

DC Occult

This is a world of heroes and villains, of capes and cowls, where the men and women on both sides stand as shining examples of one thing or another. I'm sure you're familiar with it - you may have even been here before. But a world so bright casts deep shadows indeed, and in those shadows, there is another unto itself.

This is a world of myths and monsters, magic and wonder. But it is also filled with many terrible things, and is in possession of scant few protectors in comparison to the world in the light.

Of course, that's not to say it's all bad. There are wonders to be seen, adventures to be had, and there yet remain some who are willing to stand up and do the right thing out of the goodness of their hearts - or for the right price out of the goodness of your pocket.

Magic itself is similar. It is great and powerful, capable of just about anything in one way or another and depending on which mystical road you walk, but one thing always remains consistent throughout every form of magic.

It always has a price.

Just keep that in mind.

But here, to get you started I'll give you **1000 CP**, free of charge.

Location

There are a great many places and a great many times, and a few of both where there are neither. You may freely choose any published era of DC comics to start in (barring New 52 and beyond), and may choose one of the starting locations from below. Hey, I know I said you'd have to start paying for stuff, but I'm feeling generous. Don't get used to it.

Gotham: Make no mistake: this is a city of sin and evil. Despite the attempts of a certain man with a certain fashion sense, the city is crawling with all sorts of thugs and villains. And because of that, it's become a nexus of dark magic and all the things that come with it. Or perhaps it's the other way around; you can never really be sure.

Gemworld: A mystical dimension, separate but connected to earth. Millennia ago, a sorcerer led a group of mages and other magical beings who wanted to escape from persecution on earth, and they settled onto Gemworld. For several millennia, the world was controlled by the Lords of Chaos, but it is currently controlled by Princess Amethyst, the half-human daughter of a

Lord of Order.

Within Gemworld, she is near-supreme, and has been known to fend off beings as powerful as the Spectre - challenging her rule is not recommended.

Faerie: A land of stories and fairy tales that are somewhat darker than the ones you may have heard as a kid. Faerie is primarily home to, well, fairies. They're not usually hostile... immediately at least, but they operate on different rules and moral principles than humans do. A little friendly advice? Don't accept any gifts or bargains and pay very close attention to the exact wording of everything that leaves their lips.

If you start here, you have a small stone that can open a one-way portal to earth and then disintegrate.

Age and Gender

Keep your gender or change it for free. Weirder things happen here. You can be any age between 16 and 60.

Source

Now, what's your story and the source of your abilities? (You may freely choose to be a drop-in, making the Source count only for discounts.)

And, if you so choose, you may select a history that corresponds with your Source, though this is entirely optional. A History will provide you with additional boons... for a price, of course.

Empowered: You weren't born with your power, but have been imbued with power by some higher being or force. Maybe you're blessed by the gods, or by the Lords of Chaos or Order to act as one of their various agents, or maybe you even made a deal with a literal devil. Whatever the case, the power is now yours to do with as you see fit. Or rather, they can't strip it from you, but if you misuse it they may get a little upset.

Natural: Born with power in your hands and magic in your blood, the choice to walk this path was never really your own, for your skills and power grew almost unbidden. Where others scraped and scrounged for every shred of magic they could find, the first word out of your mouth was a spell.

Half-Blood: You're the offspring of a human and one of the various magical beings in the world. Maybe you're half demon, half fae, a demigod, or something even weirder. Whatever the case, you've likely got a bunch of power in at least one area relating to your parent. However, there's

a very good chance your parent isn't the likeable sort, and you're probably lucky if they forget your birthday.

Dabbler: You barely have an ounce of mystic talent, but you somehow got drawn into the dangerous world of magic and have been fighting ever since. Whether that's fighting for power, to survive, or to save people is up to you, but what is certain is that while you don't have much innate talent for magic you're a very clever, very lucky, bastard. And you've managed to pick up a little bit of knowledge about all kinds of things that you've blended together into a style all your own.

But you'd better be careful, some day your sins will catch up to and you'll run face-first into something that can't be outsmarted or out-lucked.

History

You may take a History related to the Source of your abilities. Histories give you benefits such as a free perk or skills, but also introduce one of two complications listed in that History. You do not have to take a History. Imported companions may also choose to take a History if desired.

Empowered

Downstairs Deal: You were born with a thirst in your heart. Maybe this thirst was for fame and fortune. Maybe it was a burning desire to be a hero. Whatever the case, you eventually found yourself face-to-face with a most polite demon who offered you great riches and powers beyond your kin... in exchange for a small fee, of course.

- + Gain discount on any one perk outside of the Empowered tree and gain an additional discount on one Empowered perk. You also have gained the equivalent to 10 million USD out of the deal.
- - Your contract runs out in 6 years, 6 months, and 6 days (the demon was a traditionalist). When this happens, your benefactor will be sending someone to collect. At first it'll be small fries, but if you evade them enough times they will send Rhyming Demons; peers to Etrigan and minor nobles of Hell.
- - Or, if you prefer, you were a member of the demon's cult. A trusted mortal agent empowered to do its bidding. If you continue to serve faithfully you'll have no problems with the demon. But if you disobey, it will immediately begin sending other demons to reclaim the power that was gifted to you.

Enchanted: You came into contact with a powerful magical entity of some sort, which tried to possess you and use your body as a vessel. This failed and resulted in the entity being trapped inside of your soul, granting you access to its not inconsiderable power.

- + Receive Real Magic, Back To The Basics and Mark of the Beast for free. You also gain all the knowledge that the being possessed, granting you innate mastery of the power you now wield.
- - The being isn't taking this lying down, and will try to escape at inopportune moments, which will be annoying at best and troublesome or even dangerous at worst. Take Inner Demons for no point gain. The entity in your mind will sometimes also attempt to wrest control from you when you sleep.
- - Or, if you prefer, your magical abilities are locked away inside of a transformation. You may transform at-will, but may not spend more than half your time transformed. The exact form you take is a hybrid between your default form and that of the being inside you, although where on the scale is up to you so long as it's at least 25% *other*.

Guardian of Life: You are an elemental embodiment of one type of life, perhaps chosen by animal or plant life to suit its purposes. You are empowered by it to act as its champion and defender.

- + Take Avatar for free. You already have mastery of your powers.
- - You're required to act on behalf of the force that empowered you and defend it when it is threatened (it will be threatened time and time again by very powerful forces.) You're also trapped in an inhuman form appropriate for the force you champion.
- - Or, if you prefer, you do not have the full connection at the start of the jump, being more like Poison Ivy or Beast Boy than Swamp Thing or Animal Man in their primes. You can earn your full status as an Avatar however, by doing things to help your respective elemental nature, such as putting a lasting stop to overbearing deforestation, or ensuring as many animals as possible are treated humanely. And, just in case you need some extra incentive? Your other abilities, both from this jump and from outside of it will similarly weakened. Your colour will reward you for appropriate acts, and your power will expand until you become a full fledged Avatar, which will also return all of your other abilities to their true strength.

Natural

Zatara: Ah, a member of that family, are you? Well, that comes with a number of boons. You are trained in your family's signature art of backwards magic and have a good relationship with Zatanna, whether you were a cousin, a sibling, or some other relation.

- + You get Real Magic for free, with significant training in backwards magic. Zatanna may become a companion for free, if you wish.
- - Your family has a great many enemies in the magical world and these enemies are very well aware of your status as a member of it and your close relationship with the Mistress of Magic.
- - Or, if you prefer, you were separated from your family somehow. When your powers

manifested, with no one to teach you, they did so wildly as the great magic in your veins flared to life with no teacher. Your magic never truly settled and will remain this way for so long as you are here.

Modern Day Merlin: You were born with potential very rarely seen. Your power is enough to allow you to stand shoulder-to-shoulder with the greatest mages the world has ever known, given time to mature. Beware however, as there are many that will seek to use you for their own ends.

- + Gain Greatest Magician of the Age for free. Merlin himself, though he rests in an enchanted sleep, will project his mind into the body of a small animal that will offer to tutor you in the use of your great power.
- - Everyone knows about your potential power and wishes to use you for their own ends or kill you so that others cannot. Expect regular visits early on to convince you to go with them - visits from people who will do everything they can to ensure you can't say no.
- - Or, if you prefer, you will find yourself bound to a great destiny as you are repeatedly caught up in grand adventures that will be harrowing and deadly for even you with all of your power. Myths will likely spring up from your deeds.

