



In the year 1999, the first confirmed usage of Magic was recorded by the USA, when police officers with special powers stopped a fanatic group from enacting an apocalyptic prophecy. This was first referred to as 'Supernatural Powers'.

In 2030, the world experienced a radical drop in temperature, causing large-scale deterioration of the world's food supply. This would eventually become the primary trigger for World War Three, a war that lasted from 2045 to 2064 and that reduced the world's population from 9 billion to around 3 billion.

As a result, the United State of North America absorbed all the countries in the North American continent, similar to China which absorbed the Korean Peninsula, Vietnam and Laos into the Great Asian Alliance.

In the year 2079 is born Shiba Tatsuya, née Yotsuba, a Born-Specialized Magician which would later on be experimented on to grant him his Magic Calculation Area's functions.

He would later on be nicknamed 'Mahesvara', similar to a Hindu deity, for his intervention in the invasion of Okinawa by the Great Asian Alliance, and be classified as a Strategic-Class Magician.

In April 3rd of 2095, Shiba Tatsuya and his sister Shiba Miyuki enroll in First Magic High School, and this is where the story begins.

You appear the same day as their enrollment, ready to face this world along with your mandatory **+1000 CP** from Jumpchan.

Origins:

Pay 50 CP to change your gender, or choose your age within indicated limits.

Drop-in:

Where did you even come from? This world has no trace of you beyond what you will make in the future, so there may be some pointed questions coming your way should this fact become known by certain people and organizations.

Age roll may not apply should you wish it not to.

Born-Specialized Magician:

A Born-Specialized Magician is a Magician with an innate magic capability, who excels at a single magic type, often to the detriment of other types of magic.

Their abilities are often considered impossible for others to replicate, being generally more powerful than normal. Yet they are often viewed as inferior to other, more versatile Magicians.

Magic Engineer:

You are mainly focused upon the technical side of things, often choosing to plunge elbow-deep in the hardware and software side of the CADs, or Casting Assistant Devices, that allow modern Magicians to massively speed up the rate and ease at which they can cast Magic compared to Ancient Magic.

Standard Magician:

You are a standard Magician, being born from two Magician parents, giving you a slightly above-average capacity for Magic.

Location / Background and Age:

Roll 1d8 to locate yourself in this world and roll the indicated dice for your age, or pay 50 CP to choose either within indicated limits.

1- First Magic High School Student: You will commence the jump in the same Magic High School as Tatsuya Shiba in Tokyo as a student of 15+1d2 years old.

2-Third Magic High School Student: You will commence the jump in the same Magic High School as Ichijou Masaki in Hokuriku as a student of 15+1d2 years old.

3- Four Leaves Technology Headquarter: You can be employed at Four Leaves Technology as a 15+1d8 years old employee.

4- 101 Independent Magic-Equipped Battalion: You can begin in said military battalion as a 16+1d8 years old soldier in Tsuchiura under Major Kazama Harunobu.

5- Extra Clan Member: You can begin as a member of the Extra, families that have lost the numbers in their ranking as a 15+1d8 year old.

6-Ten Master Clans Member: You will begin as a member of any of the 10 Master Clans as a 15+1d8 year old, granting you large amounts of influence amongst the magical and political communities.

7- Organization Member: You have been enlisted by force or joined willingly either Blanche or the No Head Dragon Organization as an 18+1d8 year old.

8- Free Choice: You can freely choose your arrival location and age within this world.

Perks:

Perks are 50% off, with the 100 CP perks free to their respective origins.

Drop-in:

Musical Soundtrack (100 CP)

You now possess a mental music player capable of replaying any music you have listened to in their entirety.

Interference Strength (200 CP)

This express a Magician's ability to rewrite or alter an Eidos, the stronger the better, and yours is now stronger than normal, granting you quite a lot of oomph behind your Magic, making it harder to counter via counter-magic and being able to rewrite stronger phenomena.

Non-Systematic Type Magic (400 CP)

You are quite good at controlling Psions, the particles of Magic. This category of Magic is essentially metamagic, aiming at controlling various magical phenomena themselves, like counter-magic for example.

Flash Cast (600 CP)

This ability is normally only possessed by the people of the Yotsuba Clan, but you now have it, even if you aren't from the Yotsuba Clan.

