

Alex Verus Jumpchain 2.0

By Ze_Bri-0n

Though Alex Verus has long since escaped the Dark Mage he was once apprenticed to, trouble keeps finding him. Despite his best efforts to run his magic shop in peace, ancient artifacts, old curses, and magical atrocities continue to intrude upon his life and thrust him into lethal danger.

Diviners like Alex are an uncommon and subtle form of mage. They can't create gates in space, throw fireballs, or heal people, but the information at a diviner's fingertips is a power unto itself, if you know how to use it, and Alex Verus certainly does.

You have 1000 Choice Points to acclimate yourself to this world. You begin somewhere in London, and shall stay in this world for ten years. You arrive the day that Lyle tries to hire Alex to open and navigate the "Tomb" of Abithriax (the beginning of book one). It's kind of vague when that is, but assume that it's sometime in 2012.

Origins

Your age is 20+2d10, or 100 CP to pick. Your sex is the same as your last jump, or 100 CP to change it.

Drop-In (Free) You arrive exactly as you are, no more no less. You have no new memories, no new allies, no stake in the ancient battle of Light and Dark, nor insights into the fragile peace between the two.

Light (100) The Light Council is a nation's formal magical organization and government. Conflict between members of that Council - referred to as Light mages - is generally political, but mistaking them for the "good guys" is an overstatement at *best*. Regardless, you have just completed your journeyman tests, and become a full Light mage, if a mage you are, but already you've begun to ingratiate yourself into the power structure of the Council.

Dark (200) Dark mages believe that your values only matter if you have the power to enforce them, and the only true thing is power. They call this philosophy "the True Way," and it has guided some mages since prehistoric times. Dark mages are ruthless, tough, and deadly, but they lack unity or any formal organization. They also tend to kill each other as often as anyone else, i.e. very often. As a brand new Dark mage or adept, you are aware of many other local mages, but don't really have alliances, so to speak. You just know who to fear.

Independent (Free) Not all mages feel the need to pick a side in the ancient battle between light and dark, and most adepts don't. They lack the resources and unity of the Light and the

ruthlessness of the Dark, so they don't really measure up in terms of power as a group, but individually they are no less skilled, and far more numerous. You have contacts among other mages, but they are relatively few and largely unimportant.

Perks

Magic Subsection

Sensitive (100/+600) You don't gain any special ability to use magic, but you can crudely sense it, and otherwise experience the world and yourself more intensely and clearly than others do. If this is your only purchase from this subsection, this grants you an additional 600 CP. Otherwise, it costs 100 CP and enhances your magesight.

Adept (+400) You're a step beneath mages, being able to sense magic and cast one specific spell, but no others, outside rituals. Canon adepts have been able to hasten their movements, store things in hammerspace, dowse individuals, hurl fireballs, or kill with a touch *despite magical shields*, but you shouldn't feel the need to imitate them, if you'd rather be able to fly, breathe underwater, open gates, throw up shields, spider-sense danger, or so forth. Just remember; whatever you pick, you're stuck with it, and most foci don't work for adepts, though as a jumper, you can still use those you buy directly from this document. Incompatible with Mage.

Mage (Free) You are a fully realized, fully accredited journeyman mage, and while you can only truly use one school of magic¹, you are quite proficient with it. You also know magic theory, and enough general or ritual magic to create wards, enchant items, and so forth. Incompatible with Adept.

Extra Spell (100, Requires Mage) Like many mages, you have the ability to cast one specific spell from outside your normal specialty. It's crude compared to what an adept or proper specialist could do, but being able to become invisible, teleport, reinforce your mental defenses, summon forcewalls, or turn into living wind and back again on top of your other magic may just save your life. I don't think we've seen that last one from human mages, but don't let that stop you. With Legend, this costs 50 CP, rather than being free.

Extra Strong (200) Mages don't run out of magic any more than a musician runs out of music or a bodybuilder runs out of muscles, but some mages can handle its physical and mental better than others, and you're among the best, being in the upper ten percent of magical endurance.

Hybrid Mage (200, Requires Mage) Like Vihaela, you have a facility with a school of magic that isn't your primary discipline, allowing you to use a little under half its standard spells. You may

¹ <https://benedictjacka.co.uk/encyclopaedia/>

also choose to give up about a tenth of your primary type to increase that to about half your secondary type's magic.

Master (300) You've been using your powers for years if not decades, and it shows. You're not just proficient, you're incredibly skilled and efficient, though not stronger per se. Still, you get an awful lot of bang for your buck.

Complete Hybrid (400, Requires Mage) You have full access to and are skilled in an entire second school of magic, which should probably be impossible, but you're a jumper; rules are for other people. Incompatible with Hybrid Mage, unless you also take Legend.

