	Divinity: Original Sin	Evocation	Emboldened with their success at controlling the most difficult of elements, those who walk the careful path eventually learn to let their tool off its leash a little bit. Eager to obey the flames leap and play among the mage's foes without even thinking of attempting to burn their allies. Infectious Flame begins as a simple firebolt that impacts a foe. But from there it bounces wildly, seeking a second foe, then a third, fourth, and fifth in quick succession. Against even a widely spaced group of foes this spell can rapidly turn the tide of battle.	
300	Strength of Arms (Master)	Divinity: Original Sin	Evocation	In the end, striking the decisive, killing blow is all that truly matters. Ensuring that the life of your foe has ended and now drains out to soak into the soil. After all, only the strong survive. Flurry is the culmination of everything a warrior following the path of strength has learned up until this point. With a surge of magic feeding the muscles, the warrior strikes out with their weapon seven times in the time it normally takes for one. Needless to say, few survive being stuck with such a deadly assault.	
300	Thunder and Lightning (Master)	Divinity: Original Sin	Evocation	When the sky turns black and thick and blots out the sun from horizon to horizon, a gale fit to ruin towns approaches. Storm allows you to summon such ferocity for a few seconds and direct its wrath towards your foes. It unleashes bolt after bolt of deadly white lightning upon any in its path, randomly striking between eight and ten of them. It unleashes such a barrage three times in a less than a moment and is capable of crippling even larger forces. As such, an Aerotheurge must choose their timing wisely, for such a spell takes a great deal of time to gather the strength to be unleashed again.	
300	Touch of Poison (Master)	Divinity: Original Sin	Evocation	Like any poison, a Geomancer's power builds with time until it is ready to pounce and overrun its victim in one fell swoop. Deadly Spores is the culmination of research and experimentation into ruinous spells. With one burst of magic, the Geomancer launches off five balls of poisonous magic that arc high into the air before raining down on the battlefield where they choose. Those caught in the burst of noxious gas and slimy ooze will take substantial damage from the poison instantly, as well as further if they do not vacate the blast radius quickly. This spell is capable of ruining entire battlefields if used with a little planning.	
400	Aerothurge Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Air. Those who dare approach you are subject to your Vacuum Aura and Jellyfish Skin, to find that the air around you is your Superconductor to form the Closed Circuit of their demise. Safe inside your Mass Breathing Bubble and Blessed Smoke Cloud, you unleash the power of your Chain Lightning or clearing the field with a mighty Tornado.	
400	Geomancer Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Earth. Those who face you will find you a canny foe with your ability to Summon Artillery Plant or buff yourself and allies with a Venomous Aura, Poisonous Skin, and Mass Oily Carapace. Charge your weapon with Siphon Poison and rot them from without with you Corrosive Spray, wheeling away for a Dust Blast. For those who remain construct your Living Wall and obliterate them with your Acid Spores.	
400	Hydrosophy Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Oceans Might. Unleash upon your foes in a mighty Blood Storm or else leave them to die in a Deep Freeze. Accomplished as you are, you are a capable Ice Breaker and despite your Icy Skin you'll lend aid with a Mass Cleanse Wounds or Arcane Stitch. Your Mass Cryotherapy and Vampiric Hunger Aura work to keep your allies alive for your mighty Steam Lance to save the living and lay the dead to rest.	
400	Pyrokinetic Master	Divinity: Original Sin	Evocation	You have worked hard and at long last mastered the Flame. As a Master of Sparks, Mass Sabotage and Mass Corpse Explosions are as easy as breathing, though to face you means to clear your means to Deploy Mass Traps and brave your Flaming Skin. Display your Firebrand with pride and unleash hell with your Summoned Fire Slug and allow the battle to reach Flaming Crescendo as you spread your Epidemic of Fire.	
600	Aerothurge Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Aerotheurge. The Ultimate power of the Aerothurge, Thunderstorm, is yours to call upon. Beyond this your utter mastery of your craft makes your Aerotheurge spells strike all the harder, equal to roughly half again what your skill in wind magic would suggest. It also allows you to charge the very air with electrical power leaving you opponents Shocked, making it child's play to leave them Stunned with your talents.	
600	Geomaster Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Geomancer. The Ultimate power of the Geomancer, Pyroclastic Eruption, is yours to call upon. Beyond this your utter mastery of your craft makes your Geomancy spells strike half again what your skill in earth magic would suggest. It also allows you to passively call up pools of oil and vile toxins from the earth to Slow and Poison, to better strengthen your powerful spells.	
600	Hydrosophy Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Hydrosophist. The Ultimate power of the Hydrosophist, Hail Storm, is yours to call upon. Beyond this your utter mastery of your craft makes your Hydrosophy spells strike half again your skill in water magic. It also allows you to emit the aura of an arctic ocean, leaving your opponents Wet and Chilled, easy prey to be Frozen solid.	
600	Pyrokinetic Legendary	Divinity: Original Sin	Evocation	Above others of your kind you are beacon of your craft, a truly Legendary Pyromancer. The Ultimate power of the Pyrokinetic, Meteor Shower, is yours to call upon. Beyond this your utter mastery of your craft makes your Pyromancy spells strike half again your skill in fire magic. It also allows you to cause the air to heat up, Warming up your foes for what's to come, drying them up and leaving them as offal, left Burning in the sun.	
300	Magical Artillery	Dog Days	Evocation	The magical equivalent to a cannon. Shots fired by this waist high device creates a large shockwave on impact, and is recharged with magic. Good for crowd control. You may import a gun in here to let it run on magic.	

300	Prismatic Greataxe	Dragon Age	Evocation	The blade of this magical greataxe shimmers with energy. Each swing randomly gives off blistering heat, biting cold, sizzling static, or ghostly light. The wielder is protected from these blasts of elemental magic by whatever complex enchantments make the weapon work at all.	
300	A Talent for Slaughter	Drakengard and Nier	Evocation	This goes beyond mere talent though. You're a genius at dealing death, the Mozart of murder, the Einstein of evisceration. You're now skilled beyond measure with any weapon you pick up, magical or not. Your body is similarly beyond peer, granting you the strength to cut through plate armor like butter, jump a man's height with ease and endure attacks that would fell mortal men with minor harm. Whether against five men or fifty, you'll be scything your way through normal people like a reaper with a grudge. But even a talent as great as yours can still be cultivated. The more you kill, the more powerful you'll become. You'll find new, more efficient ways to cut men in half, discover the proper way to behead someone at full speed without breaking a step and learn how to get the best out of a weapon the more you use it, perhaps even finding new abilities or tricks it may hide. All that exercise will help you get stronger physically as well. Your already prodigious strength will grow in time, until you're pulling truly ridiculous anime shit. This takes time though. At the beginning, you might be more than a match for any man, but monsters are another matter. But if you manage to survive while ensuring that others do not, who knows how deadly you'll get.	
100	Arcana Of Materializing	Endless Legend	Evocation	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. You can command Dust. Through it, you learn the many, many ways to use it to harm your foes. Fire, lightning, ice, acid, every stranger things can be compelled out from the Dust. As an arcana you can throw a variety of harmful spells.	
200	Mithrite Foci	Endless Legend	Evocation	A pair of wands that only work when impaled in the wielders hands, these shards of raw Mithrite channel emotions in raw form. With these, you can now hate someone to death. The stronger your emotion, the stronger the effect. The effect of each emotion is purely dependant on the caster. Maybe they have a fiery anger, or a frosty hatred. It is unique to each caster. I am a fan of the wrath that comes to the surface like a volcano, coating in enemies in molten hate.	
400	Gravity Magic	Fate/kaleid liner PRISMA ILLYA	Evocation	You know thaumaturgy involving the manipulation of gravity. You can use this to alter how gravity affects a single target changing the magnitude and direction of the force. With twenty circuits you can reduce the force of gravity to survive a hundred metre fall easily. Further practise and more magical power will increase the magnitude of the force you can control.	
100	Basic Elemental Zap	Generic Magical Girl	Evocation	This is your standard magical girl magical energy blast attack – follows whatever theme you and your team use, be it the classic elements, colors, fruit flavors, or something else. Starts out pretty weak, able to knock out a normal person, a low level mook, or break a window, but still weak enough that major enemies will be able to just swat it aside. Grows in power the more often you use it, but using it more than a few times in a fight will tire you out. Work at it enough, and you'll be knocking holes in brick walls when you want to.	
200	Arcane Attacker	Generic MG	Evocation	Let's face it, shooting your enemy before they can punch you in the face sounds like more fun than getting punched in the face. You shoot bolts of magic, maybe from your hands, or maybe from a crossbow or bow. It doesn't exactly matter what you're using. You start off with a basic magic attack at range, and with time and practice can figure out new attacks and tricks to make your enemies lives unpleasant (and hopefully short.) The basic shot starts with the power of a rifle shot, an effective range of a couple blocks, and a fire rate of one every other second, on average.	
200	Elemental Evocation	Generic MG	Evocation	Giving offense, defense, and crowd control in one package, you have the ability to manipulate and generate one element, like fire or metal. This starts with fairly basic manipulations - reshaping, splitting, merging - and a limited amount that can be generated or controlled - approximately a ball big enough to fit yourself in. Time and practice will allow for more complex manipulations, a broader category of what you can manipulate, and greater generation of your element. Still, your element will have one area (offense, defense, or crowd control) that is comparable to the dedicated package, with the other areas starting weaker.	
200	Volatile Potions	Genshin Impact	Evocation	While those humans without Visions cannot control the elemental energies, they can still make use of items that contain them, with all that entails. The simplest of reactions is often the most violent one. Treasure Hunters will often make use of 'potions' that will explode when the vial they are in shatters, spreading the energy within to the immediate vicinity. When one combines this with the manner in which different elements can conflict, you will find a surprisingly effective weapon.	
600	Lord of Darkness	Hyrule Warriors	Evocation	More than some run of the mill monster, your heart and soul are as black as the new moon's night. Just as Ganondorf's existence is itself a curse of dark hatred, there is no shred of light within you, you are just a being of darkness. On purchase, you become a being entirely composed of darkness, both metaphorical and conceptual darkness that is. Emotions or mentalities that shine with the purity of light such as mercy or loyalty are purged from your soul, preventing others from using such soft sentiments against you. You are like a walking black hole, your body and soul devouring any light attempting to purify you and crushing it into nothing, only the most divine of light acting as it should. More importantly though, is your ability to command the all-consuming darkness that makes up your form. Darkness crushes, it consumes, so casting it upon your attacks, your defenses, your equipment, so too will they borrow these properties of darkness. Everything is more likely to break and fracture after encountering your darkness, with light feeling it doubly so. (C**G Note: The rest of this perk requires Tempered by Light - Hyrule Warriors first.)**Purchasing both "Tempered by Light" and "Lord of Darkness" together will transform you into epitomized Twilight. A perfect balance of Light and Darkness with all that brings with it. Light and darkness, positivity and negativity, altruism and ambition, love and hate. You will be able to blend the light and dark powers you get from these perks into twilight energy, like a Twili Sorcerer.	
200	Dragon Talisman	Jackie Chan Adventures	Evocation	Allows the wielder to unleash powerful blasts of fiery combustive energy from the talisman. It also grants some pyrokinesis and heat resistance.	
200	Pig Talisman	Jackie Chan Adventures	Evocation	Grants you thermal vision and the ability to use laser-eye blasts.	
100	Enchanted Zippo	Justice League Dark	Evocation	Got a light? Now you always will. This classic Zippo has been enchanted, turning it into a mystical flamethrower. Just flip the lid, start the flame, and you can manipulate the fire with your will. Also comes in a Bic version, if you prefer to flick your Bic at ghoulies instead.	
300	Cosmic Arts	Kingdom Hearts	Evocation	Fire! Thunder! Blizzard! All offensive spells you cast are noticably more powerful. Magical fire will burn hotter and faster, magical blasts will hit harder, and your magic powered attacks will do more damage in general. This means you can throw your powerful magical spells at your opponents for significantly less magical energy than you otherwise would have, or use the same amount of mana to do a good deal more damage. In addition, you know Firaga, Thundaga, and Blizzaga right off the bat, isn't that nice?	