Your Magic Calculation Area is very efficient, capable of 'carving' Activation Sequences into memory, rendering the need for a CAD non-existent for memorized Sequences only, though this process is usually pretty painful and disagreeable. You can now memorize Activation Sequences for highly accelerated use of Magic.

If taken with **Strategic-Class Magician**, you can instead record the entire Magic Sequence into your mind, bypassing the need for rituals or CADs. This also applies to other types of magic, allowing you to forgo any kind of somatic spell component.

Born-Specialized Magician:

Series Magician (100 CP)

As Magic has certain genetic predispositions, it should be obvious to most that genetic experimentation would be the key to possessing stronger or more diverse Magic.

You are now part of a series of Magicians with altered and improved genes to improve your disposition towards Magic of a certain type.

Choose a series from the following list:

-Fortress Series: Their specialty is Data Fortification (reinforcing the Eidos to prevent its modification), Fortification and Reinforcement Magic (rendering objects stronger and allowing them to keep a certain arrangement despite not being actually linked together).

-Sakura Series: Their specialty is Defensive Magic Barriers that defend against heat and objective-based attacks.

-Bard Series: Their specialty is Oscillation Magic, especially those interfering with sound waves.

The 4 Great Systems (200 CP)

Modern Magic can be classified into several systems. Some of these include the 4 Great Systems of Magic, each with 2 sub-types, including Acceleration, Weight, Movement, Oscillation, Convergence, Dispersion, Absorption and Release. As a Born-Specialized Magician, you have a great talent at one of these sub-types, allowing you to use or even create spells in this category with great power and efficiency.

Cardinal Codes (400 CP)

Cardinal Codes originate from the Cardinal Code Hypothesis, a theory that states the existences of 16 Magic Sequences that can, when assembled in various combinations, recreate any of the Magics from the 4 Great Systems, two Codes for each sub-type and each being from a positive or negative pole.

Cardinal Codes are much more compact than normal magical coding, so any Sequences making use of them will be faster and more efficient.

A single Cardinal Code has been discovered by Kichijouji Shinkurou, a Third Magic High School student, until now.

You possess two such Cardinal Codes for Systematic Magic of your choice and are capable of eventually breaking down any magic you know into Cardinal Codes equivalents with much effort, allowing you to recreate any magic you know with them.

Superpower User (600 CP)

Superpower Users were how Magicians were first described, until research determined the actual difference between them.

Superpowers are Magic that directly cause phenomenon without the need for Activation Sequences or any other ritual, with any other Magic being just a variation of the original. However, normal superpower users can't use any other forms of magic.

You do not have that limitation; however you can still only choose a single one from the following three:

-Regrowth: Changes in the Eidos of a thing can be reversed for up to 24 hours, meaning that things like the destruction of an object or the lethal-level wounds of an individual can be healed as long as it occurred within 24 hours. This power can be self-applied; however it cannot return someone who already died to life.

-Decomposition: This Magic can decompose things, literally deconstructing their inherent structure, capable of vaporizing objects up to the size of a truck almost effortlessly. This can also apply to Magic Sequences, acting as a powerful counter-magic. The user can also dial down the effect to simply dismantle objects like guns into their component pieces.

-Elemental Sight: This Sensory Magic is capable of analyzing the Eidos of practically anything, acting like a view into the Information Dimension. This enables the user to observe things to an absurd level of precision, capable of acting like a bird's eye view of the area and searching data throughout an entire country at around maximum level. This can also enable the user to instinctively perceive Magic being used like a physical sense.

If taken with **Strategic-Class Magician**, this perk can be taken again for free to receive another Superpower, and you will gain some very effective training in both.

This perk can be taken multiple times for different powers.

Magic Engineer:

Magical Coding (100 CP)

The Activation Sequences used to enact Modern magic are made up of large blocks of code translated into Magic Sequences by the Magician's Magic Calculation Area.

You know the basics of this world's coding methods, allowing you to program simple Activation Sequences into a CAD and create simple hacking programs.

Magic Processing Power (200 CP)

This refers to the speed at which you can enact a magical phenomenon. The faster you can output a Magic Sequence, the faster this Sequence will affect the world, and you

Sequences are faster than most of your peers, speeding up your casting speed by a good amount.