Scholar: While you may have been born with magic you certainly didn't let that go to your head - your birthright is just a foot in the door, it is your own will, drive, and tricks that will see you achieving your goals and standing in the presence of giants. To that end you managed to track down an almost impossibly vast collection of magical tomes, scrolls, and tablets documenting everything that has ever been written down. With this knowledge on hand you then did the impossible and found the Fountain of Youth, then proceeded to sequester it away without anyone knowing.

- + Gain the Library of Eternity and Fountain of Youth for free. You can upgrade the Fountain to have the resurrector properties of a Lazarus pit for only 100CP as normal.
- - Turns out someone does know you took the Fountain of Youth, and they want it for themselves. While initially this only pits a powerful sorcerer against you, if they are soundly defeated they will gather help and once word gets out you have the Fountain you'll get a lot of attention from a lot of people. Should you kill or imprison him this knowledge will somehow spread anyway, though it'll certainly buy you some time.
- - Or, if you prefer, it is the Library of Eternity that is known to be in your possession. It could be anything after you, from a displaced spirit to a powerful necromancer who once had access to the Library themselves, and will use every trick and technique they know against you to get it back.

Half-Blood

Child of The Endless: You are the child – or at least descendent – of one of the Endless and a favorite niece or nephew among the others. Simply being descended from the Endless gives you no power on its own, but the fond gaze of such powerful and important beings is another

story altogether.

- + Gain two purchases of Blessing Without End for free and additional discounts on all of the others.
- - You will actively be drawn into things involving the Endless. People or beings that wish to get to them will see you as a means to do so... and some of the enemies of the Endless are dangerous indeed.
- Or, if you prefer, you are bound to the domain of one of the Endless. For Death, you'd serve as a part-time psychopomp, for Dream you'd spend time managing anomalies in the Dreaming, and so on.

Jumper, Prince(ss) of Jumpworld: Your parent was a being of vast power who ruled over their own personal plane. Now you have inherited that power and that place, along with their authority over it.

- + Gain Dimension Lord and Highway To Hell for free. Your dimension is twice the size it would have otherwise been.
- All of your abilities and those of your companions are reduced to one quarter the strength while outside of your dimension. You will have to contend with many people attempting to usurp your realm or devour it with their own. If they succeed, you will be rendered powerless for the duration of this jump.
- Alternatively, you may instead be even more tightly bonded to your world. You retain your full (normal) power outside of your dimension, but may only stay outside of it for no more than a week at a time before you are forcibly recalled and must spend twice as long as inside the dimension as you did outside of it.

Inheritance: One of your parents was never around when you were growing up, although your other parent swears blind you inherited their sense of wanderlust. Recently you went walking and found yourself wandering through fantastical places, fairy glades and hellish wastes, over mystic mountains and through enchanted caverns. When you arrived home you found your missing parent had been by saying you were ready for something, and left you a gift.

- + Take Highway to Hell and the Trident of Lucifer for free. Your wandering skills are great, and more intuitive than they otherwise would be.
- - Whereas before your supernatural parent could have been a faerie, or divine being, or some other supernatural entity they are now a demon who, while not nearly as powerful as Trigon, seeks to follow in his footsteps, including sacrificing an heir in order to fully manifest on Earth. Lucky you, your fiendish mother or father has decided you're the best choice and will now be regularly pitting their will against yours in an attempt to take over your body and use it as a portal. Needless to say them making their way to Earth is a bad end.
- - Or, if you prefer, they may not have been a demon, but they have attempted to pass blame for their actions off on you. That skill at navigating between realms you now have? Guess who's passed it on to you in order to frame you? And that Trident? It's bound to

you for this jump and there are a lot of beings, both demonic and otherwise, who'd just love to take it from you either reclaiming it in the name of hell, or just stealing it for themselves heedless of the fact doing so would kill you.

Dabbler

The Gambler: You live your life by the roll of the die. Throughout your time, you have won and lost multiple fortunes. At one particularly low time in your life, a powerful demon offered you a wager against your Soul. You accepted. And you won. From that point on, the cards were no longer enough for you and you took to playing games of greater significance.

- + Take Faustian Flip and the You Know My Reputation for free. A great many people and not people owe you a great many favors.
- - Unfortunately, you also owe a lot of people and a lot of not people a lot of favors. Trying to skimp out is a bad idea.
- Or, if you prefer, you won power, but lost your soul. You have to get it back before the jump ends or you fail your chain. Your loss of soul also affects you in some way; maybe you've become a sociopath or maybe you burn whenever exposed to holy symbols. Whatever the case, it's annoying.

Collector: Whether you were born with a silver spoon in hand or with hands made for taking the silver spoons from others, you've lived your life with a love of material possessions and a knack for getting the shiny things that catch your eye. When you found out that the world of magic was real... well, nothing really changed, save for the types of items you desired.

- + Gain a discount on any one item and 200 CP to spend in the item section only. You gain a large trophy room in your warehouse. You've also amassed, legitimately or otherwise, enough mortal currency to live comfortably on for a while and a few magical odds and ends such as a compass that points towards the nearest ghost or a business card that shows whatever you will it to.
- - Due to a... misunderstanding, you're an internationally wanted thief. Your picture is everywhere and the police will be surprisingly good at picking up on your presence in their cities, but I'm sure that won't be a problem for a person of your... talents.
- - Or, if you prefer, you pilfered something you perhaps shouldn't have, and now have to live with the consequences. You stole from the tomb of some ancient and ornery god. In their anger, they cursed you. Now you must give away something of equal value to any items you may gain.

Hellblazer: Oh, you poor soul. This is a path of pain and misery that you have long walked. A kin to John Constantine himself, or perhaps even a version of the same from another world, you are incredibly dangerous and capable. You have accomplished a great many things in life and so far managed to mostly come out okay yourself and probably managing to save a great many others in the process. But there were great and terrible prices paid... was it all really worth it?

- + You get Synchronicity Wave Travelling and You Know My Reputation for free. People are fucking terrified of you.
- - You're basically John Constantine... Isn't that enough of a downside for you? You see, Constantine is not a nice man. He's done terrible things to fend off worse and nearly everyone who has ever met the man has suffered for it. With this, you'll be effectively gaining the effects of Luck of the Damned (though without your companions being doomed to a terrible and inescapable fate if they die) in addition to a terrible reputation amongst the supernatural world.
- - Alternatively, you were not a bane to all around you, but instead you were drawn to *the* Constantine himself as the Wave you are both bound to draws you together. For your time here, no matter what happens, events will conspire to force you and Constantine into constant close contact. For the reasons listed above, this is not likely to be a good thing.

Perks and Abilities

Empowered

Mystical Sensitivity (100 CP, Free for Natural and Empowered): Your experience with magic has left you acutely aware of traces of magical energy. You can tell what kind of spells were cast days after the fact by the residual energy they left behind, discern the potency and nature of enchantments, and track down anything that leaves behind a magical trail.

Twisted Sister (100 CP, Free for Half-Blood and Empowered): Your mind is ever so slightly warped, allowing you to resist effects that would normally disorient you. Compulsions to not notice something themselves go unnoticed and a weak attempt at hypnotism would fail utterly. This will do little against more powerful effects, but it'll stop smaller stuff from being a nuisance.

Back To The Basics (200 CP, Discount for Natural and Empowered): Your abilities make it easy for you to cast basic magic: things like lighting fires, cleaning things, making aesthetic changes to small things or similar small cosmetic changes to people, changing clothes, etc. It isn't likely to be much help in a fight, but damn if it doesn't make life more convenient. Your mastery of such prestidigitation allows you to cast it at-will, and essentially do so unceasingly, as it costs you almost nothing.

Mark of the Beast (200 CP, Discount to Half-Blood and Empowered): Your inhuman source of power has left its mark on you. Inhuman eye, skin, and hair color are all possible, manifestations of it, and you may very well appear inhumanly beautiful, terrifying, or imposing if you desire. Whatever the case may be, you're definitely going to be turning heads when you

walk down the street.

Real Magic (400 CP, Discount for Natural and Empowered): This is where it starts to get interesting. You have training in how to use real magic, whether you have training in a specialized version such as the backwards magic that the Zatara family uses or a more generalized type, you're capable of some fun stuff. Teleporting, transmuting, energy blasts, etc. On a small scale, you're capable of just about anything if you have the energy and know the right spells.

You have roughly the same level of training and potential as Zatanna does.

Brute Force (400 CP, Discount Half-Blood and Empowered): The inhuman source of your abilities grants you not only magical power, but also physical power as well. Your durability is enough to completely ignore conventional firearms and laugh in the face of a grenade exploding in your face. Your strength, likewise, allows you to casually throw large vehicles and tear through steel as if it was paper.

