



THE MAGICIANS

Setting

Based on Lev Grossman's novels and broadcast on SYFY, *The Magicians* centers around Brakebills University, a secret institution specializing in magic. There, amidst an unorthodox education of spellcasting, a group of students will soon discover that a magical fantasy world based off of a series of books for children is all too real and poses grave danger to humanity.

This is the story of Quentin Coldwater, who will soon arrive at Brakebills University in the 40th attempt of a mysterious woman at making things right. There, he and fellow students Alice, Penny, Kady, Margo and Eliot hone their skills, test their mettle and form new (and often times, problematic) relationships, all while facing a dangerous and deadly threat from a magical world. Meanwhile, Quentin's childhood friend Julia - rejected from Brakebills - pursues magic on her own down a dark, often dangerous, path.

The world of *The Magicians* is a dark and dangerous one, and it'll likely only get even more dangerous from here on out, so you best prepare yourself. You'll be spending 10 years in this setting, so take 1000 Choice Points (CP) and spend them wisely.



Location

You may start anywhere in modern day New York City. It's quite likely that you'll be pulled towards a more appropriate location anyway, depending on your Origin.



Origins

Any Origin may be taken as a Drop-in, and for a flat cost of 50 CP you may change your age and/or gender.

Magician: To be a Magician is to be an academically trained practitioner of Magic, though you may have to wait a day or two to be invited to attend Brakebills Academy in New York City. A person of this Origin, up until now, was just a mundane academically-inclined individual who was probably on their way to or already attending a prestigious college of some sort or another. Roll 17 + 1d8 for your age.

Hedge Witch: To be a Hedge Witch, well, you aren't going to be getting a standard magical education, that's for sure. This is really just a catch all term for everyone else that's Human, magically-inclined, and not a Magician. Like with the Magician Origin, you've lived a mundane life until now and either you've discovered the allure of Magic on your own or you were invited to test yourself into Brakebills and failed, somehow retaining your memories when they were supposed to be erased. Roll 17 + 1d8 for your age.

Librarian: It turns out that you signed a contract with the Library at some point, for some reason or another. Perhaps you accidentally fell into one of their facilities and a Librarian there saw something in you, or perhaps you've been a Librarian for quite some time up until now. Thanks to your benefactor, however, you've been allowed to shorten your contract to the point that it'll end at the end of this Jump. You'll have to spend most of your time in a Library of some sort or another for the duration of this Jump and your skills will more than likely be used for the overall benefit of the Library, lest you invite their wrath if you go against your contract. You may start in either a new branch of the Library in New York or in the Netherlands branch if you so wish. You may freely decide your age and the age you are biologically, as it seems that those that are apart of the Library are granted a sort of eternal youth during the duration of their contract.

Deity (-1000 CP): ... Well, somehow you've managed to become a God or a Goddess. Perhaps you just managed to manifest a seed of divinity yourself, maybe you stole one from another Deity, or perhaps another Deity transferred one to you. You might have even been a God or a Goddess for possibly even centuries now. As a Deity, you're a being of immense magical power who operates on a level far above most Magicians and magical creatures. Being a Deity, you may give yourself inhuman characteristics of your choice before entering the Jump. Deities are characterized by their immense durability, knowledge and advanced magical ability. They appear to be virtually immortal and can only be killed by extreme means such as by

other gods and powerful magic. The power and complexity of magic a deity can perform appear to be nearly limitless being capable things such as flipping planets over and creating and destroying entire worlds with little effort, if they have dominion over such a realm. Deities, like magical beings, possess an innate source of Magic within them that isn't connected to the Wellspring, which is the source of power that all Magicians and Magic practitioners draw upon to use Magic, and a Deity's power typically doesn't run out unless the Deity in question is imbuing their power into something specific. Deities can conceive with mortal beings, their offspring are known as demigods and possess great powers. One such demigod was said to possess "more magic coming off him than every Magician on Earth combined". As a Deity, you can also bestow any biological part of yourself in order to grant a person power that rivals that of a Master Magician's, effectively supercharging them when consumed. Do note that entities of sufficient power can and will be able to overcome any defenses you may have as a Deity, such as the Monster or its Sister, using the power gained from this Origin alone. You may freely choose your apparent and biological age.

Race

Human: A good 'ol average Human. A dime-a-dozen in comparison to the other races, a Human that performs Magic does so by drawing upon the Wellspring, which here in this Jump is located in Fillory and whose power is slowly being completely consumed by a certain person.



Incubus or Succubus (-100 CP): An Incubus is a male magical creature that preys on women to drain their energy. A Succubus is a female magical creature that preys on men to drain their energy. Both are basically Human, though they also possess a stubby, spiked tail that they can detach without discomfort, as they grow a new one every spring. As one of these entities, you're a potent energy drainer that draws energy from Humans through emotional stimuli such as lust or stress, the energy drain being completely unnoticeable and safe to the Humans being drained. Both also have the ability to smell a person's emotions. The flesh of an Incubus or a Succubus retains it's energy-draining properties and can be used as a conduit for a Voltaic Transfer. Like every magical creature, an Incubus or Succubus is not reliant on the Wellspring to perform their Magic. Energy drained from other can be converted into any form of inner-energy you have available to you, such as Magic, Ki, or Chakra, and can substitute the need for sustenance, like food and water.

Leprechaun (-100 CP): Leprechauns are identical to Humans and were created to serve and entertain the Celtic trickster God Aengus. Like every magical creature, a Leprechaun is not reliant on the Wellspring to perform their Magic. Since not much is known about them, by buying it here you become incredibly lucky, be it in games of chance or life and death situations. You also gain a very long lifespan. In Timeline 23, Brakebills' Headmaster, Henry Fogg, killed a Leprechaun for it's Magic when Magic was shut off, though he wasn't proud of it.

Pixie (-100 CP): As a Pixie you look identical to a regular Human but with pointed ears, you gain a very long lifespan, and you gain much more enhanced and honed magical senses and intuition. Like every magical creature, a Pixie is not reliant on the Wellspring to perform their Magic.

Elf (-100 CP): Elves are identical to Humans but have pointed ears, look and naturally move more elegantly and dexterously, have a natural affinity/Discipline for Nature magics, and have a very long lifespan. Like every magical creature, a Elf is not reliant on the Wellspring to perform their Magic.

Traveler (-200 CP): Travelers are rare Magicians who possess the ability to move between worlds throughout the Multiverse, known as Traveling. As they are hybrids of a Magician and an unknown magical creature, they aren't reliant on the Wellspring specifically when it comes to their Traveling abilities. They are basically Human, despite their heritage. The primary ability of a Traveler is to be able to transport oneself between places and realms. They are able to modify the way they travel through spells that they tattoo on themselves such as to only travel the mind, or to bring others with them. Travelers gain the Psychic Discipline for free and have telepathy by default. The blood of Travelers is also magical and can be used in spells such as to create a Mirror Bridge. Post-Spark this ability can be used to travel between settings, rather than just the base setting's Multiverse.

Fairy (-300 CP): Fairies are mysterious but dangerously cunning magical creatures. Fairies usually cannot be perceived by humans. To do so, they must make a deal with a fairy, have a deal made on their behalf or use the Truth Key, however since you're purchasing this with CP you can elect to allow yourself to become visible at will. Each fairy has the appearance of a pale humanoid that possess large black eyes, pointed ears, slick back hair and a



lack of eyebrows. They thrive in moist and humid environments which they also require to plant fairy eggs. In the absence of such conditions, fairies would compensate by taking long baths. Like other Magical Creatures, fairies have magic independent of the Wellspring and can perform great acts as the the "living embodiment of magic". Fairy magic is

powerful and ill-defined which they use to make "deals" to leverage for power, levitate, and perform other acts such as fixing the Wellspring. It does not require hand gestures or words, simply their mind. Normally Fairies cannot use the same Magic Magicians use, however you alone can do so, if you elect to Take the Magical Potential perk.

Demigod (-400 CP): The child of a Deity and a regular Human, as a Demigod you inherit a minor cosmetic trait of your choosing, if you want it, and you gain an innate magical power that is greater than all of the Magicians combined in the world. You are not beholden to the Wellspring for your usage of Magic. You can perform Magic with incredible ease without any sort of somatic components.