CAD Tuning (400 CP)

Tuning a CAD to the specifics of its owner's Psion wave profile enables it to function at peak efficiency, reducing Psion waste and improving connectivity.

You can do the same for most artifacts you own, calibrating them to improve their connections to you, slightly boosting their power and efficiency.

Taurus Silver (600 CP)

Taurus Silver is a noun collectively used by two different people, Tatsuya Shiba and Ushiyama, and is the head of the Third Division of Four Leaves Technology, with Tatsuya handling the software side and Ushiyama the hardware side.

You are now of the same caliber as them, being either a very effective professional code-builder or engineer, capable of assembling new forms of codes or creating new types of machines capable of grand things when brought together, like Tatsuya's Loop Cast System or Ushiyama's Silver Series CADs.

If taken with **Strategic-Class Magician**, you can have both specialties at higher levels than even Tatsuya or Ushiyama, and you also gain a powerful affinity for magitech of all forms.

Standard Magician:

Sensory-Type Magic (100 CP)

You possess quite an affinity for Sensory-Type Magic, allowing you to perceive the world in multiple different ways, enabling you to create environmental triggers using such Magic into your spells.

Magic Sequence Capacity (200 CP)

This refers to the maximum size of Magic Sequences your mind can support, the bigger the better, enabling you to create larger and more complicated Sequences with more variables and internal Magic code than most.

Ancient Magic Expert (400 CP)

Ancient Magic was from before the time of Modern Magic, often being specialized beyond what Modern Magic can achieve, incorporating things like ninjutsu, Spirit Magic and many other types.

You have inherited an excellent talent for this kind of Magic, being much more proficient in the uses of talismans, rituals and other focuses, rendering them more effective than usual between your hands, and you can use its capabilities to the utmost of your knowledge.

Artificial Magic Calculation Area (600 CP)

You now possess a second artificial Magic Calculation Area, having been implanted into your mind at a young age. This procedure accidentally installed it into your conscious mind, instead of the subconscious. This allow you to see, understand and memorize Activation Sequences and deduce from them the corresponding Magic Sequences that will be produced, allowing you to predict what spells a Magician will launch simply by seeing him casting the spell.

If taken with **Strategic-Class Magician**, you can now also understand and reproduce any kind of spell you can see being cast by a spellcaster as if you were the one casting it.

General Perks:

Good Reflexes (100 CP)

These reflexes of yours are quite the trick, aren't they?

Your reflexes and perception speed have been boosted from the norm, capable of perceiving information at high speed and react faster than most people.

Loop-Cast System (200 CP)

The Loop-Cast system devised by Shiba Tatsuya allow for faster reuse of Activation Sequences, so that re-activating a Activation Sequence after having cast it previously is around 20% faster than before, allowing for rapid-fire casting of a single spell. This can apply to all your magics when re-using a spell multiple times in a row.

A-Rank Magic (400 CP)

A-Ranks spells are lethal spells, easily capable of causing death, like the Rupture spell that evaporate all liquids in the target, while B-Rank Magic is one capable of permanent disability like the high-frequency spell Sonic Blade and C-Rank is for temporary disability, like the stunning spell Thunder Spawn.

You possess 4 spells ranking an A in the Magic Ranking System, as well as 6 B-Rank and 10 C-rank Magic.

Strategic-Class Magician (600 CP)

Your Magic is strong. Like, holy shit is it strong.

This manifest in being in the possession of a custom Magic Sequence capable of damage similar in scale to strategic weaponry, like nuclear bomb or large-scale artillery, representing your potential for destruction. Or it could be a defensive power on the same scale. It's your choice of spell.

This include large potential for mayhem should this be discovered by the public, so try to keep this on the down low.

This perk is a capstone booster, with effects included in the perk text.

Items:

School Uniform (100 CP)(Discount and 1 Free for Drop-In):

This is the official uniform of First Magic High School, and you get several sets with a shoulder patch representing your grades and year.

Virtual Terminal Device (200 CP)(Discount for Drop-In):

Designed to replace screen-type interfaces, this device create illusions within the user's mind, allowing them to absorb and perceive information. The effects are incredibly realistic, though this can be a drawback as some will overuse these devices to perform simulated acts of Magic then be unable to properly perform them back in the real world instead of the simulated one.