Chapter: Illusion					
CP Cost	Perk Name	Source	Chapter	Description	
50	Hooded Cloak	Generic Harry Potter Fanfiction	Illusion	This is a hooded cloak for you to wear, in a colour of your choosing. Looks stylish, and it can change to any other hooded garment at will. The main thing about this, though, is that it makes it very nearly impossible to figure out who you are. Your voice is changed, your face hidden, and your build is non-distinct. No mundane methods can pierce this secrecy, no matter how advanced. Among magicals too, only those who are the very best at these things stand a chance. If you took the Unspeakable drawback you get one of these for free, since it's your work uniform, but the free version doesn't have CP backing so if you lose it or it gets destroyed you'll have to replace it yourself.	
100	Supernaturally Attractive	Generic Harry Potter Fanfiction	Illusion	You're sexy. You may be a Veela, able to ensnare anyone you want with your allure, or you may be a demon like a succubus or incubus, but whatever the case, the fact of the matter is that you're incredibly, unbelievably beautiful. Not just that, but you have a certain. . . something about you. It might be an allure, or it might be a demon "lust aura", but you find people of your preferred gender going weak-kneed with just a whiff of it, and they might just go crazy if you really focus it on them. It makes picking up partners trivial and easy, and if you want you could live an easy life full of hedonism for the rest of your days. Also, you have all the endurance you need in bed, meaning you will never leave your partner, or partners, unsatisfied no matter who or what they may be or how many of them might be there. Finally, your love life tends to remain peaceful, at least most of the time. If you have just one partner then both of you have an instinct for just what the other would like and superhuman patience towards each other. And if you're the Harem sort of guy, you find your partners get along extraordinarily well, agreeing to 'share' you far too easily, even developing relationships among each other at times. Either way, you have phenomenal performance in bed, having the endurance of twenty men and a degree of skill that would leave Giacomo Casanova frantically taking notes and declaring that he's not worthy.	
300	Deathly Hallow - The Cloak of Invisibility	Generic Harry Potter Fanfiction	Illusion	This is the third item of the set of Deathly Hallows. Again, made either by Death or by Ignotus, the third Peverell brother, this cloak is a timeless, eternally functional invisibility cloak. In addition, you don't age while you have this on, but only when you have it on completely, meaning no part of your body should be visible. No magic except that cast by the Elder Wand, or of a similar strength can penetrate this invisibility, and attempts to summon this cloak from you fail. In addition, you can always see it unless you want otherwise. You may turn this into any other form of full-body covering garment at will.	
400	Invisibility Cloak	Harry Potter CYOA	Illusion	A perfect invisibility cloak like Harry's. Seems to have been made for a significantly larger person. Perhaps Ignotus Peverell made two.	
400	Veela Blood	Harry Potter CYOA	Illusion	You have a veela grandparent. You are exceptionally attractive and may ocassionaly charm members of the opposite gender who will find themselves desperate to impress you. May be taken with Giant Blood.	
600	Singular Reality	Naruto Jump Chain	Illusion	You won't be fooled, not by such petty tricks. You can barely tell when an illusion is taking place, and certainly can't be bothered to actually be affected by it. Genjutsu, lies, body language; you see the truth behind all of it.	
100	Hot Witch	Ben 10	Illusion	Sorcerers and witches have a sort of exotic charm behind them compared to ordinary humans and you're no exception. Not only are you quite attractive in terms of appearance, you have a special quality that adds to the sort of 'mystical' look befitting your heritage. . . colorful eyes, hair, perhaps some tattoos or skin without a single blemish. Careful, you might charm someone with that.	
100	Completely Normal	Bleach	Illusion	Nope, nothing to see here friend; I'm just an average person with a cape. With both your words and your powers, you can mask them to be indistinguishable from whatever is considered "normal" in the setting.	
200	Mental Censor	Bleach	Illusion	A unique gift, your thoughts can only be read if you wish them to be. Maybe confuse an enemy, or give them half truths, either way you need no longer fear those who can tap the mind.	
100	Mind Fog	Cultist Simulator	Illusion	You gain the ability to dull the mind and confuse the senses, making it very hard for individuals around you to focus, let alone find you.	
100	Open Soul	Cultist Simulator	Illusion	Many would believe that a medium is a bridge for the spirits, but in the present day and age a medium starts off as but a simple entertainer. This perk provides all the tricks and experience needed to become an unrivaled mentalist, giving you a wide array of mundane abilities that seemingly border on psychic powers, such as hypnosis, telekinesis, clairvoyance, and mediumship. These abilities are not actually supernatural but rather a calculated application of suggestion, misdirection, and subterfuge. In addition to this, your mentalist skills can be used against other mundane skills, like cold reading, to prevent people from reading your thoughts or emotions, or learning your trade secrets without your consent.	
200	All roads lead to the Mansus	Cultist Simulator	Illusion	The Mansus is the beginning and the end of this journey, so it's only befitting that you'd try to spend every waking moment researching it. This perk gives you access to alternate methods of traveling to a dreamscape, including rituals, drug induced visions, and meditation, and will make traveling to them as easy as simply being aware of their existence. Each method may have their own advantages and disadvantages but all of them will benefit from a heightened perception of time, allowing you to explore dreamscapes for longer periods without necessarily increasing the time spent dreaming.	
200	Bone Flute	Cultist Simulator	Illusion	A flute carved out of human bone. When 3 descending notes are played, silence falls and expands to fill any room around it. When 3 ascending notes are played, sound returns.	
200	Dappled Mask	Cultist Simulator	Illusion	A mask that conceals one's true identity. While wearing this mask, it becomes impossible to identify someone, instead the mask is the one to bear the sins.	
200	Lucidity	Cultist Simulator	Illusion	There's plenty of dangers in the Mansus. It wouldn't do you any good trying to tackle them at anything less than your full capabilities. With this perk, you now possess the uncanny ability to lucid dream, allowing you to remain in control of your actions whether you are asleep or forced in a dreamlike state. More importantly, in this lucid state it becomes easier for you to manifest your own perks and powers inside dreams or illusions, granting you the same tools you'd have available as if you were physically there.	

300	A Favour from Higher Authority	Cultist Simulator	Illusion	It seems you have been graced by the Hour of the Velvet, jumper. Around you forms a fog that shields your presence from the powers that shape the world. Through this Favour, the Colonel will not force you into the service of an Hour, the Lionsmith will not use you like a tool against his eternal rival, the Mare-in-the-Tree will not try to steal you, and The Wolf Divided promises to kill you last. Even the laws of the Mansus as a whole will look past any children born of your unholy unions, preventing the Crime of the Sky. For the duration of the jump, and despite not being invisible to them, the Names and Hours will remain indifferent to your presence, allowing you to inhabit their world without being dragged into their cutthroat politics. This pardon only persists for as long as you remain neutral in their conflict. Should you rise against them, know that the hammer will come crashing down from all interested sides. For an undiscounted 300 CP, you'll be equally blessed with indifference in future jumps, allowing you to enter the domains of gods and other otherworldly authorities without incurring their ire. At least this way, it won't be your presence that condemns you, only your actions.	
400	Chalice Murmurous	Cultist Simulator	Illusion	A pthumerian chalice filled with blood. Partaking in the blood causes vivid dreams of beasts and hunters, and with great pains can things be pulled out of them.	
100	Badge of Jumper	Charmed	Illusion	With this badge, capable of subtle shapeshifting, you may assume the identity of an authority figure that conventionally uses such identification, such as police or FBI agents. While this would not hold up to scrutiny from the relevant authorities, it can gain you considerable leeway with common people not in a position to question the legitimacy of your authority and influenced by the badge to not do so to begin with. While that is no different from a normal fake badge, this has the power to back up your pretence with compelling force. 1	
200	Identity Houdini	Charmed	Illusion	Identity is such a fluid thing in your hands, Jumper. Whether you are stealing the identities of Mortals in order to go undercover or creating convincing decoys of yourself, those you intend to trick will not notice your deception until several months pass or the discrepancy is brought to their attention by your own behavior or actions, such as revealing your true nature or identity to them or after using a decoy to convince them that you are dead, appearing hale and hearty right befor ethem. Keep consistent and the illusion can last for quite some time, even in the cases where like in the beforementioned examples, you look nothign like the Mortal whose identity you stole, or your enemies know full well that you have the perfect Power to create decoys.	
100	Sleight of Hand	DC Occult	Illusion	You've had a good deal of practice at stage magic, street magic, or something in between. In addition to great skill at card tricks and various other illusions, you're none too shabby at picking locks and pockets. With some practice, you may even be good enough to do things like steal a watch right off of someone's wrist.	
100	Stage Set	DC Occult	Illusion	A comprehensive set of everything you need to put on a magic show. Any supplies used or destroyed will be replaced within 24 hours. This covers everything from a stage, curtains, some tables and chairs, and even a cutting box and glass tank, along with an assortment of tools such as chains, cards, and more. Order now and it'll come with smoke machines, bunnies, and doves for no extra cost!	
100	Worn Trench Coat	DC Occult	Illusion	A worn trench coat with pockets that seem to be able to store an impossible amount of things. An iconic item for some of the more modern magical types, whether working as a magical detective or an arcane conman, this coat will help you do it in style. May or may not come with an invitation to join the Trenchcoat Brigade.	
400	You Know My Reputation	DC Occult	Illusion	You have an astounding capacity to bluff your way out of anything - mostly due to your supernaturally good poker face. You have absolutely no tells and even attempts to peer into your mind can't discern whether or not you're lying. You could lie to God and he'd be none the wiser.	
100	The Silent Step (Novice)	Divinity: Original Sin	Illusion	There are those who walk the night without malice in their hearts. Those who keep their blades sheathed and their minds on the task at hand. They are the thieves, the bandits who steal what they must but refuse to draw blood when it can be helped. The escape artists and the true shadows. Shade Walk allows one to become truly invisible for a short time, undetectable by any normal senses. Fast Track takes advantage of the body's natural response to danger, causing one to move and act faster than should be possible.	
200	The Silent Step (Adept)	Divinity: Original Sin	Illusion	The dark hours bring a hush over the world and few know how to take better advantage of this than those who come awake at dusk. Drawing strength from silence seems like such a simple art, yet it is one rarely sought in the face of the violent world that exists in this age. Winged Feet causes one to step as lightly as any feather. One could hardly be considered to be touching the ground. Slippery ice and clinging tar scattered underfoot will fail to inconvenience and traps will consider the rogue's foot nothing more than a passing breeze. Cloak of Shadow offers a quick escape for those caught out in the open, teleporting them a short distance away after tossing up a rushing cloud of shadows to hide the movement. Foes will grope in the darkness for precious minutes only to find no one inside.	
300	The Silent Step (Master)	Divinity: Original Sin	Illusion	Rumors abound surrounding those who sink themselves into the shadows too deeply. Some say they change and come back looking at the world entirely differently. Others talk about rogues who simply fade into the shadows and remain there, standing between the world of light and dark. Of course, these are merely rumors and nothing more, but like any such talk there is a grain of truth to them. Shade Fade blurs the edges of reality for the caster, allowing blades and spells to slip past without harming them, sometimes at least. As powerful as the spell is, it is far from a perfect defense.	
100	Deadly Fingers (Novice)	Divinity: Original Sin	Necromancy	It is the fingers that can hold the knife or slip a poison into drinks. It is to the fingers that those unconcerned with raw power find themselves drawn. Decaying Touch is a simple, but insidious, spell that causes the target to no longer be healed by curative magic or potions, but instead by harmed by them. Though a short lived curse, it should be noted that Rivellon's healing spells are generally potent ones. Vampiric Touch is similar, but more direct in action. Dark magic drains the lifeforce out of the one touched and refreshes the caster in the same moment. Both spells require touching the intended victim.	
100	Necromancer Acolyte	Divinity: Original Sin	Necromancy	The secrets of death are yours! You are greatly knowledgeable in the art of necromancy and know a great many tricks to raise corpses or make fresh ones. To invite you in is a grand mistake as you are kin to the beasts of yore, a Blood Sucker who's Decaying Touch and ability to summon a vicious and magical Mosquito Swarm will knock your foes dead. Leaving you free to Raise their Bloated Corpse.	
100	True Necromancy (Novice)	Divinity: Original Sin	Necromancy	When the people think of Sourcery in Rivellon, they think of the dead rising from their graves and of curses sapping both body and soul. And while that is only part of the true power Sourcery has it is the one that draws so many followers. Malediction is a vile curse that weakens the eyes and body of its target, causing both to wither and fail for just a moment. Summon Undead Warrior calls forth a single skeleton to defend the caster and hunt down their foes. While not particularly durable, this undead's claws leave wide rents in those it attacks that refuse to stop bleeding properly.	