Blessing Without End (400 CP per Blessing, Discount Half-Blood and Empowered): The Endless are a group of powerful beings, each embodying a fundamental concept of some kind. The Endless are far older and more powerful than mere gods and rule absolutely over their domains. You have somehow caught the attention of one of these beings and have been granted a boon related to their sphere of power.

- **Blessing of Delirium:** Once Delirium was known as Delight, but some event forever altered the youngest of the Endless into a twisted form. With the favor of Delirium, you never need fear this same fate. Your mind is a rock upon which madness breaks. Nothing, be it the passage of eternity or staring into the eyes of the Old Ones, may so much as scratch your sanity.
- **Blessing of Despair:** Despair finds you to be one of only a handful of beings in all of creation that she actually likes. For finding a soft spot in her heart, she rewarded you with an immense willpower that will forever shield you from the depression which she embodies.
- **Blessing of Destruction:** Destruction is a strange being. Having long since grown tired of his duty as the embodiment of destruction and abandoned it to instead pursue (very flawed, due to his nature as the opposite) attempts at creation instead. With his favor, you gain insight into the structure of all things, and more to the point, the weakest points in the structures. Whenever you wish to destroy something, be it a simple physical object, a vast conspiracy, or something more abstract, you will always know where it is most vulnerable.
- **Blessing of Desire:** Desire is the personification of lust and desire. With this blessing you are among the most beautiful people to ever live. Even beyond your base attractiveness, everyone who looks upon you, or even a likeness of your image, will see something slightly different as your features warp in their mind to be ever so slightly closer to what they consider ideal beauty.
- **Blessing of Dream:** Dream of the Endless rules over the Dreaming. And he's honestly kind of a dick. But his involvement in the lives of mortals is really not that uncommon, and you are one of his favorites in millennia. With his blessing, you are now always

capable of lucid dreaming and may project yourself into the Dreaming at will, allowing you to access both the whole of the plane itself and all the dreams of every living being. Additionally, as dreams and illusions are very closely related, any illusions you cast are enhanced and you are capable of completely ignoring any other illusions that attempt to affect you.

- **Blessing of Death:** Don't fear the reaper, baby. Death is not exactly what you'd expect. Oh, she once was, but then she took a tradition of becoming mortal and facing a mortal's death one day a century and her entire perspective changed. Now, instead of appearing as something unnerving, she appears as a rather attractive and upbeat goth girl. After all, everyone deserves one last hot date. As Death favors you, she will turn a blind eye to your death once per jump, reviving you and healing your wounds in the process. After all, why rush things? All will eventually find themselves before her one final time, no matter how many come before.
- **Blessing of Destiny:** Destiny is the eldest of the Endless and the one most subsumed by his duties. For him to favor a mortal is a very strange thing indeed... but then, you're not exactly a stranger to strangeness, are you? With the favor of Destiny, you are granted much greater freedom from fate than others. Any attempts to alter your destiny are doomed to failure, as are any attempts to look into a future which directly involves you.

Down The Rabbit Hole (600 CP, Discount Empowered): You have the peculiar ability to borrow power from others. By touching someone – or something – else, you may temporarily steal any and all magical abilities they have. There is theoretically no true limit on the amount of number of powers you hold, but the more you steal, the less time you will be able to hold it. For instance, power stolen from the Spectre would flee your grasp in mere moments, where power stolen from a normal magician could be used for hours on end.

You also gain all of their knowledge relating to the use of the stolen powers. Be aware that this may also result in other odd reactions; stealing the power from a rhyming demon would compel you to speak in rhymes, for instance. Stealing power that is sufficiently alien to you may result also in catatonia or damage to your sanity.

And one final thing: your clothes transform into a hybrid of yours and those of the beings you steal power from while you retain the power. Not that big of a deal, but stealing from a ton of different people may result in some horribly unfashionable outfits.

You cannot use the power you steal to permanently increase your own power in any way.

Outside Help (600 CP, Discount for Natural and Empowered): Sometimes, you alone aren't enough. Sometimes your magic needs some extra oomph.

You know how to tap into external sources of power, whether it be leylines, artifacts, or a group of sorcerers channeling their power to you. You can weave this power into vast spells capable of amazing things greater than the sum of its parts, and you can handle far more of this power than would otherwise be possible. But even then, it puts a great strain on your body and mind, and even you have limits - limits that it will push you past if you're not careful.

Your skill with this can grow in time, allowing you to reach over truly vast distances to draw power. Should the need be great enough and you have some method of reaching out to them, you could spread your net over the whole of the world, asking thousands of magical beings and sorcerers to lend you their power. Of course, you'll need to actually convince them to do so, but if the entire magical world was putting up a united front, you could be a valuable player in such a game.

This also allows you to power magic with other forms of supernatural energy. After all, when you really get down to it, there's not that much of a difference in the power inherent in a soul or the chi that rests within the body from the energy you use to cast your spells, is there?

Avatar (1000 CP, Discount for Empowered): You are an Avatar and Guardian of either the Red, the Blue, the Green, the Black, or the Grey and tasked with the protection of a form of life.

The Red is a cosmic force which pervades nearly all organic animal life in the universe. As the guardian and avatar of it, you are able to communicate with, command, and transform into non-sapient animals. You can also draw on the aspects of animals near you, gaining speed from a cheetah, strength from a bull, the sense of smell of a bloodhound, and so on. Eventually, your mastery can extend to creating animal life from nothing, potentially calling forth even things long extinct.

The Blue is much the same as the Red, but concerns water and aquatic life instead. The power over and ability to transform into or create animals is the same, only now applying to things that dwell within the water. And, for that matter, you also possess power over and ability to transform into water itself.

The Green is similar yet distinct from the others. Where they are bound to animals, it is the source of all plant life. As the Avatar of the Green, you are able to control and create plant life, as well as fuse with the ecosystem of a planet, potentially appearing from or being aware of any and every plant in the world, or fusing with a tree in America and stepping out of a bush in Africa. With mastery of your powers, you may be able to create elementals to serve you or grow a forest in minutes.

The Black is the embodiment of death and decay. As the Avatar of the Black, you are an agent of death. Not the cute goth kind, either. Plagues, famine, rot, necromancy, you're walking proof that all things come to an end. All those manifested at your will, allowing you to potentially devour the life of untold numbers of beings and then raise their remains or command their spirits to do your bidding. With time, killing half a nation and flooding the rest with the living dead is well within your capabilities.

The Grey is very similar to the Green, but instead serves as the source of fungus. Your abilities as the Avatar of the Grey are somewhere between those possessed by an Avatar of the Green and an Avatar of the Black, allowing you to consume life to rapidly spread your infectious fungus at terrifying rates. Nearly anything the Green can accomplish, so too can you, but with fungus instead. You also have the ability to infect other elementals and add them to a hive mind that

you command.

Natural

Mystical Sensitivity (100 CP, Free for Natural and Empowered): Your experience with magic has left you acutely aware of traces of magical energy. You can tell what kind of spells were cast days after the fact by the residual energy they left behind, discern the potency and nature of enchantments, and track down anything that leaves behind a magical trail.

Sleight of Hand (100 CP, Free for Natural and Dabbler): You've had a good deal of practice at stage magic, street magic, or something in between. In addition to great skill at card tricks and various other illusions, you're none too shabby at picking locks and pockets. With some practice, you may even be good enough to do things like steal a watch right off of someone's wrist.

Back To The Basics (200 CP, Discount for Natural and Empowered): Your abilities make it easy for you to cast basic magic: things like lighting fires, cleaning things, making aesthetic changes to small things or similar small cosmetic changes to people, changing clothes, etc. It isn't likely to be much help in a fight, but damn if it doesn't make life more convenient. Your mastery of such prestidigitation allows you to cast it at-will, and essentially do so unceasingly, as it costs you almost nothing.

Escape Artist (200 CP, Discount Natural and Dabbler): Either you learned it for putting on shows or out of necessity after being hog-tied for the umpteenth time, you're become adept at escaping. Handcuffs, cages, or being blindfolded and chained up in the trunk of a car, you can escape from just about anything. You're not Houdini, but you're not too far behind, either.

Talking Is a Free Action (400 CP, Discount Natural): You know how sometimes people seem to be able to hold conversations or go on monologues during a short leap or cast spells to stop bullets after they leave the barrel of a gun? Well, now you can, too!

If you so choose, whenever you begin to speak, time will be compressed. This effect will not last indefinitely; maybe a paragraph or two can be exchanged in a single instant. Where this really shines is that you can cast any short, verbal spells effectively instantly, thereby eliminating a large weakness of many types of magic. This same effect will also be applied to anyone you are speaking to -- though they cannot use it to cast their spells, only to talk -- and attempting to somehow game this for uses other than talking or casting spells will end it.