Weaponized-Integrated CAD (400 CP)(Discount for Drop-In):

This is a weapon with an integrated CAD, often specialized and with built-in Magic Sequences for rapid-action. Choose a type of weapon, it will have spell designed to enhance its properties (i.e: a sword will have cutting spells, a gun shooting spells, hammer strength spells, etc).

Sorcery Booster (600 CP)(Discount for Drop-In)

Unlike normal CADs which use artificial neurons in their construction, this inhumane device is fabricated using the cerebrum of a Magician, which is turned into the core of this device.

They are used as memory capacitors to aid in the construction of large-scale Magic Sequences, much more than traditionally feasible. This particular model can work with any magic you may possess.

Aura HUD Lenses (100 CP)(Discount and 1 Free for Born-Specialized Magician):

These set of glasses include a filtering coating to reduce the amount of Pushions perceived, Pushions being particles created by heavy spirit magic use, preventing you from being blinded if you are hyper-sensitive to them. This also works on visible light, preventing you from being blinded by very bright light sources.

They also integrate a very useful HUD feature capable of linking to almost any wireless-enabled computing system.

Kirlian Filter (200 CP)(Discount for Born-Specialized Magician):

This set of various filters is capable of bringing the density and activity of Psions into the visual spectrum, perfect for equipping machines to be able to 'see' Magic being performed. Often used in competitions to judge the Magic of the participants.

Thought-Controlled CAD (400 CP)(Discount for Born-Specialized Magician):

This type of CAD uses Non-Systematic Type Magic as an input instead of manual input through buttons or triggers, rendering often more convenient than traditional CADs.

This enable hands-free casting of Magic Sequences through thought alone.

Third Eye CAD (600 CP)(Discount for Born-Specialized Magician):

The Third Eye Casting Assistant Device was originally used by Tatsuya Shiba to be able to use his Material Burst Magic at distances large enough to not be injured by his own Magic. This is a copy of the same CAD he uses, allowing you to aim and use Magic Sequences at extremely large distances with a very high degree of precision. This also comes with a spotting satellite in the stratosphere capable of precisely locking on a 50 milligrams drop of water on a ship far over the horizon, along with a snazzy military-looking tech suit for armor.

Spell Compendium (100 CP)(Discount and 1 Free for Magic Engineer):

This small PDA-like device contains a large selection of Activation and Magic Sequences for your personal use. Secret or unique Sequences cannot be included in this selection.

Coding Station (200 CP)(Discount for Magic Engineer):

This is the workhorse of a Magic Engineer, being their main 'battle station' so to speak. This large desk comes equipped with an integrated computer and CAD connection system to code Sequences into CADs and tune them to their user. It also possesses a simple VI system to make coding easier and more efficient.

Specialized CAD (400 CP)(Discount for Magic Engineer):

Specialized CADs are often faster in execution over Generalized CADs, at the detriment of their Activation Sequence capacity, only supporting up to 9 different Sequences from a single system of Magic from the 4 Great Systems. This CAD can take almost any form you want although its basic shape is that of a gun with auxiliary aiming systems integrated into the barrel.

Silver Horn Custom Series (600 CP)(Discount for Magic Engineer):

This large gun-like specialized CAD is an invention of Taurus Silver, allowing for excellent use of the Loop-Cast System and bringing out the utmost performance out of the user's Magic capabilities.

Flying Assistant Device (100 CP)(Discount and 1 Free for Standard Magician):

This small palm-sized CAD is used to specifically cast Weight-Type Flying Magic, a Magic that create a pull in any user-defined direction using the user's magical power to achieve flight. I'm letting you have this even though it technically isn't invented yet.

Charms, Talismans and Sutras (200 CP)(Discount for Standard Magician):

This is a supply of ingredients for Ancient Magic, including prepared spell cards, spirit charms and various talismans. They replenish each day after being used.

Generalized CAD (400 CP)(Discount for Standard Magician):

This CAD can take almost any form you want, from a bracelet to a pendant to a stick, and store up to 99 different Activation Sequences though it's usually less precise than a specialized CAD.

Home Automation Robots (600 CP)(Discount for Standard Magician):

These Home Automation Robots are human-shaped housekeeping aid robots. They come in a set of 12, and take the appearance of a woman in her twenties, although their form can be customized as you wish. They are capable of almost any task in the realm of housekeeping, from cooking meals to doing laundry, cleaning the house and many more. They are powered by a methanol fuel cell and will come back the next month if damaged or destroyed. They will also keep any upgrade you may make to them between jumps and will be able to organize your Warehouse to your specifications.