Vampire (+200 CP): Vampires are pale skinned humanoids notorious for their appetite for blood. They possess the ability to transform other humans into vampires with their bite, and can live forever. This has to be taken with any race other than Incubus, Succubus, Fairy, Demigod, and Werewolf. You lose this Race at the end of the Jump, unless you want to keep it.

Werewolf (+200 CP): It turns out you contracted some Werewolf STDs for the duration of the Jump. Sometime during this Jump, at a random point during a full moon, you'll have to either have sex with or violently murder someone during this state, and whenever you copulate unprotected you will pass on this STD to others. This has to be taken with any race other than Incubus, Succubus, Fairy, Demigod, and Vampire. You lose this Race at the end of the Jump, unless you want to keep it.

Perks

All 100 CP Perks are free for their Origins and more expensive Perks are discounted. 100 CP Perks that you can purchase multiple times and have a discount on will cost 50 CP past the first purchase.

Magical Potential (Free)

You have the ability to tap into the Wellspring and use this Jump's form of Magic. You have the potential to be accepted at Brakebills University.



Magician



Discipline (100 CP/Can Purchase Multiple Times)

Disciplines are a Magicians' area of concentration, usually falling under 6 different branches (houses) of magic: Physical Magic, Natural Magic, Illusion Magic, Knowledge, Healing Magic, and Psychic Magic. By purchasing this perk, you may choose a field in which you particularly excel at naturally when it comes to magic, such as Quaeromancy, a rare field of Magic whose practitioners have an innate magical ability to find things, Horomancy, the field associated with Time Magic, Phosphoromancy, the Magics that have to do with the manipulation of light, or even something as esoteric as “fixing small objects” will work. The more specific your Discipline, the more potent and more precise it becomes.

See You At Harvard (100 CP)

Or at least, that’s probably where you were going to go before entering into this world of Magic. You now have the intellect and work ethic to excel in a top-grade University, with the potential to graduate at the top of your class. Needless to say that all those who attend Brakebills are some of the brightest students around.

Clear Minded (200 CP)

Magic requires a focused intensity, a clear view, and an unwavering sureness in order to properly use it, and one must have no doubt that the spell being cast will work. Magicians are supposed to become adept in this skill in order to ensure that they can cast spells without error and that they keep a clear mind,

lest they become consumed by Magic and transform into a Niffin, a very powerful facsimile of your former self made up of Magic and lacking a Shade. By purchasing this perk, whenever you need your mind to be clear and/or need a sureness of mind while performing something, you will do so without fail, and will never succumb to the effects of overexerting yourself past what you are capable of. This naturally will prevent you from ever being overwhelmed by any sort of energy source you wield.

Multilingual (200 CP)

It seems that every Magician in this setting knows at least some of many other languages which they use to cast Magic, and now you're the same! You are now forever fluent in every single type of the commonly used languages used in this setting's Magic system, and you seem to learn new languages ten times as quickly. Additionally, when it comes to using vocal components in things like Magic, as long as you know what you're supposed to say you'll never mess up in reciting it perfectly, and if you're cut off you can elect to have whatever you were doing fizzle out without any effect.

Gifted Magician (400 CP)

When it comes to Magic, you are the certainly one of the most gifted people in existence within the limitations of your species. You will naturally have much more capacity for Magic than most of your species, being able to store much more Magic (when applicable), perform Magic far more precisely, and you can learn and develop all things Magic much more quickly. You're but a sponge waiting to soak up as much Magical knowledge as possible without end.

Circumstantial Bypass (400 CP)

Normally Magic here needs a little thing called circumstances in order to work properly, which are essentially a ton of variables that one needs to account for in using non-Divine Magic. Such examples include accounting for the nearest body of water, the lunar cycle, altitude, age, etc. With this, however, you no longer need to account for such things when using your abilities, being able to bypass such things as needing to perform a specific ritual under the full Moon, needing to perform it in a specific location, or needing to be a specific age. Do note that you will still need material components if an ability calls for it.

Brakebills Graduate (600 CP)

It seems you've graduated from Brakebills University at the top of your class sometime during your life. What do you mean you haven't been to Brakebills? Well, you certainly have the skills, knowledge, and practical experience in all things Magic you would normally learn in Brakebills University as a top-of-your-class student. Such capabilities you can now perform include the

creation of incredibly powerful wards, the reversal of entropy, and a thousand and on different utility spells for anything you can think of. You've also mastered the art of Battle Magic as well, assuming you can control your mental state enough to do so effectively. You now wield a great deal of power in the form of this Magical knowledge, so use it wisely.

Magic is the Mother of Invention (600 CP)

It seems that you've been dabbling the in art of creating Magical objects, and have found yourself to be quite proficient at it! You're now a certified genius when it comes to creating and altering Magical objects, be they regularly enchanted or MagiTech, and you have enough base knowledge to create things such as state-of-the-art Magical batteries or warded objects on par with Brakebills University's wards. You invent and create new Magical objects incredibly quickly, and can easily deduce the purpose and method of usage of any Magical object given enough time.

Hedge Witch



Doing A Lot With Nothing (100 CP)

Most Hedge Witches don't have much Magical potential to speak of, and often need to be very efficient with their Magic usage in order to get any significant effect. Though that may not apply to you if you have the Magical Potential perk, by having this perk you become much more efficient in using Magic and any other types of inner energy you may possess.

Cooperative Magic (100 CP)

By performing the same spell in sync with one or more people, you can combine and perform levels of Magic that equals the amount poured into the spell as a whole, even if it exceeds your own capacity. This also applies to any other sort of internal energy you may possess. Anyone who's willingly performing this with you will be able to perfectly sync with you while casting, assuming they know how to perform whatever it is you're doing.

Hidden Knowledge (200 CP)

Knowledge is hard to come by when you're a Hedge Witch, and yet you always seem to find new material to learn from. Whenever you're trying to find hidden, forbidden, or unknown knowledge that exists in a material form somewhere, you gain a very large boost in luck when it comes to locating where such knowledge is stored, sometimes the knowledge in question falling right into your possession if you search long enough.

Setting Up A Safehouse (200 CP)

It seems you're quite the recruiter, and this perk reflects that. Whenever you're trying to recruit a certain type of person, you'll end up finding such

people much more quickly than you normally would have and your recruitment pitch will be much more effective, assuming there's benefit to be had for them in some way.

Sneaky Beaky (400 CP)

Experienced and powerful Hedges weren't just given the knowledge they worked so hard to attain, and often they had to use less-than-legal or ethical means of obtaining it. You become a master at all things espionage-related, becoming an masterful spy in your own right, and you gain a massive boost to your skills at infiltrating organizations and avoiding others, be it the law or even Master Magicians. You could even infiltrate an incredibly authoritarian powerhouse of a Magical organization and still get by using lesser well-known spells or some other very discreet means of avoiding detection or being found out.

Illegal Goods (400 CP)

The selling of Magical artifacts is a very lucrative business, and what Hedge Witch wouldn't want their very own Bag of Holding? You have the innate ability to find any and all black markets within the world you're on, and will be instinctively drawn towards the market that has what you're looking for, if you're looking to buy. You will never get into trouble while perusing or purchasing from a black market. Not only that, but you gain access to a pocket dimension that holds a flea market-sized black market straight out of this setting! Only you can access it, and it can only be done while you're in your Warehouse (or when you're in a safe location if you don't have one), and inside it will be any and all Magical ingredients and artifacts that can reasonable be found being sold throughout this Jump. The people selling you things will act like NPCs and will accept any form of currency available to you. Items cannot be stolen in this space, and you will be kicked out if you intend to remain in this pocket dimension if you're not looking to buy products as your sole reason of being there. This dimension's black market can be expanded by you at the end of any Jump to include items from that particular setting, as long as you cover the monetary cost that would be equal to expanding the building in question.