Legend (600) Mages have legends about mages that can use all the disciplines the same way normals have legends about men who can move mountains, and you're the mage equivalent of Herakles; you have the ability to use any and every school or discipline or type of magic in any magic system you can use, as long as it isn't somehow special or restricted. You can also purchase Extra Spell, Hybrid Mage, and Complete Hybrid at half off, without regard to incompatibility, and as many times as you like. Of course, if you didn't take anything else, this doesn't do anything, as this doesn't make you stronger, just more flexible.

General Perks

Customer Service Experience (50) You have worked long hours in retail, and dealt with many of the world's customers imaginable, giving you immense patience for the task. This also makes your customers slightly more likely to listen, and somehow makes new customers a little less likely to make the same mistakes as old ones after you've explained it a few hundred times.

Martial Artist (50) You are skilled in fighting without weapons, using your own body.

Good at Running (50) You have a lean runner's build, and a great deal of practice booking it. You also never need to limber up or stretch, as you're always ready to bolt.

Exercise Treatments (50) You have undergone life magic treatments which give you the benefits of an active lifestyle without needing to actually exercise.

Mercenary Attitude (50) You have the administrative skills to operate as a freelance mercenary, or part of a mercenary outfit, which mostly means finding and screening clients or recruits, while remaining covert enough to dodge the law. Pity you don't get any fighting or tactical skills with this.

Historian (50) You have a master's degree in magical history, which updates to the local setting each jump, if there is local magic.

Security! (100) You have military-style training, and the skills to use a variety of modern weapons, including pistols, rifles, and explosives.

Playing For Keeps (100) You are a trained investigator and interrogator, like the poor bastards the Light Council pays to police magical crime, though you're not necessarily one of them.

Magic Item Expert (100) You are highly familiar with the uses, limits, and functions of magical devices, which gives you a limited ability to hack and alter them on the fly, in case you need to pick a magical lock or mess with signals and frequencies.

Jinn Expert (100) Jinn are extremely obscure these days, but a lot of mages will soon wish they weren't. Fortunately, you know quite a bit about them, including the rituals which bound them into items through subjective eternities of torture for the purposes of enslavement, and may gain a similar wealth of information on a similar group of creatures or magic every decade or jump.

It's a Long Shot (150) Snipers are a credible threat to most mages. Yes, force mages can stop bullets as easily as spells, but fire mages can't, and neither can shield constantly, nevermind the other elementals and types without any shields at all. Fortunately, you have a reasonable degree of plot armor against long range sniper fire specifically, with emphasis on the kinds that shoot faster than sound.

Generalist (200) It still takes time and effort, but you are a genius at reworking and simplifying spells to make them discipline-neutral, like the untyped, general magic which separates mages from adepts, such as countermagic and sympathetic tracking. This works best on your own magic, but you can do the same in other systems, or invent parallel processes. As a bonus, you gain a modest skill in ritual magic, even if you couldn't use it properly before, but while it is flexible and powerful, it is also slow and reliant on accountraments like ingredients and foci.

Rogue (200) You may select an additional origin in this jump and only this jump, and receive all the associated discounts, but an appropriately strange history. You must pay the full price of your more expensive origin if there is one, but you do not need to pay for the cheaper one, nor can you gain points from it.

Deduction (200) You have remarkably good instincts for investigation. You'd do pretty well without formal training, but if you had it? You could be one of the best detectives in England.

Captain (300) While not necessarily a manipulator or legislator, you are a military leader on par with Landis, capable of inspiring men to follow you into certain death, adapting your tactics on the fly, and planning strategically as situations develop, among other important skills.

Origin Discounted Perks

Discounts are 50% off, 100 CP perks are free if discounted.

Drop In Discounted

Odd Friendships (100) You have empathy for magical creatures, and are smart enough not to put too much stock in appearances. You are not subject to the halo effect, and no matter how horrifying or stunning someone appears, you can judge them on their own merits. You have no unconscious biases or prejudices. Befriending a giant spider is no harder than befriending a normal person.

Elsewhere Navigator (200) People, particularly mages, sometimes visit a plane called Elsewhere in their dreams. Entering is easy, leaving is not, and the dangers are many, but you have a unique talent for using it and dodging its traps. You don't need to worry about your personal issues turning the realm against you, except as a chance to grow, and you can navigate the dangerous, unpredictable terrain with remarkable ease, almost by instinct. In fact, you would be able to survive indefinitely if you entered physically, and are very skilled in Elsewhere combat. This applies to other dream realms and otherworlds and so forth as well, including Deep Shadows, and ambient dangers not specifically applicable here, like becoming a local by eating local food or staying too long in a fairy glen.

Magic? Seriously? (400) Magic exists in a sort of collective, mental blindspot, which makes it hard for normal people to realize that it exists. While it isn't absolute, you carry this camouflage with you to other worlds, and may apply it to whatever powers you desire. This may be toggled or even inverted at will, making you a unique exception to any weirdness sensors or mental blocks you may encounter, though invisible spirits and specific, *local* effects are a separate matter.