200	A Helping Hand (Adept)	Divinity: Original Sin	Necromancy	Dealing with sickness grants one a certain familiarity with it. A knowledge of which herbs and berries can be used to cause discomfort, pain, sickness. Exploiting that on and off the battlefield is quite easy and the reason that most lords and ladies have a taster for their food. Infect slaps a target's immune system with a violent, but short-lived, disease that greatly weakens their constitution. But take care, because a disease as hungry at this will not stop spreading just because you have allies nearby. Survivor's Karma takes the experience of those who have lived a hard life and hardens it into a boon for their allies. It grants a hefty boost to the luck of the caster and all their allies in a short radius.	
200	An Undead Foot?	Divinity: Original Sin	Necromancy	Okay, admittedly this is a little gross. It's a severed foot that has been hacked off at the ankle. It's pretty badly decayed and smells horrible to boot. But it carries a useful and powerful enchantment capable of summoning the mighty Headless Nick three times per day for five minutes at a time. Headless Nick is not only a charming entertainer with a personality capable of winning over the most determined grouch, he's quite the combatant as well. Being dead allows him to ignore all but the most serious of blows to his person and the magic that keeps him animated gives him a surprising amount of strength. Just don't expect him to win any beauty contests.	
200	Bound of Blood (Adept)	Divinity: Original Sin	Necromancy	Speeding up the natural healing process is effortless enough that most Hydrosophists quickly leap to the next stage. Infusing magic directly into the blood of themselves and others to force the body to heal instantly. Water of Life does exactly this by closing the caster's wounds to a significant degree. The caster can also spread this healing to any allies within arms reach if they choose. Cleansing Water focuses not on wounds, but the various ailments that come to plague the mortal form. It works best on magical afflictions, though it can be coaxed to work on naturally occurring ones as well.	
200	Leech	Divinity: Original Sin	Necromancy	You absorb blood into your body by proximity, doing so heals you.	
200	Necromancer Journeyman	Divinity: Original Sin	Necromancy	You are learned in the ways of necromancy. Your level of control has reached a level where you can comfortably hybridize your craft to manipulate gases within a corpse or without a soon to be corpse into a Corpse Explosion or Vacuum Touch. You'll be Living on the Edge and using your Corrosive Touch to keep it Raining Blood the better to feed and Raise your Bone Widow. Safe in your Bone Cage, you'll instill a Death Wish in any you Infect and leave screaming with your Shackles of Pain.	
200	True Necromancy (Adept)	Divinity: Original Sin	Necromancy	Those who toy with devilish powers such as these soon learn to craft capable defenses for themselves or pay the ultimate price. Destroy Summon is straightforward, brutal, and highly effective. It targets the magic holding a summoned creature to this world and blasts it apart, painfully disintegrating it in the process. Invulnerability is the ultimate defensive spell that renders the caster immune to all damage. But such a powerful shield draws on entirely too much mana to be maintained for long.	
300	A Helping Hand (Master)	Divinity: Original Sin	Necromancy	Death is a constant ally, even for the best of healers and alchemists. The constant reminder that lingers over every sick bed that this could go badly. And it often does. However, the true masters of the art have learned how to pull the recently deceased back from the brink. Resurrect is capable of reviving a person who has been dead for less than three hours, restoring most of their vitality and even reattaching or regrowing missing limbs. Those who die of natural causes are not viable targets for Resurrect and any who return will need additional healing to completely shake off their wounds.	
300	Bound of Blood (Master)	Divinity: Original Sin	Necromancy	While those who tie their water magic to the study of blood and its movements will find themselves lacking a little when it comes to versatility, there is no arguing against their ability to save lives in a heartbeat. Mass Healing is the pinnacle of restorative magics, able to fully heal anyone still living within a large radius that the Hydrosohpist desires. It is a draining spell, but one that will never fail to bring those touched back from the brink.	
300	Deadly Fingers (Master)	Divinity: Original Sin	Necromancy	But in the end the power contained within the fingers is a final, destructive one. It can even crush hearts with a gesture or a few penned words. Death Touch is neither subtle nor insidious, but no less destructive. It focuses dark magic on the target touched by the caster into a tight and violent blow. It is whispered that this spell is capable of killing even a Source Hunter outright.	
300	True Necromancy (Master)	Divinity: Original Sin	Necromancy	Those who walk this path come to realize that dark magic can be used for so much more than what the world thinks. There are rituals to be found in the ancient places of this world. Horrible names to be learned that can bind powers all good sense warns one not to tamper with. But even if one only works with what is on hand, one can twist the vile magic into creating truly terrifying creations. Summon Armored Undead Decapitator calls forth a powerful skeletal knight filled to the brim with brutish might and coated in armor equal to any plate set. One dares not ignore a creation like this loosed onto a battlefield.	
400	Death Knight	Divinity: Original Sin	Necromancy	Any fool with the faintest touch of Sourcery can summon up an undead to serve them for a few moments, but it takes true skill to craft one that can remain active until destroyed. The ritual involved is not elaborate for skeletons or the walking corpses, a little time, some fresh blood, and a few onyx gemstones. Given a quiet place to study a skilled dark magician could carpet the countryside in undead inside a few years. But you have learned to take it one step further, stealing or learning from the notes of The Conduit herself. While it will take time and experimentation to unlock their secrets fully you will be well rewarded for the effort. You will be able to create true Death Knights, undead armored in Tenebrium plates and armed with a massive Tenebrium sword. These abominations are virtually indestructible unless one speaks a certain command word to break the enchantments holding it together. Be forewarned, the enchantment that makes Death Knights an unstoppable force is bound directly to the life force of their creator and creating more than a single one weakens the enchantment overall. Create two and they will merely be nigh unstoppable. A dozen weakens them to merely powerful golems. Several score turns these creations into nothing more than well-armored skeletons.	
400	Necromancer Master	Divinity: Original Sin	Necromancy	You have worked hard and at long last mastered Death. Garbed in your Black Shroud you'll unleash a Blood Storm and the Grasp of the Starved in lieu of your enemies Last Rites. Your Vacuum Aura and Silencing Stare will leave them hapless victims to your Corrosive Spray. You' ll clean up what's left with a Mass Corpse Explosion.	
600	Necromancer Legendary	Divinity: Original Sin	Necromancy	Above others of your kind you are beacon of your craft, a truly Legendary Necromancer. The Ultimate power of your art the, Totems of the Necromancer, is yours to call upon. Beyond this your utter mastery of your craft makes your Necromancy spells strike half again your skill in death magic. It also allows you to create an aura of slaughter, a veritable shroud that will leave your enemies Diseased and Decaying.	
50	Animal Ears	Dog Days	Illusion	A small headband with animal ears attached that looks rather cute. The type of animal ear can be changed if the user channels magic through the headband while thinking of the animal in question. The ears are purely cosmetic.	
100	Transformation Pendant	Dog Days	Illusion	A cool pendant one can attach to their clothes or wear around their neck. By pressing a button or flipping a switch you can change clothes in an instant, into a different pre-prepared set.	

200	Mirror of Transformation	Dragon Age	Illusion	A magical mirror that allows the person looking into it to change their own appearance. The Mirror of Transformation is an insidious and twisted artefact. When you alter your appearance with the artefact it doesn't just change who you are, but it changes who you were and will be in the future. It selects from one of the infinite possible universes where you were brought up with a different lineage and twists that thread of history into the currently experienced reality. The ripples of this action affect your family and other people's memory of your appearance as well.	
100	Projection Device	Fate/kaleid liner PRISMA ILLYA	Illusion	You have gained a peculiar device, a small hand held thing. When activated it will create an illusionary world for the people within its radius that can be used to create visual diagrams or locations of your choice. Useful for visually explaining how a world might end.	
200	Hades's Cap of Invisibility	Fate/kaleid liner PRISMA ILLYA	Illusion	Also known as the Cloth of Concealment is the cap of invisibility owned by Hades. It is the prototype of all concealment Noble Phantasms with anything covered or enclosed by the cloth unable to be observed through magical or optical means. It does not obscure anything but the visual spectrum of the thing using it; however it is possible to pass bounded fields and magical protections while under the fabric. The cloth is made of a very complex weave said to have reached five dimensions with complete reproduction being impossible for humans.	
100	Magical Disguise	Generic Magical Girl	Illusion	you've got a magical item which lets you cover yourself with an illusion to look like someone else. Useful for sneaking into places you shouldn't be, but be careful not to bump anyone or talk too much, as it's a visual illusion only.	
100	Masquerade	Generic MG	Illusion	A filter added to your transformation that makes it impossible for anyone to connect your transformed and untransformed appearances unless they actually see you transform, or you tell them.	
400	Creepy Moth On Your Window	Generic MG	Illusion	You are a master infiltrator. Not only does this cover short-term infiltration, but also long-term infiltration. Acting, knowing how to lie, and a few other topics that form the basis of infiltration operations. You could become a respected member of a magical girl's support team if you put in the time. This also allows you to cloak your power, either making it feel like a normal human or just making yourself feel weaker to those that can sense magical power. If you use power above the set power of your cloak, it won't work and your full power will be detectable for that time.	
0	Raiment	Generic Magical Girl	Illusion	The raiment of a magical girl is usually frilly, will probably have ribbons or a bow, and almost always has a skirt. (I suggest you follow my lead and at least wear shorts or something underneath. See?)While those might sound impractical to some Jumpers, especially those with more combat experience, don't worry: your raiment will never get caught in something, trip you up, or interfere with your movements. It'll even make sure your hair never does that either. In addition, the raiment is technically a form of armor, so you can import existing armors into and import the transformation trinket into other armors later.	
100	Fake Vision	Genshin Impact	Illusion	The Gods, and other mystical creatures of the land, do not need to use a Vision to use magic. However, this also means they do not have a Vision, which would be a conspicuous sight should they use their powers. As such, the Gods will occasionally make use of a fake vision. By all appearances it would look and feel identical. Yet it has no function other than to look real. For whatever reason, you have picked up your own. If you wish, in future jumps, this fake vision could change to suit the local equivalent, be it a wand, tome, or staff. It is a useful trinket for avoiding awkward questions.	
50	Atmosphere	Golden Sky Stories	Illusion	Ever get the feeling when you wander into a specific section of the forest that you're not supposed to be there? Maybe a tingling sensation in your spine or the hair on the back of your neck rises? Well, you can inspire sensations like that in anyone who wanders into your domain. Of course, the effect is largely dependent on both visual elements as well as audial elements, so by taking this, you can expect some parts of your domain to shift in response. Fear isn't the only thing you can inspire of course, and depending on what feeling you want to inspire, you can expect different physical changes to your domain. You can take this multiple times for multiple sensations at once, but this might leave people very confused. Thankfully, the effect is selective, so you can choose who is affected. (CG Note: Requires Natural Domain - Golden Sky Stories first.)	
200	AURA OF TRANQUILITY	Golden Sky Stories	Illusion	Your Domain should be a place where your mind can be at ease – a place where you can relax and unwind after a long day of helping out the people in the village. So long as you're inside your domain, your mind remains at ease regardless of what happens – this effect extends to individuals nearby. A clear, calm mind makes things easier to understand and interpret things easier – so long as you remain in your Domain, the effect of your spiritually related skills and abilities are improved significantly. **(CG Note: Requires Natural Domain - Golden Sky Stories first.)**	
200	Inconspicuous	Golden Sky Stories	Illusion	But standing out of the norm doesn't mean you have to be noticed for it. When you need to act under the cover of anonymity, you can selectively blend in to your surroundings – becoming so out of place that people simply ignore your existence. Your ability to control this works both ways, and with some expertise, you'll be able to slip yourself into conversations and major events without being noticed.	
200	Noh Mask	Golden Sky Stories	Illusion	A set of masks depicting people of different ages, Kabuki actors commonly switch between these masks to depict themselves as different characters during a play. In such a fashion, a single actor may become multiple people, though this is really more of a testament to the actor's skill. When worn these masks will make others believe you are the individual depicted in the mask. This swap occurs seamlessly even if you put the mask on in front of people, but be wary that individuals with paranormal capabilities may be able to see through it. You may customize these masks accordingly, but be wary that the masks can be rather sensitive, so it is best that you leave it to an artist to make a proper modification – or it could lead to some rather peculiar situations if your artistic capacity happens to be. . . sub-par.	
100	Master of Disguise	Hyrule Warriors	Illusion	During the beginning of the war, Princess Zelda was forced away from her armies. To distract her enemies, she disguised herself before returning to her army. With this perk, you are able to put together extensive disguises before storing them away, just like magic, probably because it is. To put them away is as simple as putting them on. By focusing on which disguise you want and doing a little spin, you can immediately put on the outfit, accessories, makeup and whatever else was on you at the time while storing what you currently have.	
300	Snake Talisman	Jackie Chan Adventures	Illusion	Grants the power of invisibility.	
400	Name?	Jackie Chan Adventures	Illusion	You can prevent anyone from learning your name unless you expressly give it to them. People will inevitably come up with something else to call you. At your discretion, this can clear old records and make others forget your name upon taking this perk. This can effect old aliases if you choose.	
100	Fancy Clothes	Justice League Dark	Illusion	You have an entire wardrobe of impractically flashy or revealing clothes. From extremely tight dresses to over-the-top stage magician uniforms, they're sure to catch peoples' eyes. They're also enchanted to be self-cleaning and self-repairing, of course.	

100	Stranger	Justice League Dark	Illusion	Some strange magic enshrouds your form. If you so wish it, your features shall become. . . distorted. Nothing truly changes, but onlookers will only be able to recall you as an extremely generic version of your race or species. They would be able to recognize you on sight, but attempting to describe you to someone else would only result in their frustration.	
200	Supernatural Appearance	Justice League Dark	Illusion	Something about your appearance is. . . off. It may be blatant or subtle, but something about your appearance just isn't normal. You could be inhumanly tall, timelessly beautiful, or instinctually terrifying. Up to you, really, but whatever it is means you're sure to be noticed if you decide to go for a stroll through town.	
100	Protect the World Border	Kingdom Hearts	Illusion	You mean "order!" In this case, the order is not to interfere with other worlds, and part of that is making sure you don't stikc out. These handy dandy spells will help you blend into any population, changing clothes, skin or even some minor bodily features to better suit the norm for your current location. This could mean adding spooky decals in a spooky town, energy lines and futuristic lights in a high-tech city, or even gaining a real-life colour filter to make sure you'll fit in. If you shift into another form, you can also have your clothes change with you, whether that's in size or shape such as fitting on a dragon or a shirt gaining extra sleeves if you have four arms. This only covers your appearance though; so you may still give yourself away through behavior or lack of common knowledge. You can cast these spells on others, should you want to help them fit in too.	