Oh and no one will find this strange or even notice it unless they happen to be... aware of the true nature of reality.

Real Magic (400 CP, Discount for Natural and Empowered): This is where it starts to get interesting. You have training in how to use real magic, whether you have training in a specialized version such as the backwards magic that the Zatara family uses or a more generalized type, you're capable of some fun stuff. Teleporting, transmuting, energy blasts, etc.

On a small scale, you're capable of just about anything if you have the energy and know the right spells.

You have roughly the same level of training and potential as Zatanna does.

Baby Magic (400 CP, Discount Natural and Empowered): Oh no, not you. You don't need those training wheels on your power. Your mastery allows you to eschew requirements for magic outside of the magical energy needed to power the spell and the focus needed to shape it. You don't need wands or reagents or even incantations for your magic, simply the will and knowledge of how to accomplish something.

This isn't without downsides, of course. It's always somewhat both harder and less effective the more powerful the spell and the more components you eschew. Throwing a simple fireball without a chant won't make much of a difference, but attempting to cast world rending spells that normally require elaborate rituals and hours of incantations are another matter entirely.

Outside Help (600 CP, Discount for Natural and Empowered): Sometimes, you alone aren't enough. Sometimes your magic needs some extra oomph.

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Your skill with this can grow in time, allowing you to reach over truly vast distances to draw power. Should the need be great enough and you have some method of reaching out to them, you could spread your net over the whole of the world, asking thousands of magical beings and sorcerers to lend you their power. Of course, you'll need to actually convince them to do so, but if the entire magical world was putting up a united front, you could be a valuable player in such a game.

This also allows you to power magic with other forms of supernatural energy. After all, when you really get down to it, there's not that much of a difference in the power inherent in a soul or the chi that rests within the body from the energy you use to cast your spells, is there?

The Moving Finger Writes (600 CP, Discount Natural and Dabbler): Magic always has a price and you are certainly no exception to this rule. However, you are very skilled at... negotiation.

You may, in exchange for the normal consequences of a spell, expend enough magical energy to pay your dues. This scales with the value of what would have been taken in the place of the raw energy. Shrugging off addictive magic would be a small fee, but who can put a true value on something so priceless as a human soul? ...What's that? You *can* quantify the value of a human soul? Well that doesn't seem entirely moral, but if you're willing to pay the exorbitant fee it would

surely entail, who am I stop you?

Greatest Magician of the Age (1000 CP, Discount for Natural): A normal mortal mage is constrained by the limits of their mortal body and soul. The only way to increase their power past a certain point is to become something more or to wield powerful artifacts. For you, however, this is not the case. Not only do you start with much greater power than most, but there is no true ceiling to your growth. You will, for a time, grow in power at a meteoric rate, and then slow. But you will never reach a point where your magic cannot grow further.

Just remember... the greater the power, the greater the price.

Half-Blood

Twisted Sister (100 CP, Free for Half-Blood and Empowered): Your mind is ever so slightly warped, allowing you to resist effects that would normally disorient you. Compulsions to not notice something themselves go unnoticed and a weak attempt at hypnotism would fail utterly. This will do little against more powerful effects, but it'll stop smaller stuff from being a nuisance.

Dark and Troubled Times (100 CP, Free for Half-Blood and Dabbler): Your life has led you into contact with some unsavory characters, and this has taught you how to blend into dangerous places. Whether it's a bar filled with dangerous people or a cult meeting, so long as you keep your head down and at least try to blend in, you're unlikely to be caught.

Hypnotism (200 CP, Discount for Half-Blood and Dabbler): Whether by some skill you've picked up or by an innate ability, you are able to hypnotize someone, making them extremely susceptible to manipulation for a short time. This only really works on normal people and can be resisted with enough willpower, but only requires eye contact or a small visible gesture to activate.

Mark of the Beast (200 CP, Discount to Half-Blood and Empowered): Your inhuman source of power has left its mark on you. Inhuman eye, skin, and hair color are all possible, manifestations of it, and you may very well appear inhumanly beautiful, terrifying, or imposing if you desire. Whatever the case may be, you're definitely going to be turning heads when you walk down the street.

Blessing Without End (400 CP per Blessing, Discount Half-Blood and Empowered for one purchase): The Endless are a group of powerful beings, each embodying a fundamental concept of some kind. The Endless are far older and more powerful than mere gods and rule absolutely over their domains. You have somehow caught the attention of one of these beings and granted a boon related to their sphere of power.

- **Blessing of Delirium:** Once, Delirium was known as Delight, but some event forever altered the youngest of the Endless into a twisted form. With the favor of Delirium, you never need fear this same fate. Your mind is a rock upon which madness breaks.

Nothing, be it the passage of eternity or staring into the eyes of the Old Ones, may so much as scratch your sanity.

- **Blessing of Despair:** Despair finds you to be one of only a handful of beings in all of creation that she actually likes. For finding a soft spot in her heart, she rewarded you with an immense willpower that will forever shield you from the depression which she embodies.
- **Blessing of Destruction:** Destruction is a strange being. Having long since grown tired of his duty as the embodiment of destruction and abandoned it to instead pursue (very flawed, due to his nature as the opposite) attempts at creation instead. With his favor, you gain insight into the structure of all things, and more to the point, the weakest points in the structures. Whenever you wish to destroy something, be it a simple physical object, a vast conspiracy, or something more abstract, you will always know where it is most vulnerable.
- **Blessing of Desire:** Desire is the personification of lust and desire. With this blessing you are among the most beautiful people to ever live. Even beyond your base attractiveness, everyone who looks upon you, or even a likeness of your image, will see something slightly different as your features warp in their mind to be ever so slightly closer to what they consider ideal beauty.
- **Blessing of Dream:** Dream of the Endless rules over the Dreaming. And he's honestly kind of a dick. But his involvement in the lives of mortals is really not that uncommon, and you are one of his favorites in millennia. With his blessing, you are now always capable of lucid dreaming and may project yourself into the Dreaming at will, allowing you to access both the whole of the plane itself and all the dreams of every living being. Additionally, as dreams and illusions are very closely related, any illusions you cast are enhanced and you are capable of completely ignoring any other illusions that attempt to affect you.
- **Blessing of Death:** Don't fear the reaper, baby. Death isn't exactly what you'd expect. Oh, she once was, but then she took a tradition of becoming mortal and facing a mortal's death one day a century and her entire perspective changed. Now, instead of appearing as something unnerving, she appears as a rather attractive and upbeat goth girl. After all, everyone deserves one last hot date. As Death favors you, she will turn a blind eye to your death once per jump, reviving you and healing your wounds in the process. After all, why rush things? All will eventually find themselves before her one final time, no matter how many come before.
- **Blessing of Destiny:** Destiny is the eldest of the Endless and the one most subsumed by his duties. For him to favor a mortal is a very strange thing indeed... but then, you're not exactly a stranger to strangeness, are you? With the favor of Destiny, you are granted much greater freedom from fate than others. Any attempts to alter your destiny are doomed to failure, as are any attempts to look into a future which directly involves you.

Highway To Hell (400, Discount Half-Blood and Dabbler): There exists magical pathways between most mystical dimensions. Heaven, Hell, Faerie, Gemworld, and pretty much every afterlife or magical nook and cranny you care to name. With proper knowledge of these pathways, one can easily slip into them, allowing easy access to both them and what amounts to teleportation around earth, as well. And you are one of the few people with knowledge of

pretty much all of them.

After this jump, you will retain the ability to travel between nearby magical dimensions and enough knowledge to not easily get lost while doing so. This won't let you travel to Earth Aleph while in Worm, but slipping into the Nevernever while in the Dresden Files is simple and easy. You also can't access magical dimensions outside of your current jump until your chain is finished. In jumps that don't have alternate magical dimensions this simply acts as a form of magical fast travel system instead.

Brute Force (400 CP, Discount Half-Blood and Empowered): The inhuman source of your abilities grants you not only magical power, but also physical power as well. Your durability is enough to completely ignore conventional firearms and laugh in the face of a grenade exploding in your face. Your strength, likewise, allows you to casually throw large vehicles and tear through steel as if it were paper.

Thirteen (600 CP, Discount for Half-Blood): Your nature has given you an incredible resistance to magic. Normal magicians would be completely unable to affect you, and the magic of more powerful beings would be greatly weakened when used against you. You have complete control over this ability, allowing you to be affected by any magic you choose. You can not be compelled to lower your resistance unwillingly, even if mind controlled or enchanted by someone else. Only a conscious choice made with free will on your part can lower it, unless it would explicitly be to your benefit, such as an allied spellcaster attempting to dispel a mind control spell or curse affecting you.