Max Level (600 CP)

Hedge Witches measure their level of overall power by levels, the max being Level 250, at which point a Hedge Witch is nearly on the level of the average classically trained Magician who graduated from an esteemed Magical academy through sheer ingenuity of your Magic usage alone, using more basic level Magics to achieve this. You're at that level, and gain the skills, knowledge, and practical knowledge necessary for it. In addition, you gain a massive affinity for munchkinning, otherwise known as the art of using and

abusing powers and abilities to the point of optimal min-maxing capability, cultivated due to the situation of Hedge Witches not having access to much Magical material to draw upon. Comes with optional tattoos somewhere on your body - stars with keyholes in the middle of them and one to denote your level.

Lovable Character (600 CP)

People just don't seem very capable at holding a grudge at you, nor do they seem to account for the amount of times you've back-stabbed them when hanging out with you or asking for your aid, with things going so well that they can almost treat you like a friend if you interact with them long enough. It's almost like your popularity among your theoretical audience causes you to become a constant in the story. In addition, once per Jump - or ten years, whichever passes faster - you may return from the dead, appearing the next day in an undisclosed, safe location.

Librarian



Timeless (100 CP)

As a Librarian you no longer age, unless you want to that is. At any point you can stop and resume your physical aging.

Speed Reading (100 CP)

Like a certain Head Librarian of the Neitherlands Branch, you can read at the speed of light. Well, not exactly that fast, but you're now capable of reading through and understanding text to the point where you could flip through a book and read everything that was in it in a matter of seconds.

Bureaucrat (200 CP)

You're now a master at running businesses and organizations. Public library, you got it! Politics? They never knew what was coming. If you're in charge everything will just work, and probably better than ever before, with an efficiency that astounds the mind. And your employees will never be overworked either, and will - when applicable - have great benefits and a nice working environment.

Moving Up The Ladder (200 CP)

Promotion day is every day! Well, not every day, but it seems as if you're often promoted within a business or organization way too often for you to be but a regular employee. In any organization you're apart of, you'll move up the ladder very quickly and without issue, assuming you're actually doing your job somewhat effectively.

Reap What's Written (400 CP)

Have you been peeking into the books of people's lives again? It certainly seems so, as you can create the most genius and at times elaborate plans to accomplish your goals. You are a master planner, through and through, and very few can match the cunning you use to create these master plans of yours.

Boogeyman (400 CP)

You seem to have a knack for finding people. You use your resources to their most efficient extent when you attempt to find someone, and you seems to have incredible luck when it comes to finding them as well. Your scrying spells are much more effective and can pierce many more magical barriers in your attempts at locating your target for reeducation and detainment.

Writing What's To Be (600 CP)

You don't need no gosh dern fancy Magic thingy-magigs to write the lives of the people, you've got the original power to access the past and future, with full control over when it activates as well! By focusing on a particular person, you can now write down the life of them, past, present, and future, with the literary might of a master writer, and you can choose to specifically write a particular portion of their life if you wish, such as their future in a year from now. You can only record these written notes at the speed you can reasonably write. This doesn't work on deities/gods, nor does it work on yourself, your companions and followers, or those who have anti-scrying or anti-precog protection.

The Tales of the Seven Keys (600 CP)

You ever feel like you need an manual to do this whole "questing" and "saving the world" business? No? Perhaps at least for giving it to the setting's heroes? Regardless, by visiting any public library, at any time, you can find a book once a year. It'll detail the exact path one needs in order to complete a great quest or goal that's currently applicable at the time - determined exactly by you - slowly revealing more steps and details the more one progresses in such an endeavor.

Deity



The Magic Touch (100 CP)

You no longer need any somatic or vocal components when it comes to performing Magic or any other of your other abilities. The wonders of Godhood, am I right?

Precise Casting (100 CP)

You have a literal godly capability of very finely using your Magic - and other abilities - to do extremely complex things without any effort at all.

God-dar (200 CP)

You now have an internal deity tracker that'll ping anyone that's divine within a universe's distance of your location. This can be turned on and off at will.

Good Deeds (200 CP)

And who said the nice guy finishes last? By performing good deeds, you can increase your power in direct relation to how much good you did, increasing your pools of internal energy. People will also take much more of a liking to you than they otherwise would have, with you giving off more of a good vibe.

Accelerated Growth (400 CP)

It seems as if you defy expectations of those around you and grow in power far faster than you should be, much like one Magic user on the path to her Goddess-hood. When you train your inner reserves, they expand far more quickly, without any ill effect such a thing would put upon you.

Self Resurrection (400 CP)

Not exactly an extra life though. In reality, events will conspire to make it so that in a moment in which you'll die, you instead disappear somehow, be it from something dragging you away or via teleportation somewhere safe, usually at a time in which people would consider you to be dead, such as being under a falling building. You'll have to stick to leisurely activities for a few hours in order to regain your strength, otherwise you'll feel incredibly lethargic to the point of exhaustion when you try to bypass this. This can only occur once per Jump or every ten years, whichever is the shortest.

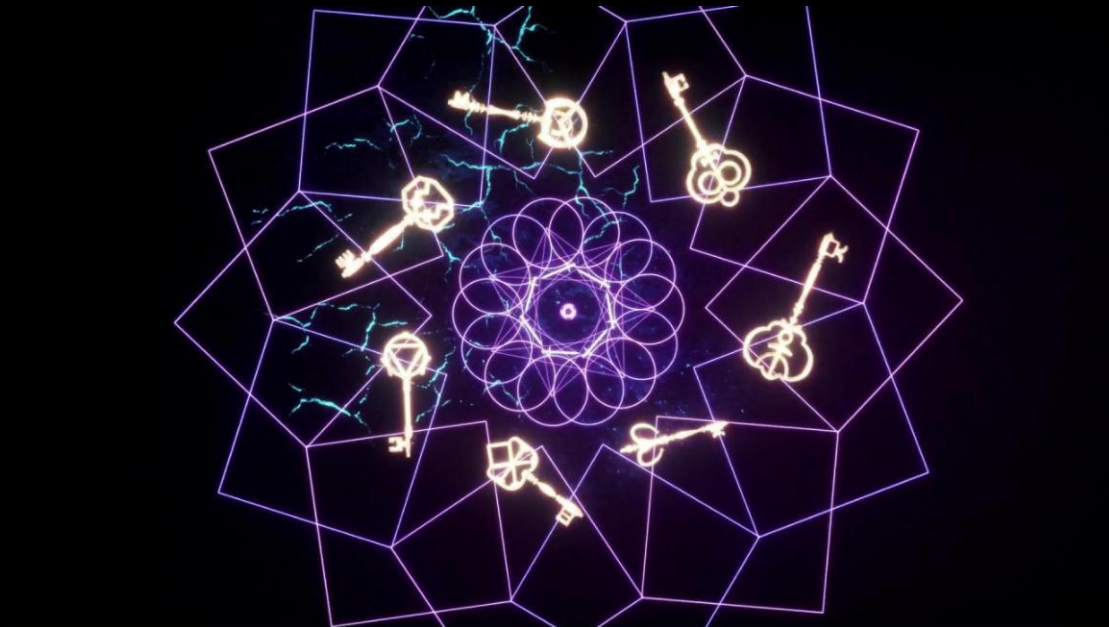
Godly Might (600 CP)

Deities often can back-up their claims of power, violently, even against other deities. Once a Jump - or every ten years, whichever's shorter - you can charge a single attack with the power to slay any one entity, bypassing any immunities or conditions normally needed, though not necessarily giving you the firepower to do so. This can only be used on a single target - be they in a singular body or in multiple - and can only be utilized on a target of your choosing.

Create the Heavens and the Earth (600 CP)

You are a creator first and foremost. While most Deities simply reside over creations, you create them and more. With this perk your ability to "create" is massively boosted, and when it comes to creating things your accuracy in doing so, being through divine powers or through mundane practice, is astounding to say the least. Regardless of your Origin, you gain the ability to create any object, mundane or Magical - if you're normally able to create Magical items or enchant the things you're trying to make without this ability that is - that's the size of or smaller than the average Human, assuming you're willing to foot the cost in the Magical energy it would take to make the base mundane item and fuel the enchantments needed. This perk cannot reproduce things that require other esoteric methods of payment in the enchanting or creation process of a Magic item, such as the expenditure of experience, the usage of souls, or the power of love. This process can take anywhere from milliseconds to around ten seconds depending on the size of it and how Magical it is. Any existing abilities that allow you to create things are significantly boosted in potency, and anytime you bequeath any of your internal energies in some way to another it is incredibly boosted in potency, to the point where if you were a Deity and you gave someone a part of yourself to consume for temporary power, you could decide for it to instead boost them to near Deity levels for a short duration instead of the average Master Magician boost people normally get from such an action.