Chapter: Necromancy				
CP Cost	Perk Name	Source	Chapter	Description
100	Zombie Horse	A Practical Guide to Evil	Necromancy	A horse, animated by what I assure you is the vilest necromancy. It willobey no orders but your own, no matter what enchantments your foes attempt to weave aroundit.
200	Gifted - Blood Mage	Generic Harry Potter Fanfiction	Necromancy	You are a blood mage. You are a Blood Mage, a Wizard with strong abilities towards 'Blood Magic' and Rituals of all kind. This, again, means different things in different worlds, but the least of the powers you have would be an ability to control your own blood's flow absolutely, up to and including an immunity to all magic or abilities that specifically targets blood. Beyond this, you have a ludicrously high affinity towards rituals towards all kind, such as adoption rituals, inheritance tracing rituals, or rituals that boost your physical or magical abilities through runecraft or sacrifice of creatures. Indeed, you can outright acquire magical abilities like an incredible physical strength through Re'em blood, magical resistance through sacrificing a Dragon, so on and so forth.
200	Gifted - Necromancy	Generic Harry Potter Fanfiction	Necromancy	Souls, death, and the other assorted stuff are your domain now. Be it raising entire armies of corpses as Inferi or Ghouls or summoning and/or binding ghosts, you have a preternatural talent at everything that has to do with Death and the Dead. Beyond just this, you are a master of the skill called 'Soul Magic'. You can bind and control ghosts and spirits, exorcise them, enable them to possess someone or end ongoing possessions. You also have an ability to work with the soul for all kind of things, such as creating Horcruxes, stealing energy or memories from it, and so on. And, if you somehow get someone else's horcrux in your possession. . . well, you can imagine. Taken with Magical Animagus, you get a Thestral form for free.
200	Suicide Goats	A Practical Guide to Evil	Necromancy	A tribe of goats, slain, emptied, then stuffed full of goblin munitionsbefore being reanimated as zombies, I can't imagine what you'd do with these. Surely, there'sno practical purpose for a tribe of explosive undead goats, right? You'll get another goat everymorning.
300	Deathly Hallow - The Resurrection Stone	Generic Harry Potter Fanfiction	Necromancy	This is a small black stone, about the size of your average pebble. This too, was made either by Death itself or by Antioch's brother, Cadmus Peverell. Turn it over three times while thinking the name of any dead person, and you may summon the shade of the person to you. The shade has no powers, but the exact same memories, knowledge and personality the person had in real life. One thing to take note of is that while you may summon anyone and they will come, they are not bound to answer any of your questions or tell you anything. You are not their master, after all.
300	Medical Ninjutsu Training	Naruto Jump Chain	Necromancy	You are enrolled in a medic-nin training class and know how to heal small cuts, stopping or at least slowing bleeding, and how to encourage natural healing to happen more quickly. You have also learned more mundane methods of healing. With practice even wounds that would be normally fatal can be healed in a few minuets. Includes training on poisons and antidotes. You're also quite proficient in controlling your chakra as this discipline heavily favors those with good chakra control.
400	Blood, Death, and Demons	A Practical Guide to Evil	Necromancy	Blood magic, necromancy, and demon summoning. What fun. The magics of Praes are dark ones, appropriate to those in service to the GodsBelow. Your knowledge of the ritual magic of Villains is amazing, allowing you to bleed out a fewprisoners in order to keep a massive area growing bountiful food, letting you call powerfuldemons with little risk to yourself, or forge powerful pacts with the greatest among them,allowing you to singlehandedly turn the flow of entire battles. You have five years of training inthese magics, and your spells are stronger, and can grow stronger still with sacrifices, either ofblood, or of your own defenses.
400	Egg	A Practical Guide to Evil	Necromancy	A rather. . . understated name. This "egg" is actually a powerful artifact,holding within it a Demon from the 13th layer of Hell. Anything that demon touches will be slowlycorrupted, twisted in both mind and flesh until there's nothing left of the being it once was.
400	Magic of the Light	A Practical Guide to Evil	Necromancy	The Gods above have granted a powerful magic upon theirchosen. Holy magic, the magic of light, healing, and protection. This is the magic of Heroes. It'ssmall scale, better suited to strengthening the one who bears it than to massive acts ofdestruction, but do not think the second is impossible for those who call upon it. This divinestrength has other benefits, however. You have been trained in these arts for five years, andyou will find your spells more difficult to disrupt, even to the point that a Demon of Corruptioncannot twist them away from you.
600	Horcrux	Harry Potter CYOA	Necromancy	An object imbued with part of your soul. You cannot be killed entirely unless it is destroyed. Mundane object of your choice.
600	Legendary Healer	Generic Harry Potter Fanfiction	Necromancy	You are a good person, Jumper. And this reflects in your magic. You are a healer without peer, being a master at all aspects of it. From potioneering, to tricks of transfiguration, whatever it takes to heal another person is something you are an expert at already. But a talent for healing is well and good. However, there are gifts and abilities of any and all types in the world. Necromancy, Parsel-Magic, Blood Magic, etc. While several are benign and helpful, a lot of them seem like they can only ever be used for evil. Not by you, though. You have the ability to use any and all gifts and powers you have for good and benign purposes. Blood magic can be used as a healing tool, powers that can rip the land asunder can be used to divert floods and prevent earthquakes, an ability to eat souls can be used to instead remove any curses or maladies lain on a soul, and so on. You have the unique ability to share this ability with others, allowing good people born with "bad powers" to use their powers for good pursuits without issue. **Merlin Returned Boosted** - When it comes to healing people, what you do cannot be matched. Not only does your mere presence make most usual ailments irrelevant, you're brilliant enough that conventional limits and boundaries are meaningless before you. You can cure things like Lycanthropy and Vampirism, regenerate limbs effortlessly, toss back the effects of degenerative diseases and even heal genetic defects. And you're not limited to the physical problems either. You can help peoplewhose minds have been shattered into nothing pull themselves back together, remove even the most crippling of addictions, and wipe away any and all curses and maledictions. You can even resurrect the recently dead, if you get to them within 24 hours. Simply put, it might take you a while, it might take a whole lot of labor, but there is no disease or injury you cannot fix, no curse you cannot unravel.
300	Healing Touch	Cultist Simulator	Necromancy	Your affinity with the Heart has granted you a healing touch that will slowly heal the sick, mend the wounded, and even regrow limbs. This power requires conscious action, forcing you to at least acknowledge the problem before it can be treated.
300	Rise	Cultist Simulator	Necromancy	Through the aspect of winter, you've learned how to postpone the final rest of all things living, and while not pretty, it will allow you to raise and resurrect the dead.
400	Ghoul	Cultist Simulator	Necromancy	It seems you've imbibed in the Elixir Zeboim, and while no hour has explicitly blessed your actions, you've nevertheless succeeded in awakening the memories of the decaying flesh. With this ability, whenever you partake in a kill or consume a corpse, the memories of the dead will flow into you, giving you an insight on their lives as if you had been there by their side. This process takes only a couple of seconds, at most a minute, during which you will remain in a dreamlike state, and can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

400	Kingskin Bodhran	Cultist Simulator	Necromancy	An irish style drum fashioned out of the leftover skin of an Hour. The sounds of this drum force the hearts around them to beat to the rhythm, even if death wishes otherwise.	
100	Faustian Contract	Charmed	Necromancy	So they have their desperate victims sign the dotted line with a pen that leeches off their own blood, and from then on both parties are obliged to perform as certain services. Aid in mortal affairs in return for their soul. And so long as you deliver on your contractural promises, then you get their souls when they die, even if you hurry things along.	
100	Ouijia Board	Charmed	Necromancy	Through this Oujia board, you may commune with the unusually powerful undead of this world. It can also help calm the often-times violent spirits sufficiently to talk them down from their fury. You can also communicate with them normally, including asking them how to help them move on or how to resolve their affairs from when they were alive.	
600	Heartless	Charmed	Necromancy	Through the sacred act of murder, you can derive such sweet power the fools that follow the enlightened Elders cannot dream. Through the act of kiling a being in possession of supernatural power, you may siphon from ending their existence a measure of power you may take as your own. Specifically approximately one tenth of their power in one field or type of magic, which then taken is added to a similar power you already possess and is made fully your own after a short period of digestion. Heartless is especially effective when used on designated victims, and gives slightly greater benefits as a reward in proporton to the difficulty you experience in hunting down and ending your victim.	
200	Fountain of Youth - Boosted	DC Occult	Necromancy	For another 200 CP (before discounts), it will also act similarly to a Lazarus pit, allowing it to even go so far as to revive the dead. **(CG Note: Requires base Fountain of Youth - DC Occult first.)**	
400	Fountain of Youth - Boosted	DC Occult	Necromancy	A fountain appears in your warehouse, filled with sparkling crystal water that is always pleasantly cool. Anyone submerged in the pool will cease to age, be regressed to their physical prime (if past it), and be granted the ability to understand and speak to any creature in its native language, be it man, beast, or magical entity. Any non-sapient living being will cease to age, be regressed to their prime (if past it), and also be granted human-level intelligence as well as the ability to speak. For another 200 CP (before discounts), it will also act similarly to a Lazarus pit, allowing it to even go so far as to revive the dead.	
400	Soultaker	DC Occult	Necromancy	A well crafted sword, enchanted with potent dark magic. As implied by the name, it devours the souls of those killed by it or any spiritual beings slain and allows the wielder access to their knowledge and skills, though not any supernatural ability you would not have already been able to access. Very useful for the lazy and the lacking in scruples. If any soul is freed from the blade outside of the jump it was trapped in, it will immediately return to the jump in which it was trapped.	
400	I Curse You	Dog Days	Necromancy	Even in this colour and happy world, there is a smudge of darkness. This smudge is the power of curses. Vile magics made by evil beings. You can now use this foul magic, at a level equivalent to a novice level three crest user. This magics can be used to corrupt the innocent or inflict great pain. The greatest of these curses would even allow you to kill beings in areas where deaths are not normally possible. This is the equivalent to black magic.	
0	Spirit Healer	Dragon Age	Necromancy	Whilst demons are the most notorious denizens of the Fade, other spirits reside there as well. These spirits are more benevolent and do not have the driving desires that make demons so evil. Spirit healers are those rare mages who learn to communicate with and summon such spirits. There is danger in this path, as there always is when the Fade is involved. Sometimes demons pretend to be kindly spirits and the spirit healer pays a dreadful price. When the summoning is successful, however, a spirit healer is capable of healing feats beyond the bounds of normal magic. This is why spirit healers believe the risk is worth it. Spirit Healers are the mages most likely to be accepted—or at least tolerated—by common people, and yet templars fear them as much or more than mages specializing in other schools of magic. You were touched by a spirit of Hope, which has granted you all of the abilities of a Spirit Healer, without the need to summon spirits. A part of the spirit of Hope lives inside of your mind and soul after all, which you can draw upon to fuel the same magics as any Spirit Healer. **(CG Note: Requires Fade-Touched (Dragon Age).)**	
300	The Clasping Maw	Dragon Age	Necromancy	A greatsword seemingly made from living flesh. Whenever an enemy is struck with this weapon, it randomly seems to bind them with shadowy tendrils which drain their lifeforce and use it to heal its wielder.	
100	Arcana Of Renewal	Endless Legend	Necromancy	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. How do you think the Ardent's survive being strapped to pillars and burned? Because the same power they call upon to destroy can be used to heal. As an Arcana, you can heal injuries quickly.	
400	There is. . . Another Way	Endless Legend	Necromancy	The energy within Dust sustains you, not Dust itself. This energy can be found elsewhere. In the living. By taking this, you become a spiritual vampire, able to suck the very soul from creatures to sustain your body. Any wounds you inflict on your foes will restore a sliver of your health, while slaying your foe will restore a portion of your health. The stronger the foe, the more it will restore. Let the slaughter begin.	
100	Mana Drain	Fate/kaleid liner PRISMA ILLYA	Necromancy	You have the ability to drain people of their Od also known as life force through the act of kissing. By draining their energy you are able to enhance your own power and temporarily become stronger or refill your magical reserves if running low. Extended use will drain the targets Od to the point that they are weakened and unable to act.	
0	Magic circuits	Fate/kaleid liner PRISMA ILLYA	Origin	Magic Circuits are a pseudo-nervous system that spreads through the body and acts as an organ that converts lifeforce into magical energy. Magic Circuits reside within the soul and what is found in the body is a physical expression of them. The number of Magic circuits one possesses is determined at birth and cannot decrease or increase naturally. You gain twenty magical circuits of top quality and a further twenty each time you purchase this option.	
100	Basic Magical Skills	Fate/kaleid liner PRISMA ILLYA	Origin	You have basic knowledge of magical skills. Simple bounded fields to detect people and basic use of reinforcement to strengthen things.	
100	Magical Girls. . . Can Fly Can't They?	Fate/kaleid liner PRISMA ILLYA	Origin	Maybe it's the way you view the world but flight comes naturally to you. Any magical means of flight is easier for you and seems effortless. If you have high enough magical power then you might even be able to fly without the aid of a kaleidostick.	
100	Perfect Memory	Fate/kaleid liner PRISMA ILLYA	Origin	You have a perfect memory, able to remember knowledge of magic that you haven't thought of in over a decade as if it was minutes ago.	
400	Fast Learner	Fate/kaleid liner PRISMA ILLYA	Origin	You're a quick learner and an even quicker improviser. Lose the majority of your magical power and not be able to blast through with sheer power and you could immediately come up with a spell that focuses your magical blast into a blade with high cutting power and low cost. Gain the ability of flight and adjust to three-dimensional combat like you were born to it.	