Companions:

Companion Import (50 CP / 300 CP)

You can pay 50 CP to import a single companion, or 300 CP to import the full suite of eight. They each gain a free background, their freebies and discounts and 500 CP.

An Onee-Chan / Imouto Of Your Own (200 CP):

This little sister / big brother come as a family member. They have a (some might say unhealthy) fascination for you, being the person they care about the most.

They also come with a background and 500 CP worth of perks and items.

Please be responsible with this. Please.

Canon Companion (200 CP):

With this, you have the option of trying to convince someone from the series to come with you on your adventures. Should you succeed, they will become a companion.

Although be warned that neither Tatsuya nor Miyuki will be likely to accept unless you take both of them along.

Drawbacks (+800 CP Limit):

Over-Sensitivity To Spirit Particle Emissions (100 CP):

Your eyes have become overly sensitive to spirit particles, meaning that most uses of Magic will blind you temporarily if you happen to be looking at them. Fortunately, there are special glasses you can wear to mitigate this, however you won't be able to get rid of it completely, and you receive none of the bonuses one may normally get from having this condition.

Yandere Tendencies (100 CP):

You have an unhealthy fixation on someone, caring only about their affection, often to the detriment of anything else. Of course, this comes with a mandatory increase in jealousy and selfishness. You can make the target of that fixation one of your companions; otherwise it will be determined at random from the main cast of the show.

Emotion Dampener (200 CP):

Due to an improperly applied illegal procedure to transform you into an artificial Magician, the part of your brain that handles deep desires and wants has been critically damaged, meaning you will still be able to experience emotions, but they will be greatly underwhelming and you should be careful to not fall into depression as a result.

Rival (200 CP):

You have acquired the unwanted attention of a rival, due to some action of yours. He is intent in showing that he/she is superior to you in every way, and their efforts are quite

important for a normal individual. They won't quite get to the level of assaulting or ambushing you (although it's still possible if you antagonize them enough), but expect many snide remarks and maybe some attempts at sabotage.

Egalite (200 CP)

Egalite is the youth branch of Blanche, the International Anti-Magic Political Organization and you been forcibly recruited. This means pretty big trouble should this be discovered so try to keep it secret, but be wary of just wanting to leave as they hold quite a bit of information on you and will not hesitate to release it to the public.

Blooms And Weeds (200 CP):

These terms are used unofficially to describe Course 1 and Course 2 students respectively. And you have to get used to these derogatory terms as you'll be hearing them quite a lot.

If you are a Course 1 student, you will often get resented by Course 2 students who will think you think yourself superior to them and nothing your say will be able to convince them otherwise.

If you are a Course 2 student, then expect any Course 1 student to hold you in contempt no matter your achievements. Yes, even those who wouldn't normally do it.

And expect no sympathy from your own fellow Course 1 or 2 students.

Counter-Magic (300 CP):

Bad news for you, any means of counter-magic available by people in-jump will also interfere with your own magics, rendering them inoperable as long as you're under their effects.

Unwanted Attention (300 CP / 400 CP)

You have fallen under the eye of some pretty unsavory people, and they aren't happy with you being alive.

For 300 CP, these people are from the Japanese branch of Blanche and they will deploy measures such as Antinite Cast Jamming and several people with guns and Hypnosis Magic.

For 400 CP, you instead have attracted the enmity of the No Head Dragon, an international criminal organization that abuses Magic, who will deploy military crafts and special agents like Lu Gonghu 'The Man-Eating Tiger', a man reputed for his savagery and strength.

Fucking Tatsuya-kun (300 CP):

Oh, how that guy is insufferable! At least for now, he will be playing up his capabilities and somehow always be able to outshine you whatever you do.

Save a dozen people? He saved more than a hundred. Discovered a new theory of Magic? He'll have the completed thesis drawn up before you. And so on.

Improbable Alliance (600 CP):

Most nations in the world have united against you for some reason they won't disclose. Expect several world-spanning militaries to try and hunt you down and for special operatives to try and kill you at every moment. You can evade them, but they'll always be able to find your trace somehow.