Items



You gain a 400 CP stipend for use in this section only. 100 CP items are free for their Origins, and further purchases of a 100 CP item in your Origin is only discounted. The rest are discounted to their appropriate Origins.

Fillory and Further (Free)

You gain the complete collection and first edition copies of the Fillory and Further series. You may elect to have them come signed by the author, though you may want to hold off on that due to in-setting reasons. These books will always be in pristine condition.

Talking Rabbit (50 CP)

You can, at will, summon a talking rabbit. It will record the next short sentence you say and will teleport to the person you want that message sent to, be they somewhere on the same planet as you or on another world. The rabbit in question will repeat the sentence to the receiver until they acknowledge it or 24 hours have passed, after which the rabbit will disappear in a puff of smoke. You can summon as many rabbits as you want. If you lose contact of the rabbit before recording a message with the intent to send it to someone, it will be desummoned.

Magician

Open Bar (100 CP)

You gain a wide assortment of your favorite - or requested - alcoholic beverages in the form of a portable bar. The bar infinitely restocks and you can request a new type of drink at any time. Comes with top-of-the-line utilities for drinking, such as glasses, fancy straws/umbrellas, decor, etc.

Utility Suit (100 CP)

This is a very finely made suit of some kind - up to your specifications - that has all of the capabilities of Henry Fogg's Magical supersuit, and more! This is basically the Magical-equivalent of Batman's utility belt with a nice amount of defensive capabilities on top of it.

Magic Battery (200 CP)

Mayakovsky knew that one day he would need these, and look who's laughing when the plumber of the Old Gods comes to shut off Magic! As opposed to Mayakovsky's or any you can make, this battery, while sharing the same appearance as the ones that appear in-setting, can store an infinite amount of Magic and any other sort of internal energy. This is fiat-backed to never break down or explode violently, so have fun with that. Just try to avoid getting yourself turned into a bear by a jealous girlfriend, would you?

Exorcising Weapon (200 CP)

Like the eventual weapons of Margo, Sorrow and Sorrow, you now have a weapon of your specifications that can exorcise anything, assuming you somehow manage to get the pointy end of it in the person needing an exorcism. The exorcism will do no harm to the host, though you're still injuring them by stabbing or inserting this weapon into them, so do be careful, yeah? You can import this Magical property into any preexisting weapon.

Magical Button (400 CP)

You gain an ordinary-looking button in a hexagonal little case. What makes this special is that, upon touching it, one can be transported to the Netherlands, next to the portal to the world you were just on.

Brakebills University (400 CP)

You're now the brand new owner of your very own prestigious Magic academy for gifted youngsters! It's on the level of Brakebills University and is fully staffed and self-reliant. Like Brakebills your University will invite gifted people from the general area with the potential for Magic, test them, and then teach them. In future Jumps this'll - if you allow it to - continue to work and grant the ability to perform this setting's Magic to select very gifted

individuals, and can be imported into any other school you may have. Everyone staffed here is completely loyal to you and will respawn after every Jump or when ten years have passed, whichever happens sooner.

Pocket Watch (600 CP)

A magical watch designed by the Dwarves, this item holds powerful Magic that allows the user to time travel and create different timelines. Unlike the original it doesn't require the Time Key to function, and like the original it can be used to create stable time-loops. All functions of this watch cease once you've died - they will continue to function when you are revived, if that's even possible.

Stoppard Cube (600 CP)

This is a clockwork Horomancy device that allows one to travel across alternate realities. It takes around half an hour to fully recharge and be used again. This can be used to travel to alternate timelines as well.

Hedge Witch

Bag of Holding (100 CP)

Does what it says on the tin. It's a bag that has a pocket dimension that holds up to 500 pounds of stuff, not exceeding a volume of 64 cubic feet. You can instantly expel everything in it by inverting the bag.

Basic Ingredients (100 CP)

You now have an unlimited supply of all of the common ingredients needed to cast spells in this setting.

Weeping Healer (200 CP)

This is a creepy doll of a baby that cries healing tears when you squeeze it. A single tear can heal up to a small wound, with more healing more and more.

Warded Penthouse (200 CP)

You now own a penthouse suite in a location of your choosing, that looks just like Marina's - the one from Timeline 23 - and later Kady's own penthouse. This suite has enough wards to fend off a small war, and it completely hides anyone inside of it from any outside influences. This suite is rent free and Magically maintained, so at least you don't have go through the trouble of paying rent to a Baba Yaga. This can be imported into any other appropriate property.

Mirror Bridge (400 CP)

A Magic portal used to transport Magicians - though most of the time Hedge Witches - over vast distances, you now have a large mirror to do with as you wish. This is constantly active and will take you to any other mirror you're aware of. If you fall off the bridge, it fails, or you're stuck in this dimension for more than an hour, you'll be booted out of this mirror back to where you stepped into it. This version of a Mirror Bridge can bypass any and all protections that would protect against this sort of travel.

Box of Memories (400 CP)

When used the person who used it gain the knowledge, skills, and practical experience of an average Brakebills University graduate. This can be used once every year.

Anti-magic Pendent (600 CP)

This pendent grants the wearer full immunity to spells and esoteric effects being cast upon them. This doesn't remove any preexisting Magical effects from before a person put this on, it only protects from future spells and

effects. Does not defend against someone just punching you or ripping this pendant off your neck.

Golem (600 CP)

Once every year you can elect to create a Golem of a person you come into physical contact with, which will then be conjured up in your Warehouse or in a location nearby. A Golem uses some of the target's energy to create a likeness and general behavior of them onto the Golem. Golems cannot speak, but are 100% biologically accurate. Golems don't need to eat, drink, breath, or go to the bathroom, but they can if you wish them to. Anything consumed by the Golem - if it isn't living - disappears. Golems aren't sapient, and act more like NPCs. These Golems are 100% loyal to you and follow your every command.

Librarian

Library Card (100 CP)

You now have a library card that will grant you full access to any existing library that's staffed by at least one living or sapient thing, no questions asked. It doesn't matter if it's mundane, restricted, or Magical in nature.

Library Book (100 CP)

You gain the ability to, once per month, summon a book into your hands. The topic of the book is up to you - as long as it's not forbidden or lost knowledge - and you can disperse the book to immediately gain proficiency in whatever skill is mainly being taught in such a book. You could call these Skill Books, even. Other people can use these if you hand it to them.

Dewey Coins (200 CP)

These are small coin-shaped batteries, with each coin having a random face of a famous Librarian printed upon it. Each coin has enough Magical energy to perform a high-scale and very costly ritual. These coins are single-use batteries. You gain a new one at the start of every week, and ones spawned in this manner don't respawn when used like most items.

World Book (200 CP)

This is a book holding every location in the local Multiverse. It's physical size is deceptively the size of a sizeable book, but it's pages can theoretically be infinite in number if enough 'verses exist. This tracks only the locations in the current Jump/setting. You can immediately open this book to the locations you are looking for, fitting whatever criteria you need to find if possible. This covers alternate dimensions, planes, etc., but not timelines or other settings - this book gains the ability to hold every location, period, after you gain your Spark.

Library Branch (400 CP)

You gain a branch of the Library which can be placed anywhere in a setting during a Jump, and can be recalled to become a Warehouse attachment at any time. Like a normal branch this branch is staffed by competent Librarians who're completely loyal to you and never age. This branch holds books on the lives of every sapient being on Earth or of whatever planet the setting mainly takes place is, or the planet where this Branch is set in. The books are automatically replaced each time this happens. Anti-scrying or anti-precog abilities can prevent said books from recording things. It also happens to hold books on all non-forbidden knowledge recorded in preexisting books coming from the location where it's placed. In regards to this type of knowledge, this

branch will ever-expand in order to fit more and more books the more settings and areas this branch gains books from.