Just, you know, this won't do much of anything if someone uses magic to levitate a huge boulder above your head and drop it on you or uses magically enhanced strength to snap your neck.

Carefully Chosen Words (600 CP, Discount for Half-Blood and Dabbler): You know real magic isn't in fireballs or flashy explosions. No, real magic is in words. Words can drive a man mad, words can create or shatter nations, can make your bitterest enemy your dearest friend, and can drive a man to kill his brother. And your silver tongue knows more words than most.

Whether it's convincing a serial killer that the real thrill would be to feel his own death or a group of mobsters to tear themselves apart, all you need is a few words.

Dimension Lord (1000 CP, Discount Half-Blood): You are the proud owner of a magical dimension. Whether you inherited it from your parent, usurped it from their control, or gained it in some other way entirely, this is a world all your own. It can be some something associated with your parent, such as a section of Hell or a slice of Faerie, or it can be a dimension all its own. Whatever the case, within this dimension, your power is increased significantly over as you gain dominion over all of the magical power that exists within the dimension. The world can be reshaped to your will, allowing you to change the environment as you wish or control the weather on a whim.

By default, this dimension is roughly 20,000 square miles in size and you may choose to have it be inhabited by residents that are fitting to it. This could be anything from humans to elementals, fae to golems, or a variety mix. Whatever the case, these residents are absolutely loyal to you and can number anywhere from none to several million.

Even outside of this dimension, you may draw on its power, though not nearly so much as while within and it is possible to block your attempts to do so. Drawing on its power outside of it does not increase your power, it simply allows you to recover your pool of magical energy much faster. You may also summon the residents outside of your dimension to serve you.

You may also import another dimension you have to gain these effects. Each new jump you may choose if the dimension remains the same, is a copy of one of your previous dimensions, or if it is in a separate locale based on your desired settings, such as jungle, ocean, mountain top castle, hellscape etc. Should your dimension be a copy of an older one it will be populated by facsimiles of its previous inhabitants, should it be an old one it will have the original beings. Do note that these beings are not companions, and attempting to use the Dimension as a pod will leave whoever it is you tried to bring along in a safe spot in the dimension they entered yours from. You make your choice on if your Dimension is a copy, one of your old dimensions, or a new dimension the first time you access it each jump. Time in inactive dimensions is frozen. Post chain you may merge these dimensions together in whatever way you choose.

Dabbler

Dark and Troubled Times (100 CP, Free for Half-Blood and Dabbler): Your life has led you into contact with some unsavory characters, and this has taught you how to blend into dangerous places. Whether it's a bar filled with dangerous people or a cult meeting, so long as you keep your head down and at least try to blend in, you're unlikely to be caught.

Sleight of Hand (100 CP, Free for Natural and Dabbler): You've had a good deal of practice at stage magic, street magic, or something in between. In addition to great skill at card tricks and various other illusions, you're none too shabby at picking locks and pockets. With some practice, you may even be good enough do things like steal a watch right off of someone's wrist.

Hypnotism (200 CP, Discount for Half-Blood and Dabbler): Whether by some skill you've picked up or by an innate ability, you are able to hypnotize someone, making them extremely susceptible to manipulation for a short time. This only really works on normal people and can be resisted with enough willpower, but only requires eye contact or a small visible gesture to activate.

Escape Artist (200 CP, Discount Natural and Dabbler): Either you learned it for putting on shows or out of necessity after being hog-tied for the upteenth time, you're become adept at escaping. Handcuffs, cages, or being blindfolded and chained up in the trunk of a car, you can

escape from just about anything. You're not Houdini, but you're not too far behind, either.

Faustian Flip (400 CP, Discount Dabbler): You know how making a deal with the devil never seems to play out in your favor? Well, now it's time for that to finally change. You may freely break any sort of binding deal or contract made with a magical being while retaining any and all benefits you received from said deal. Just, you know, be prepared for a pissed off benefactor if you decide to do so.

Of course, this does have one limitation. Namely that it only works on one deal at a time. Using it to retain the benefits of a new deal will result in the forfeiture of all those gained from the last such deal. Still, this is quite the talent you have here. Use it carefully.

Highway To Hell (400, Discount Half-Blood and Dabbler): There exists magical pathways between most mystical dimensions. Heaven, Hell, Faerie, Gemworld, and pretty much every afterlife or magical nook and cranny you care to name. With proper knowledge of these pathways, one can easily slip into them, allowing easy access to both them and what amounts to teleportation around earth, as well. And you are one of the few people with knowledge of pretty much all of them.

After this jump, you will retain the ability to travel between nearby magical dimensions and enough knowledge to not easily get lost while doing so. This won't let you travel to Earth Aleph while in Worm, but slipping into the Nevernever while in the Dresden Files is simple and easy. You also can't access magical dimensions outside of your current jump until your chain is finished. In jumps that don't have alternate magical dimensions this simply acts as a form of magical fast travel system instead.

You Know My Reputation (400 CP, Discount Natural and Dabbler): You have an astounding capacity to bluff your way out of anything - mostly due to your supernaturally good poker face. You have absolutely no tells and even attempts to peer into your mind can't discern whether or not you're lying. You could lie to God and he'd be none the wiser.

Carefully Chosen Words (600 CP, Discount for Half-Blood and Dabbler): You know real magic isn't in fireballs or flashy explosions. No, real magic is in words. Words can drive a man mad, words can create or shatter nations, can make your bitterest enemy your dearest friend, and can drive a man to kill his brother. And your silver tongue knows more words than most.

Whether it's convincing a serial killer that the real thrill would be to feel his own death or a group of mobsters to tear themselves apart, all you need is a few words.

The Moving Finger Writes (600 CP, Discount Natural and Dabbler): Magic always has a price and you are certainly no exception to this rule. However, you are very skilled at... negotiation.

You may, in exchange for the normal consequences of a spell, expend enough magical energy to pay your dues. This scales with the value of what would have been taken in the place of the raw energy. Shrugging off addictive magic would be a small fee, but who can put a true value on

something so priceless as a human soul? ...What's that? You *can* quantify the value of a human soul? Well that doesn't seem entirely moral, but if you're willing to pay the exorbitant fee it would surely entail, who am I stop you?

Synchronicity Wave Travelling (1000 CP, Discount for Dabbler): You have a rare and dangerous talent. An ability possessed only by a select few of the Constantine bloodline. Synchronicity, in magic, is the belief that the universe is guiding you. For one such as you, the reverse is true. The Synchronicity Wave is your plaything and you may use it to instead guide the universe. To your whims, fate and chance bend. Coincidences pile up to make even your shallowest of plans succeed even as the complex and masterful plans of your enemies fall to pieces around them.

You have preternaturally good luck, bullets fly around you, people trip and fall on their own swords, and the cosmic dice are weighted in your favor. Fate cannot touch you as you make your own way, but the very same Fate will bend to make your plans come to fruition, even as it guides your hand into the heart of your enemies.

When you actively ride the Wave -- which requires only that you focus and will yourself to do so -- these effects are amplified drastically. You can stand against beings of immense power and watch as it almost seems as though a writer changes the story to allow you much greater odds of coming out on top. Facing down the ultimate embodiment of evil would spell doom for most any man, but your chances of pulling the wool over the devil's eyes and walking away with the last laugh are much higher than they would be for just any common schmuck, even if you *were* just an otherwise common schmuck -- but we both know you're already much more than that, don't we?

Although, you *should* be aware that while this greatly shifts the odds in your favor, it does not guarantee victory, nor does it allow you to win in a truly impossible situation. Don't get *too* cocky.

Even above this, once your chain is over you will gain mystical significance as "The Laughing Magician", who thumbs his nose at the gods of man's own creation and upsets the balance of all, the greatest trickster, who spits in the face of God and the Devil alike. By using that title, you will be able to gain near godlike power, controlling fate, magic, and even bending the fabric of reality.

Items

General

Vestments of Fate/Freedom (800 CP): The Lords of Order and Chaos are powerful magical beings that were born at the dawn of time. For untold millennia, they have been locked in a metaphysical war, attempting to further the cause of Order or of Chaos. Primarily, this is accomplished by empowering mortal agents to act as proxies.

The most powerful and well-known example of this is Doctor Fate -- the manifestation of Nabu, the greatest and most powerful of the Lords of Order -- who channels his power through the Helm of Fate and those who wear it. But Nabu is far from the only Lord to empower his agents through artifacts and one such item has fallen into your possession.