Glossary:

The Information Dimension: it is the dimension that holds all the information about anything that possesses a physical existence, with Magic being used to temporarily overwrite an information body to achieve an effect.

Eidos / Information Body: Refers to the Psion Information of a phenomenon. Magic is formed by temporarily overwriting the Eidos of a phenomenon to achieve an effect (e.g.: modifying the velocity of an object to make it move using Acceleration Magic)

Psions: Thought Particles, literally the particle of Magic, being essentially an equivalent to mana in other worlds. A particle manifestation of intentions and thought that record the result of cognizance and thoughts. Referred to by Ancient Magic as an individual's chi.

Pushions: Spirit Particles, literally the particle that comes from emotions. Used in Spirit-based Magic that used Spirits to rewrite an Eidos. Referred to by Ancient Magic as an individual's aura.

Ancient Magic: As its name implies this Magic type is ancient, having being used in many old rituals and practices, like ninjutsu for example.

Modern Magic: A system developed with the advent of the CAD or Casting Assistant Device, it is composed of 4 Majors Categories: Systematic, Perception, Non-Systematic and Outer-Systematic Magics and can combine different effects together into spells (like adding a Perception Magic spell to trigger an Acceleration Magic shield for example)

Systematic Magic: This refers to the 4 Great Systems and 8 Major Types:

- Acceleration Magic accelerates or decelerates the target by directly changing the momentum/inertia of an object.
- Weight Magic augment or reduces the weight of an object, allowing for enormous leap by reducing gravity's pull on someone.
- Movement Magic alters an object's velocity and path, allowing it to change direction or stop instantly but doesn't affect the inertia of the object.
- Oscillation Magic involves the vibration of targets, can be used to produce waves of all kinds (sound, seismic, light, heat, etc) and change temperature of objects.
- Convergence Magic selectively select things to be gathered and concentrated inside an area (like gathering all the carbon dioxide in a room in a small sphere while pushing out all other gases).
- Dispersion Magic interferes with the movement and interaction of elementary and composite particles. Developed to neutralize the threat of fission nukes.
- Absorption Magic affects the interaction between particles and energy. It can be used to change colors or the speed of formation of rust.
- Release Magic is used to interfere with the movement and interaction of subatomic and composite particles like friction or the Coulomb force.

Non-Systematic Magic: aims for the control of the Psions themselves, allowing for things like anti-magic jamming or counter-magic or to resonate and affect people's magic.

Perception Magic: also known as Extrasensory Perception.

Outer-Systematic Magic: generally used as a catch-all term for anything that doesn't fit in the other categories, it includes Mental Interference Magic capable of affecting the mind and 'soul' of a being, as well as Magic that interfere with Spirits.

Born-Specialized Magician: used to describe a Magician whose Magic Calculation Area is dominated by a certain type of Magic, often to the detriment of other types, but if matched with a normal Magician in their area of specialty they often can outmatch them.

CAD / Casting Assistant Device: a spell support processor, used in Modern Magic to greatly speed up casting.

Magic Calculation Area: the part of the subconscious mind that handle all the heavy lifting of Magic, the Magic Calculation Area convert an Activation Sequence into a Magic Sequence and fills in the various variables present in the spell.

Spellcasting: the process for casting with a CAD goes like this:

-Psions from the user > CAD convert the Psions into coding impulses > CAD convert the result of those pulses into an Activation Sequence > Activation Sequence is transferred through the CAD into the user's mind > Magic Calculation Area compute the Sequence and fill in the variable > Magic Sequence and Spell Output.

Activation Sequence: large block of magical data and blueprint constructed out of Psion used to kickstart the creation of a Magic Sequence and greatly speed up its casting.

Magic Sequence: An information body constructed out of a Magician's Psions. When a Magic Sequence interferes with an Eidos, it can alter real-world phenomena. However

they cannot be used indefinitely as the world applies a corrective effect to maintain temporal continuity

Changelog:

V0.3: Changed Aura Glasses to Aura HUD Lenses and added a HUD function and flashbang protection to them. Changed formatting. Added some flavor text.

V0.2: Added a glossary of terms. Added Improbable Alliance drawback. Added location, background and age table and rolls. Can buy Superpower User multiple times. Added Canon Companion option.

V0.1: First draft.