Magic Prison (400 CP)

Much like the Library in the Neitherlands you gain a Magic prison that's guaranteed to hold any and all prisoners indefinitely, putting aside any interference due to the error of people or an intentional prison break from the outside. You can elect for people imprisoned by you here to be unable to age while imprisoned in such a manner. You still have to somehow trap them inside a cell though, but otherwise this can hold anything up to a Demigod in power.

The Reservoir (600 CP)

You gain a Warehouse attachment - or could otherwise import this item into another location if you wish - of a secret sea of Magic water. When consumed it supercharges and fills up any internal energies, completely any utterly, acting as an extremely powerful mana potion. You can elect to completely drain the sea for the rest of the Jump - or for ten years, whichever comes first - in order to gain a power boost on the level of Everett or the Beast for 24 hours with no ill effects to yourself.

The Poison Room (600 CP)

A room of forbidden knowledge, you gain an ever-expanding room with all of a setting's forbidden knowledge. This can be a Warehouse attachment or be imported into a location in-setting at any time.

Deity

Ambrosia (100 CP)

You gain an unlimited supply of the food and sustenance of the Deities. This stuff will get any Deity - or being of incredible power - incredibly drunk, and when used in great amounts can even knock them out. To mortals and yourself this simply tastes of one's favorite food or drink, having no other effect on them or yourself.

God Juice (100 CP)

You got a bottle of God Juice, which is filled with whatever type of biological fluid you want that could reasonably come from a Humanoid. When consumed one gains the Magical power of a Master Magician on top of their own, and can last from one to three or so days depending on how often you use Magic during this period. You get a dose of this stuff every year.

Bloodstone (200 CP)

A stone mined from the underside of Fillory, where Castle Blackspire and the prison of the Monster resides, you can "bleed" this stone at a slow-ish pace. When this liquid is splashed on a being, regardless of their power, it restricts and paralyzes them and their perception of time for a duration depending on their level of power - a regular Magician could be out for hours, a Demigod for minutes, a Deity for *maybe* ten to twenty seconds or so, and something like the Monster for few seconds. This has no effect on the person who "bled" the stone in order to get the liquid in the first place. You can get roughly a single dose automatically over the period of a year, but you can expend this item entirely - not to be respawned until the next Jump or ten years have passed - to get a single dose immediately.

Mirror To The Seam (200 CP)

Effectively a portal to a black hole or a void, this is a full-person mirror that peers into such a dimension. Anything thrown into this mirror will be lost and consumed by this void, unless it could survive such a thing. You cannot go through the mirror yourself. Yes, this can indeed be used as a fancy trash bin, just be careful not to throw anything too important or living in this, will you?

God-killing Weapon (400 CP)

This is a weapon that has the ability to permanently slay a Deity, or a being of a similar level of power as one. This can be a static weapon or a respawning consumable like a bullet. This effect can be imported into another weapon of your choice.

Seven Silver Keys (400 CP)

Unlike the keys made by Prometheus in order to have a fail-safe to restore Magic should the Old Gods ever turn it off, these are just some knock-offs. Unlike most knock-offs though, these are still really powerful and have the effects of the base Seven Golden Keys, just silver and unable to be used to restore Magic. The Illusion Key can create an illusion controlled by the caster of the thing they fear most, the Truth Key reveals all hidden truths - including prompting one to tell the truth and seeing invisible entities, the Time Key can be used to power time-based Magical artifacts or creations, the Darkness Key causes a person - only when in contact with the key - to see and hear another version of themselves that only they can see and is an amalgamation of all the darkest and most negative parts of that person, the Unity Key allows one to telepathically commune and create a group telepathic call with those who are at least friendly with them, the Vision Key occasionally grants one important and useful visions of the future, and the Realm Key has the ability to temporarily create an overlaid copy of a general location until the user of this Key ceases its effects - this can only be used to generate a single realm at a time and the Key must remain within it in order for it to stick around.

The Underworld (600 CP)

This is a dimension souls travel to right after death, and it acts as a way station before souls reach their final destination. Normally at least. Since one exists in-setting already, this Item won't take effect until you go to another setting. There you can elect to have this system of Underworld take place - imposing the concept of souls if the setting lacks it - where this will act as a fully-fledged afterlife, assuming there's no existing afterlife in the setting, but if there is then this will continue to act as a way station. These Underworlds are permanent and remain in-setting even when you leave it, if you so wish. You are the defacto leader of this Underworld, as much as Hades is to this setting's one. If you have the Library Branch Item, this Underworld automatically has an Underworld Branch free of charge.

Pocket World (600 CP/1 Free for Deity)

This is a world set within an item customized to your choosing (defaulting to a snowglobe-like item). This is a Pocket World, the same type of artifact that created the famous and world-renown Pocket World, Cuba. By purchasing this here instead of using your God powers to create a world, you gain access to the Pocket World table below, gaining the benefits for each purchase of a Pocket World. Modifiers and bonuses exist that can only be purchased in this table, as opposed to creating your own from scratch with a lot of difficulty and time-consuming monotony.

Companions

All companions have the Magical Potential perk.

Canon Companion (50 CP)

As per usual you gain a massive bonus to recruitment attempts when it comes to getting a preexisting in-setting character to agree to become your Companion.

New Companion (50 CP)

A blank-slate, to be customized by you by choosing their appearance, personality, Origin, and perks. This companion has 600 CP to spend and doesn't gain access to the Item stipend. You can transfer your own CP to your Companion with a rate of 1 CP -> 2 CP.

Actually Santa Claus (100 CP)

... How did - I don't want to know. Alright, here's the deal, Nick, otherwise known as Santa Claus, is trapped in the dungeons of the Neitherlands Library Branch. You spring him, he'll gladly follow you into future Jumps, rewarding good-hearted children world-wide in whatever world you bring him to with his completed project, which he was researching when he got imprisoned by the Library. He has the perks: Discipline (Transportation), See You At Harvard, Gifted Magician, Magic is the Mother of Invention, Doing A Lot With Nothing, Timeless, and otherwise has the knowledge of a Master Magician whose been alive for thousands of years - granted most of his time was spent imprisoned. His Items include his sleigh and his reindeer.

Master Magician (200 CP)

A top-graduate of Brakebills Academy, this Master Magician has all of the Magician perks from the Magician Origin. They are very eccentric and find you to be a very interesting fellow. Since this is a The Magicians (TV Show) Jump, they are very interested in you romantically and sexually. Their appearance, age, gender, and the rest of their personality is up to you to decide.

Top Bitch of [City] (200 CP)

One of the greatest Hedge Witches in existence right now, this Hedge Witch has all of the Hedge Witch perks from the Hedge Witch Origin. They're very domineering and incredibly bright, but has a secret softer side if one gets to know them well enough. They can be one's worst enemy or greatest ally. Their appearance, age, gender, and the rest of their personality is up to you to decide.

Head Librarian (200 CP)

A Head Librarian of one of the many Branches of this Multiverse, this Librarian has all of the Librarian perks from the Librarian Origin. They're pretty introverted and love all things books, and are a bit mousy in a cute way, and will generally be happy hanging out with a person in a more relaxed setting, be it reading, playing video games, or Netflix & Chill, they're down for it. They will retire from being a Librarian at any time you want them to during the Jump, and definitely will once the Jump is completed. Their appearance, age, gender, and the rest of their personality is up to you to decide.

Besties With A God (200/800 CP)

Wow, somehow you've gotten the interest of a fully-fledged Deity, nice job! At base they're going to be a former Deity with all of the Deity perks from the Deity Origin, but if you pay a full 800 CP they'll also have the benefits of their base Origin as well. They can ultimately be customized as much as a New Companion could, aside from being a bit more entitled in a Himedere-like fashion.

Pocket World



So, it seems that you've come into possession of a particular type of Pocket World, Jump-chan™. Feel free to customize your World down below with 1000 PP (Pocket Points), and you can convert 1 CP -> 2 PP. For each purchase of a Pocket World go through this section for each World with the base PP given to you - you must transfer CP to PP individually per Pocket World. You can enter and exit your Pocket World at will, bring things or people with you if you wish, and it is invulnerable to damage as an Item. If you are a Deity, you have dominion over this world and can alter it freely after you finish building it. Generally a Pocket World exists within it's own sort of Universe, so other stellar bodies exist within it, but you only have dominion over your own World. Assume that other planets in your World's starting Solar System to be largely mundane, similar to the Sol System's, with some gas giants, some barren worlds, and maybe another world that could be habitable if terraformed enough. If you purchase more than one Pocket World you can set them in the same Solar System or Universe, if you'd like. You may import a Pocket World into a preexisting Item if applicable, fanwank to determine how it works out.