You have some wearable object that contains the essence of a lesser Lord, whether of Chaos or Order. This item is bound to you, allowing you to summon it at-will, and when worn, grants you access to a large sum of magical power. This would be a formidable amount of power even in the hands of a mortal with none of their own, but it truly shines when worn by an already powerful being. The more powerful the person wearing the Vestments, the larger the increase in power will be.

As well, when worn, the ghost of the — now long-dead — Lord will whisper into your mind, teaching you powerful magic and prompting you to follow their agenda. The ghost will be completely unable to possess you unless you allow them to do so and the possession may be revoked by you at any time. You don't have to advance their cause, but they will be much more willing to teach you if you do so.

After this jump is over, you can silence the ghost or awaken it as you please.

With a second purchase (discounted if the first purchase wasn't), you may gain the Vestments opposite of the ones first purchased, but both cannot be used together. Or, in place of having one for Order and one for Chaos, you may instead spend 1600 CP (prior to discounts) to purchase Vestments containing the power of a Lord of Balance, which will be half again as powerful as either of the others and allow you to wield both Chaos and Order magic at once.

Tower of Fate (600 CP, Discount for those who purchased Vestments): A replica of the Tower of Fate reserved for use by the eponymous Doctor Fate. This tower is as big as it needs to be and rests outside of the bounds of the multiverse. If all of creation were to be cast into oblivion or warped into a sea of chaos, this tower would remain untouched. Only you and those you welcome inside may enter and any inside may be ejected at your leisure. While you are inside the Tower, your power is amplified many times over. Even as a normal mage this would be enough to allow workings of magic comparable to Doctor Fate himself.

You may choose to have this tower manifest inside any dimensions or pocket realms you own, which also allows you to take advantage of the towers benefits in a radius around the tower.

Empowered

Shrine of [Insert Patron Name Here] (100CP, Free for Empowered): Your power comes from an outside source, and some such sources demand attention, whether through prayer or rituals performed in their names. This is a special shrine, a few feet tall, and made of wood. The drawers at the bottom contain a range of eclectic and occult tools and accoutrements, from sticks of incense to bowels and blood letting knives. All of these are marked with the symbol of your patron of choice, which can be changed with a quick chant... Maybe don't tell them about that bit, they may not appreciate how quickly your devotion can change targets. It comes pre-devoted to the being of your choice, which can freely change once per jump. Devoting it to other beings will be far easier than it would normally be.

Sword of Night (200 CP, Discount for Empowered): An ancient artifact forged for a great hero in another dimension. The Sword of Night possess several powers. First, it is, of course, a very sharp blade and it will always remain so, never rusting or dulling. Among its other abilities are the ability to sense danger and warn its wielder of such, the ability to force people to speak the truth, and the ability to restore its wielder to their prime and keep them there for so long as they wield it regularly.

Ragman Suit (400 CP, Discount Empowered): A dark green cloak set over a skin-tight suit patchwork cloth in a plethora of colors and shapes. Well, it appears to be cloth; in truth, it is made of corrupted souls captured by the wearer. The suit was made long ago as a source of mercy and an alternative to burning in Hell for the souls captured by the wearer. The souls can aid the wearer, granting them strength and taking damage in their place. In doing so, they eventually pay their penance and are allowed entry into Paradise for their services. The more a soul helps, the faster they earn their freedom and they all know this, so most are willing to do what it takes – or they eventually come around to be willing, in any case.

The Suit already contains a few dozen souls that are willing to work for their redemption, which is enough to amplify your abilities well into the superhuman range when drawing on them, but you will need to capture more and continue to do so to retain and increase the suit's power. Needless to say, this only works on the souls of the wicked. You also have absolute telekinetic control over the cloak, which is supernaturally strong and can stretch and contort, while wearing the suit.

Starheart Shard (600 CP, Discount for Empowered): A shard of the Star-Heart, forged into the shape of a ring, freed from the malevolent taint of the true Starheart. It can conjure green, flame-like energy that can be shaped into constructs by the wielder's will, in much the same way as a Green Lantern Ring. It also allows the wielder to fly, encase their body in a magical force field that will allow them to ignore large amounts of damage and sustain themselves in environments such as the vacuum of space, and fire enormously powerful energy blasts. It does

not, however, possess the more esoteric abilities of the true Starheart.

Though it is powerful, a simple shard will not have the power of the entire Starheart. On the upside, you'll never have to recharge it, and it is not weak against wood like the complete Starheart is.

Natural

Stage Set (100 CP, Free for Natural): A comprehensive set of everything you need to put on a magic show. Any supplies used or destroyed will be replaced within 24 hours. This covers everything from a stage, curtains, some tables and chairs, and even a cutting box and glass tank, along with an assortment of tools such as chains, cards, and more. Order now and it'll come with smoke machines, bunnies, and doves for no extra cost!

Tarot Cards (200 CP, Discount for Natural): You have an enchanted set of Tarot cards. In addition to functioning much the way they're supposed to, they also change to have personalized illustrations based on the person drawing the cards. Of course, the damn things don't actually come with any instructions, so you'll have to figure out fortune telling on your own.

Cloak of Levitation (200 CP, Discount for Natural): An indestructible magical cape that moves according to the wearer's will. This cape is a masterfully enchanted object that allows the wearer to fly at the speed they can move without the need to expend any of their magical energy, and considerably faster if they pour on the magic.

Fountain of Youth (400 CP, Discount for Natural): A fountain appears in your warehouse, filled with sparkling crystal water that is always pleasantly cool. Anyone submerged in the pool will cease to age, be regressed to their physical prime (if past it), and be granted the ability to understand and speak to any creature in its native language, be it man, beast, or magical entity. Any non-sapient living being will cease to age, be regressed to their prime (if past it), and also be granted human-level intelligence as well as the ability to speak. For another 200 CP (before discounts), it will also act similarly to a Lazarus pit, allowing it to even go so far as to revive the dead.

Library of Eternity (600 CP, Discount for Natural): An incredible enchanted library is added onto your warehouse. This library is an artifact of immense value that was long thought to only exist within myth and legend, for within it is all the knowledge of mankind. This infinite library will absorb all written knowledge in very jump that you visit. The only exception to this are singularly unique and important books such as the Book of Eternity or the Necromicon. Of course, you'll have to find the books you want to read, first. Luckily if you enter the library with a specific topic in mind you'll tend to find yourself in the right area with only a few minutes wandering around.

Half-Blood

Family Tree (100CP, Free for Half-Blood): It can be hard, sometimes, to track down ancestors

when one side of the family can live for centuries, but now it's just a little bit easier. With a drop of blood on this large scroll the names of your ancestors will be filled in - provided their identity isn't being supernaturally concealed. This only provides the name they would be most commonly known by, which may unfortunately be a title for some beings, but hey - it's a start.

Blood Ward (200CP, Discount for Half-Blood): Your supernatural parent probably isn't the kind you want rocking up to parent teacher interviews, but they may still want to take an interest in your life - no matter how much you wish they wouldn't. This charm, perhaps a necklace, ring, watch, or similar thing provides a measure of protection from your own progenitors. While limited in scope, should any ancestors or other relations seek to use their familial bond against you using supernatural means they will find it much harder to do so, needing to exert far greater effort to overcome your defences, and almost certainly giving you enough warning time to do something about it.

Soultaker (400 CP, Discount for Half-Blood): A well crafted sword, enchanted with potent dark magic. As implied by the name, it devours the souls of those killed by it or any spiritual beings slain and allows the wielder access to their knowledge and skills, though not any supernatural ability you would not have already been able to access. Very useful for the lazy and the lacking in scruples.

If any soul is freed from the blade outside of the jump it was trapped in, it will immediately return to the jump in which it was trapped.

Trident of Lucifer (600 CP, Discount for Half-Blood): Something of a misnomer, this fiendish golden weapon is actually closer to the bastard offspring of a bident and a spear. An artifact of immense power forged long ago in the deepest fires of Hell, this Trident is greatly feared and lusted after by demons and mages alike. Able to summon forth enormous torrents of the flames of Hell in which it was born, this Hellfire not only burns the physical but also the magical and spiritual. These flames are powerful enough to burn most beings to ash within an instant and banish or destroy all but the absolute most powerful of demons and spirits.

Dabbler

Worn Trenchcoat (100 CP, Free for Dabbler): A worn trench coat with pockets that seem to be able to store an impossible amount of things. An iconic item for some of the more modern magical types, whether working as a magical detective or an arcane conman, this coat will help you do it in style. May or may not come with an invitation to join the Trenchcoat Brigade.