600	Enforcer Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	Among the mages who have specialised in physical combat you are a prodigy. Anything related to combat is far easier to learn for you, accomplishing what would take others a week in a single day. This perk has also increased the abilities of other perks bought:Physical Fitness: Through some manner your physical abilities have increased beyond what a mundane human could achieve. Whether through being a magical creation or enhanced in some other manner you stand as far beyond the peak of humanity as they do the average human. Physical Enhancement: Your mastery over this magic has increased to the point that your physical abilities rival an average Servant. Combat Skills: Your skill at combat has increased to the point that you could combat warriors of legend. If you had the physical abilities you could even fight a Heroic Spirit evenly. Brainwashing: This skill now allows you to transfer minds into other objects like stuffed dolls and leave the fake personality to control the empty body. Flash Air: Your skill at Flash Air has reached the level that displacing a mountain to create a castle is possible with enough magical energy. Rune Magic: Has increased to the level of using a Rune of Resurrection, magic on the level of a Noble Phantasm that can be placed on someone to revive him or her from death when they suffer a fatal injury. The Rune will only work once per person per jump.	
600	Magical Prodigy	Fate/kaleid liner PRISMA ILLYA	Origin	You have an increased talent for all fields of magic, learning in a day what would take others a week. This also increases the abilities of certain other perks:Basic Magical Skills: You have knowledge of how to perform the Shared Pain curse, a symbol that when painted on someone with blood will cause them to feel any pain the person the blood came from endures. The symbol will require extensive magical skill to remove without your permission. Hypnosis: Now allows you to implant knowledge into others minds. Mirror world Transfer: The mirror world can now encompass an area as large as a modern city and be increased with further training. Counter Magic: You now know how to make restraints that could hold entities on the level of an average Heroic Spirit and prevent them from moving or using their abilities. Gravity Magic: Can now be applied to work on a large area the size of a football field, increasing the strength of gravity by a hundred times for example. Jewel Magecraft: You now know how to create a magic amplifier circuit that greatly increases the power of magic used in combination with it. Jewel magic can also be used to store spells from any other magic you have from other worlds.	
600	Refined Lesser Grail	Fate/kaleid liner PRISMA ILLYA	Origin	As a lesser grail your magical capacity is immense, far beyond any modern magus. You also have access to a technique that involves temporarily converting part of your nervous system into an artificial magical circuit, a very dangerous procedure with a very high chance of death. If you were to use this technique to its fullest, converting your blood, muscles, nerves and everything you have into a magical circuit then for a brief instant you would be able to overpower even Ea, the sword that divided the heavens from the earth. Of course such power doesn't come without a cost, utilising it to its fullest will damage your body to the point that without some means of healing the damage it causes to your body utilising it more than once per jump would prove fatal.	
600	Wishcraft	Fate/kaleid liner PRISMA ILLYA	Origin	As a candidate for the formation of the artefact known as the Holy Grail you have the ability to realise wishes. What this means is that given sufficient magical energy you can skip the thaumaturgical processes and steps that a magus would usually need for Magecraft and recreate miracles through the use of magical energy, allowing you to achieve magical feats through sheer power rather than skill. What this means is that you are capable of performing spells without knowing how to cast them at a cost exponentially greater than the amount someone who knew how to perform the spell would pay. Given that you are an existence born to bring dreams into reality you are also able to bring hope to those bereft of it by showing them the hope that they had lost long ago.	
600	Zelretch's Notes	Fate/kaleid liner PRISMA ILLYA	Origin	You have the collected notes of Kischur Zelretch Schweinorg detailing the construction of the Kaleidosticks. These notes will allow the creation of a mystic code capable of the Multi-Dimensional Refraction phenomenon allowing them to draw in unlimited magical energy. As such a mystic code constructed with this knowledge would be able to refill a magus's magical reserves instantly. If you also have Zelretch's Student then with time you may be able to create existences like the Kaleidostick.	
150	Healing Hands	Generic MG	Necromancy	Let's face it: you are going to get beat up here. Same goes for your friends. The basic powers of this package are healing injuries, and with time and practice you'll quickly master healing illness, and eventually get to reversing curses.	
400	Everything Is Gonna Happy	Generic MG	Necromancy	There is no point at which things are so bad you can no longer fix them. No one is too far gone for your redemption, though they must accept it. No one is too dead for you to heal or resurrect, though you have to take the time to heal them all the way up. No curse can resist your purification in the end.	
400	Totem of Undying	Generic Minecraft	Necromancy	This dark artefact will save you from death once, if it is in your possession upon taking a fatal blow. Once taken, this artefact will break, healing you up to fill and will not return until 10 years has passed or the start of a new Jump, whichever comes first.	
200	The Support	Genshin Impact	Necromancy	Who says that only the gentle elements can be used for healing? Each type of element has its ways of helping people, and you know this better than most. However destructive or shocking the elemental power you may be using, you will find that you can find ways of using it to help rather than hurt should you choose. Rather than use the power to tear down others, you are instead adept at using that same power to build up you and your allies. You could use the power of pyro to provide a healing warmth, or convert the biting cold of cryo into a soothing chill that fades the aches and pains.	
400	Damnation Eternal	Genshin Impact	Necromancy	Some people's greatest wish is for them to gain eternal life; Immortality. Others though, they know it as a curse. Forced to watch as all they know and love ages and dies, while they keep on living. You have been cursed with this eternal life by the powers of Celestia. You are entirely unaging and substantially harder to kill. But even this has a limit. Not even the gods can escape death, so how could they fully deny it to others? That said, a death of natural causes is one that is barred to you. Only by blade or magic could your death come.	
50	Heart Container	Hyrule Warriors	Necromancy	An ornate piece that appears to be made by a gifted artisan, it looks like a heart made of red glass and golden filigree. Not just for show, the Heart Container is full of magic. On use, by resting it upon your chest, it permanently increases your health. This makes it harder for you to die from wounds that aren't immediately lethal, or blood loss, basically. You may give these to others for use, or purchase more for 50CP each	
100	Poe Lantern	Hyrule Warriors	Necromancy	An ornate lantern stolen from a Big Poe. The lantern contains the Poe's Soul, and as a result the flames within will burn eternally with the fire light fueled by that soul. The evil soul within the lantern can also be used to project volatile balls of dark magic at enemies, though they're neither fast nor far reaching. Useful for lighting your way and as an improvised weapon.	

400	Emperor of the Damned	Hyrule Warriors	Necromancy	A dark art wielded by Cia, a dark power shared by Ganondorf. Extensively used when he came into power to build his army, Ganondorf raised the dead to serve as the rank and file, every enemy slain only adding to his forces. You now have the ability to raise the dead, quite well actually. When it comes to expendable pawns like Stalchild, you can spawn entire platoons at a time. Greater under like Big Poe and Stalfas take more effort at first, only one or two at a time being possible. Who knows what will happen if left alone long enough, maybe you can build your own army. You are right now unable to raise anything more powerful than a Stalmaster, but just give it some time and then we'll see.	
600	Tempered by Light	Hyrule Warriors	Necromancy	The conflict between good and evil, light and darkness, seems to wage without end. Still, few can say they are wholly aligned with one side or the other. Even the hero of legend must be tempered before he may eradicate the darkness within his soul. On purchase, you become a being wholly aligned with light, in both a metaphorical and conceptual sense. Emotions or mentalities steeped in darkness such as arrogance or hatred are purged from your soul, preventing others from using them against you. The corruptive influences of darkness gain no purchase on your mind, body or soul leaving you pure and pristine. Most importantly however, you gain the remarkable power of cleansing, purifying light. It is this light that keeps your soul pure, and it is this light that allows you to combat the darkness. The light may be harnessed in a variety of ways to imbue objects with darkness banishing properties, infuse attacks with the powers of light, or simply empower your body to allow you to move and act faster than you naturally could. You stand now as a paragon of the forces of light. (**CG Note: The rest of this perk requires Lord of Darkness - Hyrule Warriors first.)**Purchasing both "Tempered by Light" and "Lord of Darkness" together will transform you into epitomized Twilight. A perfect balance of Light and Darkness with all that brings with it. Light and darkness, positivity and negativity, altruism and ambition, love and hate. You will be able to blend the light and dark powers you get from these perks into twilight energy, like a Twili Sorcerer.	
400	Horse Talisman	Jackie Chan Adventures	Necromancy	Grants the power of healing. When activated, it can immediately heal physical injuries or sickness, or even repair objects. It fixes magical ailemtns that damage health and relieves pain.	
500	Sheep Talisman	Jackie Chan Adventures	Necromancy	Provides astral projection. In this form, the user can enter the dreams of others. A secondary power of this talisman is the ability to force others into an astral state. When you leave your body in spirit form, you can possess vacated bodies.	
600	Dog Talisman	Jackie Chan Adventures	Necromancy	Provides immortality to the one that carries it - protecting them from any attacks that would outright kill them (but not the sensation of the injuries) and also giving a plenty of youthful energy.	
100	Untouched By Time	Justice League Dark	Necromancy	Given enough time, all injuries you experience will heal perfectly, refusing to leave behind scars. This doesn't give you any ability to heal anything you couldn't before, it just makes sure any healed injuries do not mar your appearance. This also means that -- if you age -- you'll damn well age gracefully.	
300	Rod of Asclepius	Justice League Dark	Necromancy	An ancient and potent artifact. This golden rod is imbued with incredibly powerful restorative magic. By simply channeling magic through it, even a novice magician would be able to heal nearly any physical or spiritual malady short of death. It is also bound to you, meaning it can be summoned with a thought.	
400	The Curse of Immortality	Justice League Dark	Necromancy	Well, a curse from the perspective of some. Your opinion may differ on the subject. Whether due to your nature as something inhuman or the effects of some strange magic upon you, you have been rendered ageless and immune to mortal disease. Your natural lifespan is effectively infinite. If you aren't killed, you'll walk to the end of time without a wrinkle in your skin or a single grey hair upon your head and you'll never so much as catch a cold for as long and you live.	
200	MP Haste	Kingdom Hearts	Necromancy	This is a dark secret, one that you'd best be careful with once you've learned it; you can recover magical energy by causing injury to living beings. The rush of restored magic is directly proportional to the amount of damage you deal with each hit - poison or other effects that cause damage over time do nothing. Should the damage be from a magical source, you'll find that at most you can only recover half of the magic used to cast the spell, even with the most magically efficient spells, and nothing at all from instant death or damage over time effects such as poison. Make sure you don't let the power go to your head; don't want to think it's okay to start hurting innocents to power your magic, do you?	
400	Hyper Healing	Kingdom Hearts	Necromancy	No matter how good you are, in combat there's always a chance you could get hurt, and if you get hurt enough? I'm sure you know what that leads to. You on the other hand can get hurt, then immediately start to recover from it. You can heal fast enough that you can recover from broken bones mid-battle, and if you have a day to sit down and relax you could probably regrow a missing limb. While near allies, they'll recover a bit faster too, just enough to be noticable in combat.	