Size

This determines the overall surface area of your new World. Regardless of the size of your Pocket World, it will have the same gravity and starting atmosphere of Earth, no matter how much it seems to be impossible. Don't worry, this is normal due to the Magics involved and the fact that most Pocket Worlds are actually pretty small.

500k Square Miles (+100 PP)

About the size of your average small country.

1 Million Square Miles (Free)

Around the size of a medium-sized country,

5 Million Square Miles (50 PP)

Now we're talking, your World is now around the size of a very sizable country, larger than the United States' ~3.8 Million Square Miles and just under Russia's ~6.6 Million Square Miles and Pluto's ~6.7 Million Square Miles.

10 Million Square Miles (100 PP)

Now we're getting into the sizes of continents. This'll make your World span the distance of the entirety of North America, and a little bit more.

20 Million Square Miles (150 PP)

Your World is now large enough to fit the entirety of Asia within it, which is around 17.2 Million Square Miles, and is even much larger the Moon, which is around 14.6 Million Square Miles!

40 Million Square Miles (200 PP)

Okay, well, now your World is much bigger than an actual planet! It dwarfs Mercury's ~29 Million Square Miles.

80 Million Square Miles (250 PP)

Er, now it dwarfs even Venus' ~56 Million Square Miles. This is growing to be quite big for a Pocket World, don't you think? I think we passed Fillory's size long ago.

200 Million Square Miles (300 PP)

Well, okay, you can just have an Earth-sized planet then. Earth is around 197 Million Square Miles, so you got a few million square miles over Earth. Congrats!

Shape

Regardless of the shape of your World, it will span approximately the size of whatever you picked in the Size section.

Spherical (Earth-like)

Your standard planet - spherical, not perfectly round. Does as a standard planet does.

Flat (Flat Earth-like)

You ever wondered... just sat down and considered and thought to yourself... yeah... the Earth is flat. We're on a disc flying really quickly through space at

the right angle to give us gravity and if you reach the ends of the Earth you'll fall off. If so, then this is the option for you.

Cube (Cube-like)

... I don't know what to tell you, it's a perfect cube. Somehow everything works as it should, though I haven't the faintest idea on what happens when someone tries to traverse an edge of the cube to get to another side.

Number of Suns

Here you can determine how many stars there are for your World. You can determine the type of stars as well, within reason. If you think it's unreasonable to have eight suns, it probably is.

Number of Moons

Here you can determine how many moons there are for your World. You can determine the size of the moons as well as their composition, within reason. If you think it's unreasonable for your Large Continent-sized or less Pocket World to have a hundred moons, then it probably is.

Climate

Here you determine the primary type of climate your Pocket World will have. Do note that there will still be variation, however this will constitute a good majority of the Pocket World in question. You can take more than one to more equally divide the World between particular climates or combine them in a particular way. Additional climates past the first cost 50 PP.

Arid

This represents a more dry, rocky environment with plenty of mesas and canyons. There are some forested areas within the affected lands, though vegetation is more scarce.

Desert

This represents a more dry, rocky environment with little water and vegetation, and it is very hot during the day and very cold during the night.

Savana

This represents a more dry, rocky environment with plenty of plains, some wet seasons, some grass vegetation, and other more unique vegetation around oases.

Alpine

This represents a much more mountainous terrain with a cold and snowy climate, frozen-over lakes, and not too much vegetation.

Arctic

This represents a frigid, rocky environment with a significant amount of glacial ice and a little bit of vegetation in the right areas.

Tundra

This represents a cold, rocky environment with permafrost covering the surface and the lands affected being limited to more basic vegetation.

Continental

This represents a more rocky environment with landmasses separated by oceans and large climate variations depending on size/latitude and precipitation.

Ocean

This represents just vast oceans with abundant and interesting marine life.

Tropical

This represents a humid, rocky environment with significant humid seasons interchanged with drier periods and is mostly covered in dense vegetation.

Gaia (100 PP)

This represents a paradise-like environment with where a wide variety of thriving ecosystems exist and can thrive here, and this has an abundance of natural resources.

Modifiers

This section is for bestowing special modifiers to your base World that you couldn't emulate as well as if you bought it here. Each has a base cost of 50 PP. You cannot take conflicting modifiers together, like Friendly and Hostile Fauna.

Atmospheric Opioids

You ever wondered what would happen if you made 0.02% of your Pocket World's atmosphere opioids? Well, everyone will certainly be more happy and giddy here, that's for sure.

Atmospheric Aphrodisiac

You ever wondered what would happen if you placed some naturally-occurring aphrodisiacs in your World's atmosphere? Well, something in the air just seems to put people in the mood to reproduce a lot more often.

Talking Fauna

So it turns out the a large population of the local fauna can talk and are kind of sapient. The question remains on whether or not they'll still be hunted as food in your new World, however. You cruel, cruel person.

Natural Beauty

Everything about this World seems artfully-crafted and awe-inspiring, that even in it's darkest moments there shines a beautiful beacon to all those who live here. How stunning.

Lush (Free Gaia)

Your world is abundant and thriving with plant-life, and vegetation just grows incredibly well everywhere in your World. There even exist new types of very useful vegetation in all walks of life - food, drinks, medicine, and even aiding in developing technologies in some cases.

Time Dilation

Time doesn't move at the same pace as it does on Earth, that's for sure. Your Pocket Dimension moves at a speed that's up to one hundred times quicker than the universe Earth resides in. This won't account for Jump time, however. You can elect to tone down or completely shut off this time dilation at any time, and subsequently have the ability to turn it back on again. You can also attach various conditions that would cause your World's time to either match Earth's or speed along past it.

Abundant Minerals

You're gonna be rich I tell ya, rich! Put on your miner's hat and bring your extraction arrays, 'cause it's mining season all year every year. All metals and minerals are very abundant in your World in comparison to Earth, so that's a lot of resources you got there!

Asteroid Belt

You want your planet to have rings? Why not! This is fiat-backed not to routinely launch projectiles of death unto your planet, and if your planet's civilization is advanced enough they could even mine the asteroids for incredibly immense and nearly everlasting forever profit. Stacks with Abundant Minerals.

Friendly Fauna

The fauna here comes in peace and are more placid than usual. Maybe it's from all the opioids in the air?

Automatic Farming

What do you mean you just plant the seeds and leave it alone for it to grow?! You do nothing to help it along and it works just fine?! Well, like in Fillory Magic seems to grow crops perfectly for the denizens of your World, and much quicker than it would normally take when regularly farming. This may make your people a bit lazy when it comes to growing food though.

Living Trees

Your World now has sentient trees, which could be made into sentient constructs such as boats out of their wood, assuming you save it's heart-core and implement it into the construct itself.

Hostile Fauna (+50 PP)

We're talking wild grizzly bears with rabies, lions, and the deadly drop bears - what? Of course they're real! Just look in your Pocket World!

Scarce Minerals (+100 PP)

It seems that your World is just lacking in most metals and minerals, which is far less common than that of Earth's.

Hazardous Weather (+100 PP)

Storms, wildfires, tornadoes, hurricanes, you name it, you got it way more often than Earth does. Good luck!

Unstable Tectonics (+100 PP)

Your World has very unstable plate tectonics and is prone to massive earthquakes and volcanoes.

Bleak (+100 CP)

Vegetation and other life just seem to struggle to survive here, and what life persists is anemic and sickly with no outside influences, such as from Magic or technology.

Species

What species reside within your realm, oh great one? You may determine how much of a species exists in comparison to others you purchase here. See the Race section in the beginning of the doc for more info on some of the species available. Sapient species here have magical potential much like in this Jump's main setting, even past this Jump.

Humanity (Free)

As per usual Humanity seems to pop up pretty much everywhere in this setting. These are your run-of-the-mill Humans.