Bottle of Demon's Blood (200 CP, Discount for Dabbler): A small bottle of demon's blood that replenishes once a week. Demon's blood is a useful ingredient for many potions and rituals, and if someone is giving a transfusion of it, assuming they survive, they will be healed of any existing ailments, their aging process will be retarded, and their strength and stamina will be somewhat augmented.

Oblivion Bar (400 CP, Discount for Dabbler): A magical bar that resides within its own pocket

dimension. The main room is a somewhat large bar that you get to decide the actual appearance of. Want an Old West saloon? Knock yourself out. A nightclub complete with annoying techno music? I really don't think the magical crowd will be into that, but sure. It also has several other rooms connected to the main one as well that you are welcome to decide the purpose of.

How the bar is accessed is largely up to you. Could be a password that, when spoken, connects any door to the dimension or it could simply require customers to provide their own method of interdimensional transport. It also magically restocks itself each night, and repairs itself if damaged at the same time. Infinite booze should be reason enough to buy this, right?

Philosopher's Stone (400 CP, Discount for Dabbler): A perfect replica of the Philosopher's Stone, one of the Four Wonders of Alchemy. Legendary even outside of occult circles and widely sought after, the Philosopher's Stone is the ultimate goal of every alchemist to ever live. The small stone possesses the ability to alter the molecular structure of inorganic matter into other elements.

Ruby of Life (600 CP, Discount for Dabbler): The Ruby of Life is an ancient artifact created over seven thousand years ago. The ruby is a small crimson gem with the shape and size of a small egg. Wielding the gem gives several mystical abilities. Namely, the creation of illusions, blasts of magical energy, and the control of inanimate objects.

The Ruby can also be used simply as a magical battery of sorts, amplifying the power of a magician or allowing those with no magic of their own to cast spells, though this requires practice or training as opposed to the innate abilities the gem grants. With training in its use, someone with no potential of their own could be a powerful spellcaster on par with the likes of Zatanna.

Companions

Jumper Brigade (50-300 CP): You may import a companion for 50 CP, granting them an Origin, any freebies that comes with it, and 600 CP to spend.

You may instead Import up to 8 companions for 300 CP. You may also supplement companions' CP with your own at a 1:1 ratio, with all of them gaining an equal amount from it.

Talking Animal (50 CP): An otherwise completely mundane animal that fell into a fountain of youth, granting immortality, sapience, and the ability to speak any language. Seems to have taken a liking to you.

Canon Companion (100-200 CP): Oh? There *is* an interesting bunch of people here. It's not surprising that you'd grow attached to someone. If you want, you can let someone tag along, if

you're willing to pay for their trip and can convince them to leave.

For 100 CP you can have a normal human -- or close enough to a normal human, anyway -- come along for the ride.

For 200 CP, you can grab someone who's a part of the other side. Human mages and comparable beings. Have a thing for Zatanna? Want to befriend John Constantine (don't do that)? Then this is what it'll cost.

Happy-Go-Lucky Goth (100 CP): What's this? It seems an incredibly pale and perky goth girl with a fondness for ankhs and a zest for life has taken to following you around. She seems to be an entirely mundane human but is utterly unflappable and frustratingly vague when asked about herself. How odd.

Or, you know, she has several siblings. Perhaps one of them has taken to following you instead?

Drawbacks

As I have said, everything has its price... You may only take 1000 CP worth of drawbacks, unless you take Day of Vengeance.

Bad Dreams (+100 CP): You earned the ire of a warlock, who cursed you, binding a dream-shaping demon to your mind. Normally, these lesser demons are of no real concern, and easily able to be warded off and defeated, but this enchantment has been somehow made unbreakable.

Any sleep you have will be fitful, filled with nightmares and restlessness. Any attempts made to remedy this will inevitably fail and even if you had no need of sleep, you will eventually find your eyes growing heavy. This will never kill you, but expect to spend your time here exhausted and stressed.

Tophat Troubles (+100 CP): Wow, your fashion sense is bad. Like really bad. You'll be constantly dressing in stuff like cheap stage magician outfits or tacky robes and turbans. Hey at least you'll fit in.

Really Need A Tan (+100 CP): You're really pale. Like, Jesus Christ you're pale. Could be mistaken for one of the Endless, pale. What's more, your hair is as dark as night and clothes you put on will change to match. You're practically monochromatic.

Blinded By Truth (+200 CP): The price you paid for your eyes being opened to the truths of the world was, ironically, to have them closed forever. You have gone permanently, completely blind as your normal sight was forever lost to you. You can use spells or abilities to allow you to sense things around you or even something such as echolocation to find your way around, but

actually curing your blindness if impossible. Curiously, even artifacts or cybernetics that would solve this also fail.

Inner Demons (+200 CP): Maybe you're not alone in your head or maybe you have some serious anger issues, but whatever the case may be, there are limits how much of your power you can draw on and how long you can use it before you lose control, going berserk or becoming possessed by some dark side hiding in your mind. You'll eventually be able to calm down or wrest control from whatever away from whatever is in charge, but until then you'll be a danger to everyone around you.

Interesting Times (+300 CP): Normally magic has a price. That which you pay when you are casting a given spell, which could be as simple as some mana or as much as a human life (or many lives) depending on the nature of the magic being cast, and the price you pay simply to have access to magic at all. For Zatana the price of her magic was the loss of her parents. As a Jumper you would normally not need to worry about the second price, the cost of having magic in the first place (your price was the CP you spent, after all), and instead only be concerned with the price you need to pay moment-to-moment as you cast your spells. Now, however? You have to worry about both. You *will* live in interesting times, in the Chinese sense of the phrase, and any actions taken to avoid it will only backfire, serving simply to pull you in deeper. Maybe it's for the best if you just go with the flow?

The Chosen One (+300 CP): You have been bound to a great and terrible destiny. The exact specifics of it are ... vague. Figuring out what, specifically, you're destined for is going to be a trial in and of itself, and the longer you procrastinate in discovering the specifics of what needs to be done the more likely your destiny will be one of tragedy. Fortunately there is, currently, no great prophecy regarding you or the thing you must accomplish, which means that others will not know to take advantage. Unfortunately, there is no great prophecy regarding what needs to be done, which means no one can help you.

For every year that you have failed to discover the destiny you are required to fulfill your odds will worsen. If you have not discovered your destiny by the third year of your time here then it is likely you will be doomed. If you have not completed your destiny, whatever it may be, within seven years of your time here then you *will* be doomed, and failing your chain will be the least of your worries. Regardless of how quickly or how long you take the destiny you must fulfill will test you, potentially to your very limits, and will likely demand some great personal sacrifice on your part. Whether or not the sacrifices you make will be worth it in the end ... well, that depends on what your destiny was, doesn't it?

Paramour (+400 CP): Ah, your exceptional nature has caught the eye of Morpheus. Morpheus is perhaps better known as Dream of the Endless, a cosmic embodiment of dreams and stories who has existed and ruled for longer than your kind have walked the world. This may not seem that big of a deal to you -- maybe you're even flattered by the attention --, but keep in mind that Morpheus is an incredibly powerful and melodramatic being who tends to experience mood swings. He also once doomed a lover who spurned his affections to millennia of suffering in

Hell.

Agent (+400 CP): All of your powers, both from this jump and outside of it, are now bound to an ancient artifact, which you must don to access them. However, the artifact is also home to a spirit with its own agenda.

Fortunately, the spirit has no direct control over you. It does, however have control over how much of your power you can access. Unless acting in concert with its will, all of your abilities will be reduced to one tenth of their strength.

The spirit won't have a goal you find completely objectionable, and can be persuaded to allow you to access greater power even without agreeing to its terms if the situation is dire enough.

Luck of the Damned (+400 CP): The good news is that this effectively guarantees you'll survive this jump, as fate itself will bend to keep you alive.

The bad news is it's only doing that because your death would only lessen your suffering. You'll spend your time here both in misery and freely spreading misery to all around you. Those around you will constantly die, be cursed to a fate worse than death, or somewhere in between. Anyone you come to care for is especially likely to end up getting cosmically screwed over.

Your companions are not immune to this. Oh, they won't permanently die... But they won't respawn until the jump is over. And if their soul ends up damned to hell or somewhere similar - which is incredibly likely - they'll spend the rest of the jump being tortured there.

Adoring Fan (+600 CP): You have a fan. A 5th Dimensional Imp, wielding virtually omnipotent powers, two degrees of infinity higher than anything in this plane of existence... and it has decided that your adventures thus far have been the greatest thing they've ever seen, and want nothing more than to see you relive them.