Chapter: Transmutation

CP Cost	Perk Name	Source	Chapter	Description
25	Flask of Polyjuice	Harry Potter CYOA	Transmutation	A flask of polyjuice potion. Likely enough for 20 uses.
50	Hoshigaki	Naruto Jump Chain	Transmutation	Your skin turns gray, you have gills, and can breathe underwater.
100	Chakra Enhancement Specialization	Naruto Jump Chain	Transmutation	Every Ninja enhances their body with chakra, but you have focused on a particular area to great effect. Other ninja compete with Captain America, but in at least one sphere of physical ability you blow him out of the water. The only problem is that it's a temporary and can be exhausting to use. You have two choices: Strength: You lift, bro. You lift a lot. Benching a SUV Is not out of the question. If you train hard enough you'll be able to then throw the fore mentioned SUV as a make shift projectile. Your durability is boosted to keep you from damaging yourself with your own strength. Speed: Are they holding still? Oh wait, it's not hem holding still, it's you not being slow. You can expect to move faster than most ground based vehicles if you put your nose to the grindstone. Your reflexes are boosted to keep up with your increased speed.
200	Animagus	Harry Potter CYOA	Transmutation	You are an Animagus, allowing you to turn into an animal at will. You may choose any non-magic animal as your alternate form.
200	Gifted - Magical Animagus	Generic Harry Potter Fanfiction	Transmutation	Your animagus form isn't a run-of-the-mill animal, but rather a magical being, such as a dragon or a unicorn. You have all the powers a normal specimen of this animal might have.
200	Gifted - Metamorphism	Generic Harry Potter Fanfiction	Transmutation	You are a Metamorphmagus, meaning you can change your body and appearance at will. You start out only able to do superficial changes, but with a bit of work you can change your looks however you like, and once you've mastered that you steadily become able to control each and every aspect of your body, internally and externally. You must retain a humanoid shape, but you can be any height between four and eight feet as an adult, and of proportionate width. Beyond that, go nuts. Colours, shapes, sizes, gender, age, everything is wide open, and hardly any limits apply. Holding your transformations requires little to no effort, to the point that you can even sleep or fall unconscious without losing it. And unless you go really crazy, your magic will prevent any of your more 'unconventional' transformations from killing or seriously harming you, and will warn you if something you're going to do is beyond its ability to mitigate.
200	Gifted - Multi-Animagus	Generic Harry Potter Fanfiction	Transmutation	You have multiple Animagus forms, instead of the standard one. Taking this perk gives you three forms, and you may have any number more for 100 CP per form. This may be any mundane animal between the size of a flea and an African elephant, including dinosaurs. This Gift can be paired with 'Magical Animagus' to give you a magical form in addition to the three mundanes you have, and you may pay 100 CP per form for more magical forms. For magical forms, the size limit is waived, but it must be a known magical form.
300	Akimichi	Naruto Jump Chain	Transmutation	Konohagakure based. You have great physical strength and ability to convert calories into chakra. The main combat ability of the Akimichi clan is increasing the size of their body parts to greatly increase their strength. With enough training you might be able to increase your strength without changing your size. Your family makes three medicinal pills that convert fat into vast reserves of power at the expense of your health. Taking the third pill is generally considered to be suicide. You are going to be pretty hefty, but as a bonus you'll know how to cook pretty well. They get along famously well with the Nara and Yamanka clans.
300	Inuzuka	Naruto Jump Chain	Transmutation	Konohagakure based. Expert trackers with enhanced senses, the Inuzuka live and work with their nindogs. They enhance their bodies and you powerful melee justsu, which affect both the human and their nindog partner at the same time. You may also temporarily fuse with your nindog, creating a giant Cerberus like monster that you jointly control. Yes, that takes a lot of team work. Your nindog will join you on your travels as a companion if you choose to move on.
400	Giant-Blood	Harry Potter CYOA	Transmutation	You have some giant blood in you. You are half-again as tall as you should be and proportionally broad. You are significantly stronger than a normal human and have tough skin which protects against minor physical and magical attacks.
400	Hozuki	Naruto Jump Chain	Transmutation	Kirigakure based. You can turn your body into a liquid form, but requires you to be hydrated at all times. You can fuse with surrounding water, though it is extremely tiring. Though it quickly drains your water and chakra reserves, you can also temporarily strengthen yourself far beyond your normal physical abilities. You are extremely vulnerable to Lightning jutsu, and when passed out, your body turns into a jelly-like substance.
400	Metamorphmagus	Harry Potter CYOA	Transmutation	You can choose your facial features, hair, and shape of your body as you wish at will.
400	Purified Seal of Heaven	Naruto Jump Chain	Transmutation	A seal born from Orochimaru's twisted research, the original that your seal is based off of is addictive and will makes it's user mentally unstable. But it also vastly increased the user's chakra levels and physical abilities with the use of natural energy. It also has a second level, further increasing your chakra levels, physical abilities, giving you a pair of wings, and changing your appearance. Your purified Seal of Heaven is not addictive, nor does it cause you to become unhinged, but retains the other abilities of the Cursed Seal of Heaven. On the down side it will also attract attention from Orochimaru, a dangerous and probably insane S-ranked rogue ninja from Konoha.
400	The Eight Gates	Naruto Jump Chain	Transmutation	The Eight Gates exist with in every human, regulating their body and chakra pool to keep them from tearing their own body apart. But you know how to open them. A forbidden technique that progressively damages the user's body while very temporarily, but very dramatically increasing their chakra pools and physical ability. Opening each gate will increase your abilities for about half a minute. Opening the first gate will leave you tired, opening four will leave you in need of a hospital stay, opening six will leave you in need of physical rehabilitation. Opening seven will make it hard for even the most powerful of ninja to keep up with you, but it will cripple you. Opening all eight of the gates will render you a virtual godling, but it will also kill you.
600	Kaguya	Naruto Jump Chain	Transmutation	Kirigakure based. You possess an abnormal skeletal structure making medical treatment somewhat difficult, and can manipulate it at will. Infusing your calcium with chakra, you can manipulate the growth and properties to your liking. This can render you effectively immune to all damage from kinetic energy by growing an armor of bone immediately beneath your skin. This also comes with some minor regenerating abilities. Selecting this allows you to turn your hair white. Bone white, at no cost. This clan is renowned for it's blood thirst, and was one of the first clans put to the sword in Kirigakure. Take the Hunted (Kirigakure) Drawback. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.
600	Philosopher's Stone	Harry Potter CYOA	Transmutation	A stone that allows you to turn any metal into pure gold and produce the Elixir of Life, which grants indefinite lifespan to those who drink it regularly.
200	HO12	Ben 10	Transmutation	A bottle of water filled from the Fountain of Youth. Contains enough water to deage you 10 years. The effects of the water wear off after a few days, but luckily the bottle refills every night.

600	Anodite	Ben 10	Transmutation	Powerful energy beings made of pure mana, life energy and the very essence of magic, Anodites are free spirits who often care little for the affairs of their fleshier cousins across the universe. They can naturally and easily create barriers and energy blasts of mana, as well as creating constructs of this energy of complexity and strength limited only by the skill and willpower of the Anodite in question as well as fly great distances through will alone. Should they wish to, they can drain mana from other living beings around them in order to recharge or enhance themselves, though most don't bother with this. Naturally any Anodite that chooses to learn magic beyond their natural abilities would be incredibly talented with it, putting even the most dedicated of sorcerers to shame. They can also create fleshy human bodies for themselves when they wish to mingle among them, even reproduce with humans if it is desired. However, as they are beings of pure energy, their mana being completely depleted would result in their death. As they lack DNA to copy, pure Anodites or hybrids in Anodite form cannot be copied by an Omnitrix. However, Human-Anodite hybrids enjoy the natural talent for magic and can eventually learn to shift between human and full Anodite form at will once they learn how to do so. . . though the energy form of their ancestor is often addicting and difficult to let go, needing will and training to get used to switching between the two. At least, if they want to in the first place.	
600	Totem Transformation	Ben 10	Transmutation	You know a ritual that you can use to steal other people's magic and are quite good at it. If you create a magic circle and can get someone into it, you can cast a spell to turn them into a small figurine. You can psychically communicate with a totem as long as they are within close range. The real benefit of this spell is if you get several powerful totems you can perform another ritual to drain the magical energy from them, becoming much, much stronger. While you could technically just learn this ritual normally, this perk makes you much better at using it and allows you to keep the power you stole between jumps. Because these totems are technically people, they and their magic wouldn't usually come with you unless they were made a companion, but this perk will allow you to bring them along as if they were items. Beware, if you try to return one of these totems to human form or tamper with them in any way in order to give them autonomy without them being a companion, the spell will be broken and they will be returned to their home dimension.	
400	Soul Eater	Bleach	Transmutation	And strength too. Eating a soul that is the same strength of yours, orgreater will increase your current strength by around half that of the consumed soul. While you can do this with normal humans, it would take a number measured in the1000s at least for a noticeable effect, while a Shinigami would produce this effectimmediately.	
600	Bankai	Bleach	Transmutation	The final form of a Zanpakuto, usually obtained after many decades oftraining and focused meditation. By purchasing this option, not only do you gain anincrease of Reiryoku to be on equal footing with the captains, but also the strength ofone too. This unlocks the Bankai section and grants 500pp as well. If you are not a SoulReaper then you also gain their freebies.	
600	Bount Crest	Bleach	Transmutation	Different from the other race power ups, acquiring the Bount Crestgives the user a dramatic increase of power, roughly equal to that of a Bankai. What'sbetter is that, unlike Bankai this mode does not need to be shut off. Additionally you alsogain 500pp to use on the section. If you are not a Bount then you gain the associatedBount freebies as well.	
600	Linking Spirits	Bleach	Transmutation	More than just your object of power, you can now "call" upon thesouls of your environment and gently modify them to your advantage. Falling on acanopy from the atmosphere? You'll be banged up, but can still walk. About to hit a brickwall? The wall is brittle now, and you'll break through it. While these are just thebeginnings, in time you can "convince" the air around you not to go inside youropponent's lungs, or the energy attack to pass through you instead of making contact. Additionally you gain 500pp for use in the Fullbring section and the Super Abilities to beunlocked. If you are not a Fullbringer then you gain the freebies of the Fullbring section.	
600	Resurreccion	Bleach	Transmutation	After Aizen entered Hueco Mundo, he went on to use the Hogyokuon Hollows to make them into arrancars. You were one of them, and are the 11thEspada, with a much faster power growth and regeneration compared to the other 10. Additionally you gain 500pp for use in the Hollow section and Arrancar Power sectionunlocked. If you are not a Hollow then you also gain their freebies.	
600	Sternritter - 0, the Jumper	Bleach	Transmutation	The final evolution of a Quincy that will otherwise needto be given to you by Yhwach, Sternritters have greatly increased power and reishicontrol. Sufficiently weaker energy-based attacks will not harm you instead; they will willup your existing reserves. Additionally the speed and ability to control energy hasincreased as well. While you can still gain power from weaker attacks you have to takethe brunt of it, and receive no damage reduction. This also unlocks the Sternritter tierand grants 500pp for use in the Quincy section. Pairing this with the ReishiManipulation perk would make the energy based attacks gain you health as well as energy when weaker, and weaken the blow of stronger attacks as well. If you are not aQuincy then you gain the associated Quincy freebies as well	
600	Transcendence	Bleach	Transmutation	The whole is greater than the sum of its parts, and yours are noexception. By fusing different powers of similar origin together you can increase thepower greater than if they were used on their own, and as a result also use less ofwhatever energy is needed!	
300	Transmutation	Cultist Simulator	Transmutation	Your affinity with the Forge has given you the exceptional ability to transmute objects and even living things, provided the correct price is paid. Magic begets magic, souls begets souls, and divinity begets divinity.	
400	Ritual Maker	Cultist Simulator	Transmutation	Hard work pays off, and you, jumper, have spent quite some time studying the occult. With this power you can now create rituals through which others may temporarily access your perks or powers. These rituals can involve anything from chants, to performances, to tools, or even reagents, and if you've purchased the Rites of Initiation, you may even require one or more Principles from this world to be invoked using influences or affinity. All rituals must require at least 10 minutes to prepare and cast, but you can otherwise set the terms and conditions freely. Know that after imbuing any power into a ritual, that specific power will be much weaker for a few days, and unless the ritual has stringent conditions, anyone with the appropriate knowledge may use it.	
200	Conversion	Charmed	Transmutation	You can, with a small ritual including an offering of your own flesh and blood, gift another with the power to develop a similar or identical magical power or Power or property that you personally possess. This ritual converts mortals into something supernatural and appropriate to both you and what you are giving them. This ritualized conversion does not give you any means to control the person whom you are empowering and can only be used to give the equivalent of three to four powers up front, although the latent potential to develop more can be given without limit, leaving it up to them to train and grow, unlocking and nurturing that poer over a very long period of time. A person can only undergo this transformation once.	