Earth Fauna (Free)

You get any selection of fauna that exists on Earth for free. This includes livestock and domesticated animals as well.

New Fauna (50 PP)

You get to customize and number of your own type of animals! Nothing too crazy, mind you, but you could probably make something like a cow-like creature that lactates blue milk if you so wish.

Elves (50 PP)

Pointy-eared Humans that are great with nature. May or may not be great at archery or have a rivalry with the Dwarves, if your World has them.

Dwarves (50 PP)

Stout and bulky Humans that are far more hardy and durable. This species has an overall talent for mining and blacksmithing, and any Magic users among them can aid in the creation of great Magical armaments and occasionally other artifacts. May or may not have a rivalry with the Elves, if your World has them.

Centaurs (50 PP)

Centaurs have the body of a horse, and the torso, arms, and head of a human. They are renown healers, and take great pride in their craft. They see humans as lesser beings, expected to grovel before them. Centaurs also view necrophilia as a way of honoring the dead.

Leprechauns (50 PP)

Humans with a knack for luck, they can blend in with Human societies and are often blacklisted from casinos everywhere.

Nymphs (100 PP)

Nymphs are minor nature gods who are generally associated with the environment which they take care of. Their names change depending on what domain they are taking care of. They are more powerful Magically than the average race, though they certainly don't have the power of an actual Deity. Types of Nymphs include Dryads, who take care of woodlands, and Naiads, who take care of fresh bodies of water. These creatures are often very isolationist, though they can occasionally ally with one group or another if it suits them well enough.

Dinosaurs (100 PP)(Free if Stone Age)

So I see you want some more deadly, untamable wildlife then? Well then this is the option for you! Goes well with Stone Age civilizations. These are your standard Earth dinosaurs.

Demonic Creatures (100 PP)

Creatures under this category include Incubi and Succubi, and Demons who can be summoned to complete tasks, such as taking away cancerous growths from a person and healing them.

Pegasi (100 PP)

What it says on the tin. These are horses with wings that can fly without any issues, even with passengers on them. Gives off a very majestic aura.

Fairies (200 PP)

Very pale and odd-looking humanoids, these creatures are often very aloof and isolationist, and they hold immense Magical power in regards to their own Fairy Magic. Humans often strike deals with Fairies in order to achieve something, giving something away in the process.

Dragons (200 PP)

Dragons, also referred to as Gatekeepers and Ancient Ones, are primordial reptilian creatures of immense arcane knowledge. They also have extremely long life-spans. Well respected for their intelligence, dragons are often approached by Magicians for their advice or insight into the origins of Magic. Despite this, they usually spend their time slumbering and will often only talk with Magicians to play games. Dragons don't defecate, and anything they consume is sent elsewhere, as they act as a portal in such a manner.

Questing Creatures (300 PP)

Questing Creatures are a collection of rather strange-looking humanoids that grant any wish to whoever is able to capture/corner them, though they cannot cross the boundary between life and death. Questing Creatures are required to grant the one who caught them a wish, otherwise they cannot rest.

Other (50/100/200/300 PP)

Do you have an idea for another type of species that just isn't included as a base option here? If so, then you're in luck, you can create one here! This can be taken multiple times. The price changes depending on the level of power the species in question has, with 50 PP being pretty basic - on the level of the New Fauna option, 100 PP being a basic race like Elves, Kemonomimi, or

something stronger like the pre-mentioned dinosaurs option, 200 PP being on the level of mythical beasts such as Dragons, Chimeras, Hydras, etc., or a very powerful humanoid race, and 300 PP being on the absurd level as Questing Beasts, Djinn, and other ridiculously powerful entities not on the level of a Deity.

Civilization

This is to determine what level of societies exist on your Pocket World.

Stone Age (+100 PP)

Your sapient species are stuck in the equivalent of Earth's Stone Age, with only basic tools like stone axes and flint arrows being commonplace amongst them with little to no education or actual language to speak of. A nice blank slate if you're looking for this kind of thing.

Bronze Age (+50 PP)

A period where your species are using bronze tools, weapons, and armor along with some writing capabilities and the uprising of urban civilizations. Metallurgy is rather wide-spread in this age.

Iron Age (Free)

This is the age of iron and steel tools, weapons, and armor, superior to the old bronze variants. Societies are bustling and written works and art is much more commonplace. Kingdoms and Empires are more than likely prominent in your World with this age of civilization. Horse-drawn carriages are the norm and it's likely that royalty and a caste system exists.

Machine Age (50 PP)

The equivalent of the late 1800s through the mid 1900s of Earth, this age takes into account an industrialization of the World at hand and the creation and invention of complex machines to perform and aid in tasks. Oil-use is much more prominent during this age. It is also here where concrete nations exist and people are a lot more modern and civilized than before.

Atomic Age (100 PP)

Are you sure about this? Giving your civilizations the capability of creating Atomic technologies and the possibility of the combining of them with their propensity for Magic? This is the age of technologies such as the Nuclear Bomb, and covers roughly the tech-levels and societal changes of the later mid 1900s of Earth.

Space Age (150 PP)

Your species have reached for the stars, and have the technologies to travel into space and land on a nearby moon of their Planet. They may even have a major space station orbiting the Pocket World, and satellites are prominent.

Information Age (200 PP)

This age makes your species the equivalent to modern-day Earth in all the ways that it matters. Rudimentary travel through the local Solar System to nearby planets is now possible, if incredibly costly and expensive even in comparison to ordinary space travel.

Near-future Age (250 PP)

Your civilizations are roughly 50 years ahead of modern standards, and can mine asteroids profitably and reliably and even rudimentarily colonize nearby habitable planets or moons, if only on a very small scale.

Future Age (300 PP)

A full century ahead of modern times, the civilizations in your World can reliably travel throughout their own Solar System, have colonies on other planets and moons, habitable large space stations and “habitats”, and have the technology for AI, in-depth true VR, life-saving and improving medical technologies, and the possibility of reasonably researching into FTL methods of travel, or at the very least cryogenics of some kind, if not necessarily with actual cryo-tech.

Notable Locations

This covers things that are similar to Fillory’s Castle Whitespire, e.g. structures made by Deities or other more powerful things.

Funny Terrain (Free)

A part of your World’s terrain takes on a funny-looking shape or formation, like Fillory’s own Cock Barrens. This may be taken as many times as you want, as long as it’s reasonably possible within your World.

Flying Terrain (50 PP)

A portion of your World’s terrain as taken to the skies, like a flying mountain or forest, whose direction can be controlled by those well-versed in Magic at a particular location.

Healing River (50 PP)

This is a river that can heal just about any physical wound and expel any poisons and venom running through one’s body, though one must submerge the wounds in question into the river in order to do so and the water becomes mundane anywhere else. This can reattach body parts as well.

Never-ending Maze (50 PP)

This is a hedge maze that, when entered extends on forever in it's own little pocket space. It is impossible to see anything should one try and peek over it's edges once entered. This maze regularly spawns chests filled with rewards for any adventurers brave enough to delve through it's depths, though one must be wary of the maze's propensity to change it's paths every 24 hours or so.

Chess Board of Madness (100 PP)

Somewhere, hidden and constantly on the move throughout the wilds of your World's lands when no one's looking, lays a lone table with a chess board, ready to be played at a moment's notice. Should one attempt to play, regardless of what color they choose they'll seem to be facing off against an invisible, incorporeal opponent, who seems to be a masterful chess player if there were ever one. If one should win, they'll have one subconscious desire of theirs that's corporeal fulfilled through the power of the entity they're facing against, such as gaining riches or the destruction of an enemy's home or castle. Should they lose, however, their greatest fear - within the power of a Questing Creature and taking place in the actual world - will be wished into existence, such as causing the death of a sickly loved one they were worried about, or an enemy nation suddenly declaring war on their own through a series of events that seem like bad luck.

Castle Colorspire (100 PP)

This is an analogue of the Castles Blackspire and Whitespire, and are aesthetically very similar to them as well representing a color of your choice. This castle is one of the most magically warded and well-made structures in all the lands, and has a secret underground prison where none shall escape (roughly equivalent to the Librarian's Prison Item, if less fiat-backed) and a passageway to an equivalent of the Librarian's Reservoir Item which doesn't regenerate. People who rule from this castle become better rulers overtime and people more readily recognize authority coming from those who rule over this castle.