Though they mean you no real harm, they can be a bit... overenthusiastic. They will show up at least twice a year, and will warp the world into an imitation of a past event you've been in in an attempt to see their hero live and in action, and will remain on earth until you trick them into saying or spelling their name backwards.

And, while they have no intention of harming you, and fully intend to resurrect you should anything go wrong, if something they conjure up kills you, it'll still be the end of your chain. And make no mistake, you will be facing the greatest threats you have faced in the past unless you can trick the imp into leaving before it goes that far.

Scenarios

You may take one greater and/or one lesser scenario. CP gained from scenarios does not count against the drawback limit.

Lesser Scenarios

The Books of Magic

You've been charged with ensuring the safety and education of one Timothy Hunter, a young boy destined to be the greatest magician of this age. The boy is destined to be the most powerful magician of this age, but is currently unaware of this -- and of the existence of magic at all, for that matter. The magical world, on the other hand, has been made aware of his existence and the great power that he is doomed to wield. Many will seek to use him for their goals or, if that fails, to snuff out his life so that others cannot do the same.

Normally a large portion of the Trenchcoat Brigade would intervene to protect the boy and guide him through this dark and fantastic world. Now though, they seem unconcerned with doing so and the responsibility has fallen at your feet. If you choose to take up the task, you will need to protect the boy and teach him to wield his power.

If you fail and he is corrupted it could spell doom for the world as he tears through its protectors with the might of a vengeful god. If you succeed, however, you will be rewarded with 300 CP to spend as you wish and may take Timothy as a companion.

Hell in a Handbasket

Well this is just peachy, isn't it? Instead of starting in your normal location you instead begin this jump in, you guessed it: Hell! Well, one version of Hell, anyway. Not only that, but you seem to have left most of your powers in the mortal realm, those being everything other than the perks you got from this jump and BodyMod.

Now don't go thinking you can just waltz on out and get back to normal, oh no. You've been bound here by a seal anchored by three powerful demons, each of which can only be defeated in a specific way. It's not all bad news though, as the secrets to defeating the first two of these Lords of Hell is inscribed on a stone tablet in front of you.

The First Lord is relatively straightforward, his immortality is tied to three fire demons who, as his most powerful followers, are used to lead his armies. His pride, thinking these parts of him cannot be beaten, will be his undoing, as your first task is to get past his armies in whatever way you can and slay all three fire demons, then face the fiery foe in single combat.

The Second Lord is, almost predictably, an ice demon. To defeat him you will need to carry the still burning embers of the first demons heart through his territory, past his guards, and into the depths of his castle, allowing you to melt the three statues to remove his immortality and allow you to kill him.

By now you've probably figured out the pattern, remove the three things that protect the demon, before defeating the Demon Lord. Unfortunately that pattern is all you have to go with on the last one, as the stone tablet suddenly stopped right after describing the last Lord's fortress in a hellish jungle. To escape hell and return to your proper state you must uncover the three items or entities that empower the Demon Lord and then face the Third Lord yourself. Might want to hurry; the bushes over there are rustling, and you might not like what's inside.

Once the final demon is gone you'll immediately be teleported to your normal starting location, and can continue your jump as normal with an extra 300 CP to spend and all your powers and abilities restored. You may also take some of the power of one of the three Demon Lords with you, gaining either pyro, cryo, or chlorokinesis powerful enough to engulf most houses easily.

Greater Scenarios

Day of Vengeance

One day after you arrive, the Spectre will have been corrupted by Calypso, causing him to begin a campaign to destroy all magic, magic users, and magical beings in the universe and every adjacent dimension, believing them to be the root of all evil. Of course, destroying all magic is impossible, and all he's doing is undoing millennia of work to tame it and make it less wild, but he doesn't know that and can't be convinced of it.

Where before he would have been stopped at great cost after a cataclysmic duel with the last and greatest of the Lords of Order, Nabu, after drawing the attention of the Presence by pulling on too much power, but now Nabu is nowhere to be found and the Presence seems to be preoccupied.

The Spectre is an immortal fallen angel, punished not by being cast into Hell, but by being shackled to duty as the Spirit of Vengeance. He draws on immense stores of magical power beyond virtually anything else in this world and is capable of warping reality to accomplish nearly anything, though there are laws even he cannot break.

He also now views you, specifically, as a threat to his duty and a font of great evil. Without great power and the united front of the entire mystical world at your back, this is likely to be the end of your chain, Jumper.

If you manage to end his threat, via somehow destroying him, imprisoning him, or something else entirely, you will be rewarded handsomely. For these titanic feats, you shall gain 500 CP to spend as you please and an exact replica of the Spear of Destiny, possessing all of the power of the original. The Spear of Destiny is the spear used to pierce the side of Christ upon his

crucifixion. It is an artifact of immense magical power and a weapon capable of slaying anything that lives – or that doesn't live, for that matter.

Trigon Begone

Something is wrong. Upon your arrival you can immediately tell, but not because of any magical disturbance or anything. No, you simply looked up into the sky and beheld a sea of angrily roiling bloody storms. The land is desolated and civilization lies in ruin. Demons stalk the world and the few surviving mortals are nothing more than amusing toys for them.

The great and terrible demon lord, Trigon, was summoned into this dimension and swiftly conquered it. Its greatest defenders fell in droves and now the foul king keeps items that belonged to them and even some of their corpses as trophies. He sits atop the world in a castle forged by his dark will and laughs in triumphant pleasure. And then he looks down on the Earth in curiosity as he feels your arrival.

The terrible lord will send demons to fetch you to his castle in an attempt to sate his curiosity. If they fail, he will send increasing numbers and more powerful demons in search of you. If they fail enough times, the giant demon will rise from his throne, his four eyes narrowing, and set out to find you himself.

To move on from this jump you will need to banish or destroy Trigon, freeing the Earth from his grasp. How you accomplish this is entirely your choice, but keep in mind that this will be no simple task. Trigon is a being of power beyond mortal reckoning; when he arrived in this world, the greatest of its heroes were felled easily before his might and he warped the world to his whims to be more pleasing to his eyes.

If you manage to defeat Trigon, you will receive great treasures. The first is 600 CP to spend as you please. The second is that some small fraction of Trigon's power has escaped into your own. You now possess the ability to create and amplify the Seven Deadly Sins within others. The extent of this ability is that you could cause sins to quickly spread throughout a large city of normal humans; within a week every mundane person in New York lacking in supreme discipline or willpower would become consumed by their base natures. You may also use this effect on smaller scales and dismiss it at will.

Or, if you prefer to act in a more righteous manner, you may accomplish the opposite, purifying and cleansing sin. You could turn a hive of scum and villainy into a bright and blossoming metropolis.

Outro

Go Home: Maybe you're feeling homesick and you're ready to go back to your original world?

Stay: Ah, this world ain't so bad, is it? Maybe you'd like to live out the rest of your days here?

Move On: Of course not. This is who you are, mate. Now ride off into that sunset.

Notes

Made by Cracker_Jack in case you need questions answered, but it was made jumpable by lots of other people. Special shoutout to Brellin, who went through the whole damn thing and corrected all of the grammar, and to TopHatAlthalus and the IRC in general for giving me plenty of ideas to steal. But mostly TopHat is responsible for actually finishing it and making it jumpable.

Magic is... okay, I'm going to be frank, magic is bullshit. It changes based on a writer's whim and the needs of the plot. However, one thing always remains consistent: it always has its price. The price for any particular spell may be anything from simply the energy required to cast it to the genocide of untold numbers of people to something abstract, such as the love shared by two people. Normally, all mages are also charged a more abstract price for their power, as well; Zatanna's price, for instance, was the death of her parents. You won't have to worry about that after this jump is over.

As for what magic can actually do, well, it's pretty much anything with the right combination of power and knowledge. If you choose to specialize in some form of magic, you'll be more powerful in that form at the cost of overall versatility. What types of magic are there? All kinds. Choose a real life magical tradition to base it on or just make something up, if you want.

You may not be an Avatar of multiple Colors.

If you complete a scenario you will gain any rewards and CP at the end of the jump. You may also reserve CP to spend alongside the CP you earn from scenarios. Ie: if you do the Trigon Begone scenario you could save 200cp (for example) from your initial purchases in order to have 800cp to spend once the scenario was over (200cp saved + 600cp scenario reward).

Happy Go Lucky Goth is a completely mortal avatar of Death of the Endless with no power of her own, save for the ability to see and speak with the spirits of the dead. The same is true if you take one of the other Endless through the perk.