400	Blue Moon	Charmed	Transmutation	There will be times, especially in this world, where forces beyond your control will change you into something other than yourself or your own species. You have the good fortune or limited resistance to such things to guarantee two things. Firstly, any form you are changed into will present you with an opportunity for personal growth, to overcome a challenge or emotional issue, or to help resolve a long-term trauma. You will also find adapting to such changes fairly easy, even for changes that are fairly radical. Secondly, you can be sure that there is at least some chance of the transformation being undone. Even otherwise impossible to reverse transformations will have some sort of loophole that will be known either to you, your friends and allies, or even an enemy, whomever is most likely to be both willing and able ot use it on your transformed self. Be warned that this does not protect you from side effects after reversing the transformation, but any means of reversing the transformation shall be relatively benign, not requiring morally questionable substances or methods, or at least by the measurement of your own morality.	
400	Cupid's Wings	Charmed	Transmutation	Much like the holy wings of whitelighters, cupid wings allow for flight. but their usefulness in combat is limited. The soft light shed by these wings influences people into becoming softer versions of themselves, more emotional and sensual. The presence of a cupid with these wings can send an entire group of angry people into a drugged out stupor of contentedness in a few seconds of exposure. Cupids are lovers not fighters, after all. another remarkable quality the wings ahve is that they have in a way a mind of their own. If given leave to direct the cupid's flight, the wings will send the cupid to wherever there is someone in need of love in their lives, or are otherwise in emotional distress or despondency	
200	Mark of the Beast	DC Occult	Transmutation	Your inhuman source of power has left its mark on you. Inhuman eye, skin, and hair color are all possible manifestations of it, and you may very well appear inhumanly beautiful, terrifying, or imposing if you desire. Whatever the case may be, you're definitely going to be turning heads when you walk down the street.	
400	Brute Force	DC Occult	Transmutation	The inhuman source of your abilities grants you not only magical power, but also physical power as well. Your durability is enough to completely ignore conventional firearms and laugh in the face of a grenade exploding in your face. Your strength, likewise, allows you to casually throw large vehicles and tear through steel as if it was paper.	
400	Philosopher's Stone	DC Occult	Transmutation	A perfect replica of the Philosopher's Stone, one of the Four Wonders of Alchemy. Legendary even outside of occult circles and widely sought after, the Philosopher's Stone is the ultimate goal of every alchemist to ever live. The small stone possesses the ability to alter the molecular structure of inorganic matter into other elements.	
100	Polymorph Acolyte	Divinity: Original Sin	Transmutation	The secrets of the flesh are yours! You are greatly knowledgeable in the art of shaping the body and know a great many tricks to change yourself to the advantage. Skulk past your foes, faded from sight and ready to strike behind your Chameleon Cloak, transforming your foe and leaving them vulnerable with your mighty Chicken Claw! Break your foes beneath your strength, growing majestic Bull Horns to charge and bridge the gap with your Tentacle Lash.	
200	Magic Mirror	Divinity: Original Sin	Transmutation	Sadly doesn't let you know who the fairest of them all is, it instead has another task altogether. Reshaping, remolding, changing your talents and abilities around into a whole new you. Using this mirror could turn a knight of the order into a great mage or vice versa with ease. Just stare into the mirror and will the changes to mind and body into being.	
200	Polymorph Journeyman	Divinity: Original Sin	Transmutation	You are learned in the ways of the flesh. Your level of control has reached a level where you can comfortably hybridize your craft to Turn to Oil or even Vaporize the myriad puddles on the field. Shift your foes to your edge, leaving them to Bleed Fire while you Spread Your Wings and take to the skies, free to shift the field with Terrain Transmutation. Shed your wings for a set of Spider Legs and a Heart of Steel and charge into the fray with your Summon Oily Blob. Mock your foes with your Healing Tears as they behold your weeping visage, your Medusa Head will be the last thing they see.	
300	Baited Trap (Master)	Divinity: Original Sin	Transmutation	Given time and training, the mind can be bent to command even the body, pushing the limits of muscles to their utmost. With the right triggers one can turn the flight or fight response into a switch to be flipped on or off at will. Adrenaline throws the body into overdrive, allowing the caster to act at speeds the body was never meant to maintain for long. Striking multiple blows in a single instant or dashing across entire battlefields in moments are just a few ways those with this ability can prove useful.	
400	Polymorph Master	Divinity: Original Sin	Transmutation	You have worked hard and at long last mastered the flesh. Perhaps in need of a Skin Graft? Grow a shell to match the tides of battle with your own Flaming, Icy, Jellyfish, or Poisonous Skin. If you lose the advantage Equalise with Flay Skin and bind your foes into a Forced Exchange that will be their final transaction.	
600	Polymorph Legendary	Divinity: Original Sin	Transmutation	Above others of your kind you are beacon of your craft, a truly Legendary Polymorph. The Ultimate power of the Polymorph, Apotheosis, is yours to call upon. Beyond this your utter mastery of your craft makes your Polymorph skills strike half again your skill in shape-changing magic. It also allows you to share your gifts with others around you, at first a single person with a touch and growing in range with practice and time.	
600	Hero Crystal	Dog Days	Transmutation	This small crystal has accepted you as its owner. This acts as proof that you are a hero. When used, this crystal will age or de-age you to your prime, as well as enhancing your magic, making spells slightly more power, and powerful spells slightly easier to cast. Additionally, it creates a weak magical shield around you, used to protect you from weaker magic. While using the crystal you are also able to use more advanced versions of your crest spells, with them dealing more damage or affecting a larger area. A fiery whip might become a giant flaming sword, or a fireball spell may shoot out three. You can use this form for up to one hour each day.	
600	Not-Very-Fatal Death	Dog Days	Transmutation	Flonyard contains a great magic that means no one can be killed. You can now set up a similar field in places that you are located at, equal in size to an entire battlefield. With willing permission from the participants, you may apply this field to all in its radius. Anybody that would be severely wounded or killed instead become Pet Balls for an hour, before they regain their original form. Additionally, once per jump, this magic will activate to save you from death. Be warned however, spreading out this magic across an area weakens it such that a strong enough being can overpower it were they to come across it. Post Jump, you may change into Pet Ball form when you want, however will not gain the invulnerability unless the magic is activated, at which point the usual conditions apply.	
400	Lyrium-Marked Warrior	Dragon Age	Transmutation	Few are brave enough to mark their bodies with lyrium-infused tattoos, for the application ritual is one of constant agony. However, those who do mark their bodies in this manner gain the ability to phase through solid objects, and even through people. Many a lyrium-marked combatant has killed someone by phasing partway through them and then solidifying. Because of the nature of lyrium, these tattoos also grant the warrior a partial resistance to any and all harmful magical effects, though they're not as resistant as Templars or Dwarves. Normally these tattoos would be painful to the touch and the ritual would cause total memory loss, but since you're paying CP for them, these side effects have been waived.	

600	Better Red Than Dead	Dragon Age	Transmutation	There is no substitute for raw power. Technique is but afunnel, a means to channel that power. You now possess the knowledge of how to use redlyrium to drastically increase the power of any individual. Through your arts and with theright materials warriors will become behemoths on the battlefield. Mages will wield terriblemight and near limitless mana. Oh, there may be some danger of drawing too deeply on thelyrium and pushing yourself or the person enhanced too far. And the side effects of overreach may be difficult to mitigate, but the power attained will be undeniable.	
300	Blood Soaked	Drakengard and Nier	Transmutation	There's magic in the blood of mortals, magic which you can now tap into. By literally soaking yourself in blood head to toe, you can access the power of the Flower and enter Intoner Mode. While in Intoner Mode, your speed, strength and endurance will all skyrocket and attacks made barehanded will produce giant slashes of magical energy. The boost only is active for a short time, around 20 seconds, but that's enough to slaughter a couple dozen armed soldiers or more. Of course, finding enough blood to soak a person completely can be difficult. Blood doesn't actually spray out of wounds like a fire hose in real life. Except now it does, at least when you kill someone. As a bonus to build up the bloody mess you need for this perk, when you deal a mortal wound to someone, blood will either spray or splash out in amounts that are, frankly speaking, ridiculous. This only counts for mortal wounds though, when they're already going to die. No giving someone a paper cut and waiting for them to bleed out.	
700	Magical Weapon Maker	Drakengard and Nier	Transmutation	A thousand some odd years ago, magic was introduced to this world in the most dramatic way possible. As it turned out, magic was deadly and damaging to humans, leading to the destruction of the human race. Who could have guessed? But it's the nature of humans to adapt and learn when confronted with danger. And then weaponize that danger. Which is what the humans did all that time ago. You now have the knowledge that those humans developed. You can now take innocent children and 'develop' them into magical weapons. Or monsters, if you want to be accurate/empathetic about it. The process is complex, intricate and for most folks, completely unconscionable. Besides bodily alteration, mental stress and what arguably constitutes, torture, you need to infuse the bodies of your new Weapons with maso, an extradimensional chemical that serves as the source of magic in Nier's world. (If future jumps you can substitute similar magical materials.) But if you completely ignore the moral issues, the results are worth it. Examples from canon include No. 6, a giant skeletal monster, No. 7, a boy with petrifaction powers, and the Grimoires, living books capable of using powerful magic called Sealed Verses. With some experimentation, you can come up with different variations too. I'll even give you some samples of maso to get you started. Go on, get to work. You have Weapons to make.	
100	Arcana Of Matter	Endless Legend	Transmutation	May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells. Dust is everything. You need to simply tell it what to become. With this Arcana, you can turn a handful into any portable object, a bag into something it'd take a couple people to lift, or an entire barrel into a hasty fortification.	
200	Hyperium Foci	Endless Legend	Transmutation	This Staff alters the flow of time, allowing the wielder to hasten allies and slow foes to a massive extent. The greater the caster, the greater the effect. It only affects a few targets at once as well, topping out at about 10.	
200	Assassin	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Hassan-i-Sabbah, the Hundred-Faced Hassan. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: CMana: DEndurance: DLuck: EAgility: BClass Skills:Presence Concealment: A - Presence Concealment is the capacity to hide one's presence as a Servant. It is a common skill to the Assassin class. It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken. Personal Skills:Projectile (Daggers): C - Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C thrown projectile weapons are now comparable to bullets. Protection from Wind: B - Protection from Wind is a charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from allwind based attacks under rank B. Self-Modification: D - Self-Modification is the aptitude to merge one's own flesh with body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero. Noble Phantasm:Zabaniya Delusional Illusion: C+ - This noble phantasm is able to make thirty copies of yourself that only possess the capabilities of the Class Card. The copies restock after death when you uninstall the card.	

400	Archer	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of the Counter Guardian known as EMIYA. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: EMana: CEndurance: DLuck: EAgility: DClass Skills:Independent Action: C - Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer. Magic Resistance: E - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat. Personal Skills:Clairvoyance: D - Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving object within a range of two kilometers. Eye of the Mind (True): C - Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning. Magecraft: C - Magecraft is knowledge about modern Thaumaturgy. At rank C is capable of using orthodox Thaumaturgy. Archer’s rank in using Projection Magic when the target falls under the category of "sword" is A+. Noble Phantasm:Unlimited Bladeworks: E~EX - Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works. The Reality Marble's purpose is a steel manufacturing factory that produces the countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker. They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble in accordance with Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost in magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals. Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro is able to instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike. The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly.	

400	Berserker	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Heracles, the greatest hero of Greek Mythology. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters: Strength: AMana: BEndurance: BLuck: CAgility: BClass Skills:Mad Enhancement: B - Mad Enhancement is a rank up for all parameters, but takes away most of your sanity. While active the user will have to rely on brute force rather than any technique. Toggleable. Personal Skills: Battle Continuation: B - Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries. Bravery: A - Bravery is the ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement. Divinity: B - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Eye of the mind False: C - Eye of the Mind (False) is a natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through accumulation of experience. The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints. Noble Phantasm:God Hand: C - God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions. It provides three effects of resurrection, attack- nullification, and the ability of "immunity against an attack he has experienced previously. " This ability nullifies attacks under C-rank and gives an extra life. This extra life restocks once per jump. Nine Lives: The Shooting Hundred Heads: C~A - Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine- headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into Style: Shooting the Hundred Heads, an all- purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is “a high speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping.	
400	Caster	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Medea of Colchis, the Witch of Betrayal. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters:Strength: EMana: AEndurance: ELuck: CAgility: DClass SkillsItem Construction: B - Item Construction is a Caster-class skill. It is the skill to manufacture magical items. Territory Creation: B - Territory Creation is a Caster-class skill. It is the skill to build a special terrain that is advantageous to oneself as a magus. At rank B creation of a "Workshop" becomes possible. Personal SkillsHigh-Speed Divine Words: B - High-Speed Divine Words is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi. Noble Phantasm:Rule Breaker: C - Rule Breaker: All Spells Must Be Broken is a weapon that materializes the divinity of the witch of betrayal. It is an iridescent and jagged dagger that is thin, brittle, and blunt. Its effectively nonexistent capacity as a weapon is that of a regular dagger at most, and it would not be suitable for even killing a single person. Greatly differing from other Noble Phantasms, its unique ability is that it is the ultimate anti-magic Noble Phantasm capable of dispelling and destroying any kind of thaumaturgy, an effect suitable to the Noble Phantasm that is a manifestation of Caster’s nature as the “Witch of Betrayal”. It "transgresses" on all the magecraft of the targets it pierces, contracts made from magical energy and life born from magical energy. Once it comes into contact with the ensorcelled item or person, enchantments, connections bounded through contracts, and creatures created and maintained by magical energy will all be returned to their original components in a state "before they were made. " Contracts will be wiped clean and those with life will immediately cease to exist. There is a limit to what it is able to dispel, meaning artifacts on the rank of Noble Phantasm will never be returned to their original state no matter how low their rank.	

400	Lancer	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Cú Chulainn, the Child of Light. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used againParameters:Strength: CMana: DEndurance: DLuck: EAgility: BClass Skills:Magic Resistance: D - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank D Cancels Single-Action spells. Personal Skills:Battle Continuation: B - Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries. Disengage: D - Disengage is the ability to break away from combat. Divinity: C - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Rune Magic: C - Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and cannot you employ multiple of those simultaneously. Protection from Arrows: C - Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy. Noble Phantasm:Gae Bolg: Barbed Spear that pierces with Death: B - Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his own style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It literally freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods. Gae Bolg: Soaring Spear that strikes with Death: B - Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, is the largest and most powerful attack delivered using the spear. It is the “attack that unleashes countless darts at the enemy” that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of “always pierces the opponent’s heart”, but both the power and the area of effect are increased.	