Wellspring (100 PP)

Well, it looks like that the Wellspring is located in your Pocket World, small Multiverse, huh? Of course this only occurs after you finish this Jump, in future worlds instead of the Wellspring being spawned in a random part of the local Multiverse it'll instead be located somewhere in your World.

Other (50/100/200/400 PP)

Do you have an idea for something not listed here? Well, this is what this option is for! A 50 PP option would be somewhat minor in overall effect,

otherwise limited, or mostly cosmetic. A 100 PP one would be stronger, like the Chess Board of Madness, but not too powerful or fully benign. A 200 PP one could be very strong and beneficial. This can be taken multiple times.

Drawbacks



You may take up to 1200 CP in drawbacks, though you may elect to take more drawbacks without the benefit of gaining CP past this limit.

Geek (+100 CP)

You're very... passionate... about one thing in particular. It could be a certain book series, it could be a certain band's music, or even a video game franchise. Maybe you just like fine wines or art. Whatever that thing is, you're as infatuated with it nearly as much as Quentin Coldwater is with Fillory.

Alcoholism (+100 CP)

It seems that, like many in this setting, you're somewhat of an alcoholic. Can't get drunk? Doesn't matter, you crave alcohol for the duration of the Jump, though not to any crippling levels. Maybe you just really like the taste?

Teenage Hormones (+100 CP)

What are they putting in the drinks here? Many of the cast tend to go at it like jack rabbits at times, and now you can too! This makes you feel more like you did when you were a teenager hormone-wise, if a bit more stronger. This doesn't automatically cause you to go on a sexual rampage or anything like that, it just makes you far more likely to do so if you already had the disposition given enough of the effect of teenage hormones. You may feel a little more angsty and awkward as well, depending on your personality.

Loud Mind (+100 CP)

Your surface thoughts aren't an open book, they're the air raid sirens to a Psychic's telepathy. Like Quentin Coldwater in the beginning of the series, you

can't seem to shut your mind up, and this will annoy and possibly frustrate many of the Psychics in this setting.

Neuroticism (+200 CP)

You're going to be much more neurotic for the duration of the Jump. If the main cast seem to be neurotic messes, why not join in on the fun?

Harboring A Baba Yaga (+200 CP)

So... I'm sorry, Jumper, but it seems you've got a case of Cranky Old Witch syndrome. Occasionally a Baba Yaga spirit will take over your body and try and get a place to own and rent out (if you didn't have property already) and try and charge Magically-inclined people rent. Baba Yaga are *very* good at getting property like this, and it's likely you be renting out some high end property without much initial monetary loss to yourself. They won't possess you very often, but you will have to set aside some time for the Baba Yaga to collect rent and accept tenants every now and then, lest they take over your body during an important battle or something like that.

An Early Grave (+200 CP)

Well, it seems as if the story's initial main protagonist, Quentin Coldwater, has died in an unexpected accident just before arriving to take the test at Brakebill's University. Can you help avert all of the madness that's to come without the token protagonist?

Dragon Bait (+200 CP)

It looks like some Dragons put out a hit on your body and your loot. You obviously did something to piss them off, and nothing you do can change that. They will refuse all of your demands and they won't associate with anyone that arrives with you looking for trade or aid.

Hunted By The Beast (+400 CP)

The main big bad is onto you, be careful now! From the get-to the Beast will be targeting you specifically and looking to have you killed. Good luck with that. Even Deities will not be safe, as the Beast can take one down with the right planning and preparation.

Summoned Our Lady Underground (+400 CP)

Well, not exactly. Somehow Reynard the Fox, a God, has been summoned early, killing all of the casters involved, and now has his eyes set on you. Whether that means he's looking to kill you or if he's looking to do something else horrific largely depends on your appearance and gender.

Magically Crippled (+400 CP)

For the duration of the Jump you cannot use Magic of any kind, period. Items will still work though. This also prevents you from accessing any Deity powers you got from this setting until the Jump has ended.

Blacklisted From the Library (+400 CP)

You're banned from every entering any Library in this local Multiverse. Did you burn a book or something? It also looks like they're sending out typical Librarian Magicians and Travelers to capture and have you imprisoned. Have fun with that! If you're imprisoned by the time the Jump ends you lose this Jump.

Released the Monster (+600 CP)

... What did you do? Why would you do this? Do you know how many people are going to die, and what catastrophes lie ahead? Your entry into this Jump somehow corresponds to the release of one of the most powerful entities in this setting that even the Old Gods are afraid of. What's more is that he will find you to be the equivalent of what his original prison guards and Quentin were. He'll be looking to bring back his Sister, and he will do anything in order to do so, after he takes back what was stolen from them by some of the Deities. Be careful, and please don't piss off the nigh-unstoppable entity.

Helpless Without Power (+600 CP)

All of your out-of-Jump powers, perks, items, and your Warehouse are now inaccessible to you for the duration of this Jump. A death sentence when combined with the Magically Crippled drawback.

What Happen When A Mortal Kills A God? (+600 CP)

It turns out that entering this Jump, you accidentally ran over a kinda weak God. Whoops. Well, the Old Gods care not for the specks of dust, only that a speck of dust killed a cell. When you enter the Jump the plumber of the Old Gods will shut off the Magic running into this setting, preventing those that don't have their own generation of Magic (Hedges and Magicians) from accessing Magic. This also blocks off your own Magic and Deity powers until Magic is turned back on, if at all, or when the Jump ends. This cannot be taken with Magically Crippled. Good luck fending off the Beast without any Magical assistance from the cast, Jumper.

A Shadow Of Your Former Self (+600 CP)

You've lost your Shade. Do you realize just how important that was to you? Well, I suppose you wouldn't, after losing it and all. The Shade is the tiny beating heart of the soul and the part that allows people to process complex emotions and connect to one another. The bonds of friendship, love, intimacy,

trust, and compassion all rely completely upon the Shade. And now you lack that completely. If you don't recover it before the Jump ends, you'll be leaving the Jump without it. I urge you, even if you don't feel anything now, to recover it with every possible asset you have, Jumper, as it is of the utmost importance even if you don't realize it at the moment. It lies in Persephone's palace in the Underworld, where all errant Shades end up eventually. Good luck.

Notes

- When moving on from this Jump, someplace in the next Jump's or setting's local Multiverse will lie a Wellspring of Magic in a very hidden location.
- If you or a companion leaves this Jump with the capability of traveling to the Neitherlands in some way, in each future Jump or setting a local Neitherlands will be created, with pools going to every world/universe in the local Multiverse.
- If you picked the Librarian Origin you aren't fiat backed or anything to actually work for or stay with the Library. It's just if you don't they'll gradually escalate and send resources to reacquire you until it becomes to costly to do so. Up until a certain season they're relatively polite and decent organization though.
- Godly Might only bypasses any immunities to attacks and allows immortals to be killed and what-not, so you can't one-shot Goku if you don't have the firepower to back it up.
- Note that the general power levels are Hedge Witch < Magician < Demigod < The Beast/Supercharged Everett < Deities < Monster & Sister < Old Gods. Librarians count among the Magicians in this scale.
- The Wellspring is a physical location currently in Fillory, which is represented as water in a hole. The more of the water that's consumed, the less Magicians and others can reliably draw upon their Magics, as it isn't innate for them. The Beast is currently draining the Wellspring to increase and maintain his power.
- Writing What's To Be doesn't account for people reading the future of whomever you've written of, so be aware of that. It uses post-cognition for writing the past, peri-cognition for the present, and pre-cognition for the future.
- What Happens When A Mortal Kills A God? Basically just shuts off the Wellspring, it doesn't prevent people who generate their own Magic from using it.
- Using the Create the Heavens and Earth perk, esoteric methods refer to things such as experience, levels, souls, the power of love, and really anything tacked on that isn't just pure Magic.

Version 1.0 (Full Release)

-Changed a lot of stuff, mostly perk descriptions, adding clarifications, and completely replaced the second 100 CP Deity Item and the 600 CP Deity Perk Perpetuance with Create the Heavens and the Earth.

Version 0.9

-Initial review version