400	Rider	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Medusa, the Gorgon of Greek Mythology. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: CMana: CEndurance: ELuck: EAgility: BClass Skills:Magic Resistance: C - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancels spells with a chant below two verses. Cannot defend against Magecraft on the level of High-Thaumaturgy and Greater Rituals. Riding: A - Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted. Personal Skills:Divinity: E - Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig. Independent Action: D - Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer. Monstrous Strength: C - Monstrous Strength is an ability possessed by monsters and beasts, temporary boost of the Strength parameter by one rank for a time limit determined by the ranking of this skill. Mystic Eyes: A - Mystic Eyes is the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines. " Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few in numbers, Mystic Eyes capable of petrifying others are something that nobody, human or not, possesses in the present era. They are designated as Jewel under the Noble Colors system, which surpasses the Gold- ranked Eyes of the Dead Apostles and are exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in Mana will be immediately petrified, while those with Rank C may or may not be affected depending on the conditions. Those with Rank B or higher won’t be petrified, but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat. Noble Phantasm:Bellerophon: Bridle of Chivalry: A - Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to medusa by PoseidonBreaker Gorgon: Self Seal, Temple of Darkness: D- - Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes that require a direct line of sight. It has the ability to "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.	

400	Saber	Fate/kaleid liner PRISMA ILLYA	Transmutation	The Class Card of Arturia Pendragon, the Once and Future King. Include: Limit Expand. This allows you to summon a noble phantasm that is in the form of a weapon. Install: Phantasm Summon. This allows you to gain the abilities of a servant and their noble phantasms. Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants. Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again. Parameters:Strength: BMana: BEndurance: CLuck: AAgility: CClass Skills:Magic Resistance: B - Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by High-Thaumaturgy and Greater Rituals, it is difficult for them to be affected. Riding: C - Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received a proper training and adjustment. Personal Skills:Charisma: C - Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King. Instinct: B - Instinct is the power to "feel" the most favourable developments for oneself during battle. Mana Burst: B - Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy. Noble Phantasm:Excalibur: A++ - Excalibur is a Divine Construct, the pinnacle of holy swords, and the strongest holy sword; one of the ultimate god-forged weapons, a Last Phantasm, forged by the planet as the crystallization of the wishes of mankind stored and tempered within the planet. While there are many other Noble Phantasms crafted more splendidly and with better skill, Excalibur is an illusion far superior to them. It cannot be called beautiful because of its appearance, for the description of "beautiful" will only dirty it. It is instead sacred, made from people's conception, legends weaved only out of hope. It is not a myth or inhuman work, but a "crystal trained by the heart alone", making it reign as the strongest fantasy. It is the crystallization of the prayer named "glory" and everything etched in the hearts of those who are scattered at the sword's radiance; the nostalgic, sorrowful, and hallowed dream of those who were placed on the bloody hell called a battlefield, of all warriors past, present, and future fully exposed to the fear of death and despair, and who still cling to a desire: "to be exalted. ". Excalibur is a "sword that amplifies", converting its user's magical energy into offensive power and releasing it. It is a weapon of directive energy that converts the magical energy of the wielder into light by accelerating it with her factor of the dragon, intensifying the kinetic energy by convergence and acceleration, allowing for the use of Divine Spirit-level thaumaturgy. It is an "ultimate killing technique" that releases light holding energy equaling Artoria's total amount of magical energy from the tip of the blade once the sword is swung. While the result is what looks like a large beam of light, only the tip of the attack, which is a wave of light that can mow through the surface of the Earth, is capable of doing damage, as the beam is the result of the "dislocation" of everything the attack destroys in its path. Invisible Air: Bounded Field of the Wind King: C - Invisible Air is a sheath of wind that covers Excalibur and conceals it so that it cannot be easily recognized as the famous holy sword of King Arthur and expose her identity. It is a bounded field closer to magecraft than a Noble Phantasm that is made up of multiple layers of wind compressed into super-high pressure air with a massive amount of magical energy, which distorts the refraction of light and renders what is inside completely invisible. Upon Excalibur, it takes on the shape of the blade and renders it as an invisible sword that doesn't appear even as sparks fly off of it. It lacks the capacity to annihilate the enemy like Excalibur, being more suited as a "sharp tool" in battle. It isn't used for any particular strength, but it is easier to use in battle than Excalibur and it is a trump card that can bring about victory if used well. It is also possible to implement the barrier on something other than the sword. She can form the barrier in the area around her or as a quick defensive wall of wind, which she can keep active for a number of minutes with her magical energy. Once the barrier is released so that Excalibur can be used, the previously compressed wind surges around her chaotically, creating a vacuum as it diffuses into the air with enough force to knock over normal people and shake heavy, firm trees like a typhoon. The compressed wind can also instead be released as a single use projectile weapon called Strike Air: Hammer of the Wind King. Acting like a hammer made out of wind, it creates a gale made out of super high pressure condensed air that is powerful enough to easily crush and blow away armies and fling a stone slab weighing several tons into the air as if it were nothing.	
400	Thor Card	Fate/kaleid liner PRISMA ILLYA	Transmutation	The class card of the divine spirit Thor has come into your possession. Including the class card as a weapon will bestow you with an enlarged arm capable of great feats of strength and Megingjord, a gauntlet capable of doubling the users strength. Installing the class card into your body will grant you an enlarged arm, Meginjord, the clothing of the thunder god Thor and Mjolnir, a hammer capable of devastating attacks ranging from lightning strikes to immense pillars of lightning capable of breaking through A ranked magical barriers instantly and leaving scars on the earth they travelled distancing kilometres.	
600	Class Card Heart	Fate/kaleid liner PRISMA ILLYA	Transmutation	Through some manner you have permanently gained the abilities of a chosen class card. You are free to choose any class card from the items list and wield its abilities naturally.	
400	Strong And Small	Genshin Impact	Transmutation	Sometimes big things come in little packages. The big thing in this case would be your physical strength. You are impressively strong for your size. Your elemental power acts to empower your body without any conscious effort. This isn't just at the level of being slightly stronger than normal; you could easily and comfortably lift entire carts filled with luggage with little strain. You may need an incredibly sturdy weapon otherwise they are unlikely to last long with the strength you are swinging them around.	
600	Environmental Strength	Genshin Impact	Transmutation	The Hilichurls know your type as the Lawa, the top of the Hilichurl hierarchy. Their 'king' or ruler. After living for years in areas abundant with elemental energy, that same energy has permeated throughout their bones, muscles, and blood. This energy has mutated their bodies to make them bigger and stronger. Essentially becoming partially an elemental being, they are able to wield that magic through their body. Even teams of seasoned adventurers are hesitant to go near areas where a Lawachurl is known to roam. This is the potential you contain within yourself too, the ability to take in the power of the elements and become stronger for it. Should you be able to contain more than one element, who knows how strong you could become? It should be noted that this is not a fast process, and could take years to fully realise.	
200	Uchide no Kozuchi	Golden Sky Stories	Transmutation	A mallet of fortune, whose original owner has been lost in the annals of folklore and mythology, this tool is believed to have once been in the hands of a fortune god. Strangely enough however, bearing it doesn't seem to make you feel any luckier. Instead, strange size manipulating magic has been woven into the hammer, and it seems that whatever this hits may grow twice its size, or shrink by half. This effect doesn't stack however, but you can freely shift the size within the range by tapping the target with the mallet again.	

100	Cursed Shackle	Hyrule Warriors	Transmutation	A strange hunk of metal that looks nothing like a hair tie. You're going to be using it like a hair tie. When using this thing as a hair tie, your hair will swell in response, becoming so voluminous that the hunk of metal will stay in place. While wearing this thing that isn't a hair tie, you will be able to manipulate your hair as if it was an extra limb, and even lengthen/enlarge it several times over as desired. The application of magic can enhance the stated effects. You may optionally have your hair glow as well while wearing it.	
100	Mystic Agility	Hyrule Warriors	Transmutation	From Lana who bounds across the battlefield to Zelda who appears to dance through her enemies, the magical ones of this world use magic to enable agility. Your body is naturally enhanced with magic that improves your agility, allowing you to more easily move with grace and speed. With this effect alone, you can move far faster, taking long leaps with each step and gliding back to the ground. Alternatively, by actively pushing magic into the ability you can levitate at running speeds like fairies or the evil wizard Wizzro, ignoring such things as rough terrain and hot ground.	
300	Item Spirit	Hyrule Warriors	Transmutation	Wizzro, the evil sorcerer of Cia's dark armies. Fi, the spirit of the Master Sword from ages past. Ghirahim, an ancient demon general. These are people, yes, but the form you see them speaking in, fighting in, acting in, that is not their true form. On purchase, you may select a type of item of your choice, a sword, a ring, a harp, a bottle, nothing too complex. This object is in reality, your true form. You are the spirit of a magical object. Depending on the origin you picked, this object is either heavily empowered by light, pure magic, or darkness, with this nature spreading to the form you use to interact with the world. That other form resembles the race you selected, with an aesthetic influenced by the energy that empowers your true form. It is empowered as well, but less so. You are freely able to swap between these two forms, though not if your racial choice was taken as a drawback. Your true form is more than just a magically empowered object though. It has an ability relating to its form, like a sword being extra great at cutting, or a bottle being exceptional at sucking up and containing things. You are also able to manipulate in this form, though it's not as comfortable as your normal form.	
600	Focus Spirit	Hyrule Warriors	Transmutation	For when your best just isn't good enough, for when you need to push past those limits for just a bit to tear down whatever's in front of you, there's this. It would be a common technique if this place was a game, but fortunately for you it isn't. This perk allows you to build up a reservoir of magical power within your body. At any time you desire, you can release that reservoir to enter an empowered state. This state will rapidly burn through your storied magic, but causes you to become excessively stronger, faster and magically empowered. This magical empowerment aids with casting magic a bit, but its primary purpose is mixing everything you do with the volatile burning magic. This causes whatever you're assaulting to deteriorate faster than just the beating it's receiving, allowing you to plow through enemy attempts to protect themselves. Alternatively, if a super mode isn't to your liking, you could draw on this reserve into a single attack. This release has the same magic burn quality, but amplified several times over since the internal reservoir will push everything it has into that instance of offense, as if popping like a balloon.	
300	Ox Talisman	Jackie Chan Adventures	Transmutation	Grants super strength and durability.	
300	Rabbit Talisman	Jackie Chan Adventures	Transmutation	This talisman grants the carrier with super speed. The carrier may also focus to grant super speed to other people or objects as long as they focus.	
300	Rooster Talisman	Jackie Chan Adventures	Transmutation	Grants the wielder the power of levitation and telekinesis. When combined with the powers of the Rabbit Talisman, it can allow for supersonic flight.	
400	Monkey Talisman	Jackie Chan Adventures	Transmutation	Allows you to change the shape of any person, animal, or object of your choosing into an animal of your choosing. You must say the name of the animal for the power to function. You can cancel the effect at will.	
500	Rat Talisman	Jackie Chan Adventures	Transmutation	This powerful artifact allows you to grant life to inaminate objects. It gives animated objects the personalities, powers, and memories that were intended by the creator of the object. The talisman's power can only be used on one object at a time.	
600	Tiger Talisman	Jackie Chan Adventures	Transmutation	When the talisman is split, allows you to split into two bodies. Your traits will be dispersed between the two different bodies, usual in polar opposites, so one half is unlikely to get along with the other. Some traits may seem amplified due to the absence of other qualities. It seems to balance the power of the other talismans.	
100	Double Jump	Kingdom Hearts	Transmutation	You can now perform a second mid-air jump, literally doubling your jump height. Jumping in mid-air in directions other than up is certainly possible and will let you dash through the air as if you'd jump off a solid object. Jumping or air dashing a second time without touching the ground to recharge this ability will come after some serious practice. The uses of its two features are separate - you can jumpa nd dash before needing to touch down.	
100	Glide	Kingdom Hearts	Transmutation	You can cruise through the air at a bit above your jogging speed with little effort, or just over your running speed if you push it. You'll slowly descend until about a foot or two above the ground, at which point you'll maintain that height, falling again if the terrain drops but not ascending if it rises, instead landing safely. If hit in mid-air, this perk cuts out. Given time and practice, you may be able to go faster, cruising just above your running speed and exerting yourself to go faster than you can sprint.	
200	Flow Motion	Kingdom Hearts	Transmutation	Parkour is a quick and fancy way to what, isn't parkour good enough for you? Alright then, try you hand a Flow Motion, magical parkour that let's you jump your way up walls, bounce along alleyways, and even glide short distances. Flow Motion also excels at using the environment to get around and even attack, sliding along rails, spiralling rapidly along poles, and even swiftly circling enemies. When you activate Flow Motion, you glow in the color of your choice, leave a brief trail of light behind you, and release a flash of light every time you kick off a surface. Once you get the hang of this, you'll be moving even faster than you can run, even with the flashy tricks you're doing along the way.	
400	Transformation	Kingdom Hearts	Transmutation	From teen to merman, or from human to lion, this perk helps you to blend into those locales with nonhuman populations. Of course, being able to transform yourself or others can let you do far more than just blend in - you could transform a companion into a bear for viscious strength or a cheetah for blinding speed. Do note that although the animal and bestial forms will retain the capabilities of normal animals, the fit in transformation spell is limited to be no more powerful than the target's base form. You also learn a powerful spell that allows you to turn into a monstrous form of your choice, like a dragon or a hydra or some other giant mythical beast. This will provide a good deal of the creature's intrinsic traits and abilities, but will not grant powers that are too esoteric. All forms keep some form of marking or colouration to indicate that it is you, such as a lion's mane resembling your hair.	