Master of All (600) The rarest and most powerful magical devices are called imbued items, and they are conscious enough to choose their own masters and possess their own powers, independent of their wielders. For whatever reason, they all accept you as a worthy master, as do other magic items that normally have user restrictions, or only work for one person. They're also more willing to share you with others and stop on command, when necessary. You're also resistant to their mental influence, if any.

Light Discounted

Politics (100) You are a skilled, mannered negotiator with a professional poker face, and will never forget a debt or favor owed. You also know how to dance a waltz, fight a duel, and eat a fancy dinner with the proper fork afterwards, as all Light mages are expected to.

Collaborative Magic (200) Mages can use rituals to combine their abilities for greater or more complex results, like a time mage and a space mage joining forces to scry the past of another location without visiting it. You are particularly good and efficient with that sort of thing, and can even cooperate across magic systems, or invent equivalents to such rituals for worlds without.

Career Politician (400) You have mastered the skills of a career politician: negotiation, manipulation, organization, and public relations. In fact, you're among the best in the world at all of these. You could spin almost anything positively and take advantage of just about any occurrence. Additionally, you can do paperwork like nobody's business.

Unity of Light (600) In you the promise of the Light Council is fulfilled. Wherever you take power, petty squabbling and political bickering ceases. Among your subordinates, personal grievances are set aside, feuds are forgotten, and self-interest takes a back seat to the group's stated goals. Unity is achieved. Have you considered taking over the world?

Dark Discounted

The True Way (100) True Power comes from within. Compassion is a weakness. Power is reality. These are the core tenets of a Dark Mage. You can completely deaden yourself to compassion and guilt. Even if you chose not to, your Master instilled you with a strength of will, a level of courage, and a resistance to pain that may come in handy in its own right.

Dark Power (200) There's no such thing as dark magic per se, but magic does have darker aspects, such as rituals fueled with human lives or any curse ever cast. Whenever you use magic that is deliberately selfish or exploitative, breaks taboos, or aligns you with what lesser minds call evil, it's half again more effective.

Battle-Mage (400) Every mage is deadly, but you specialize in magical violence, whatever your discipline. You're not necessarily a leader of men, but you're hell on wheels in a fight, as these things go, and have military experience. In the future, you will have great success when learning any form of magical combat and combat magic, as you are naturally talented in such.

Wish Magic (600) You somehow innately possess the benefits of a genuine contract with or possession by an ifrit, the second highest rank of jinn. Jinn magic doesn't follow human patterns, but this gives you the ability to summon legions of clawed shadow monsters called jann, and enormous power over death or one field of elemental magic, which you can use to regenerate, in addition to all the things humans can use it for. You also have the ability to grant wishes, including your own, which gives you magical influence over the wisher, but there are a variety of caveats. Firstly, while wish magic has no inherent limits, it is still restrained by your own power, and longer, more complex sentences are less able to wield that power. You can do incredible things, but resurrecting the dead or changing history or creating from nothing is beyond the jinn. Secondly, jinn don't have total control over how the wishes are granted, and the magic tends to go wrong if it isn't used with empathy on both sides. In your case, you can generally shape the first three wishes you grant a given person each jump or decade like that legalist marid does, even without a mutual bond, but more than that is increasingly uncontrollable and dangerous, even with one.

Independent Discounted

They'll Need Jumpers (100) If you can make yourself useful, then various villains and enemies will prefer to recruit you rather than kill you, which goes double if they've already defeated you or your side of a conflict. They'll still do it, if need be, but they'll do it reluctantly.

Ally of Elementals (200) Elementals and similar just sort of like you. You befriend them more easily and more deeply than another might, and they're happy to do you favors or attune callers for you, particularly if you pay them. They're hard to alienate, and if you look for them, you can find minor elementals in later worlds.

Resourceful (400) Like Alex, you can come up with quick and clever solutions to difficult problems, often in unorthodox or unpredictable ways. Whether that means creating crazy but effective plans or making those plans work on the fly when they inevitably go wrong, your cleverness can make you a dangerous enemy and a valuable ally.

Master Craftsman (600) A combination of talent and skill makes you one of the greatest makers of magical items in the world. Not only can you make twice as many in half the time another mage would need, your creations are a cut above the rest. You can even make imbued items like Arachne, and with effort, you can generally invent magical items which emulate whatever technologies you encounter. If you practice equivalent arts from other worlds, you will rapidly reach this level of competence, and discover that you can often reinvent one system's magical items and crafting techniques with another's magic.

Items

If these are lost, destroyed, or expended, they are restored after 24 hours. Item discounts are the same as Perk discounts. Any imbued item you buy here is loyal to you and won't unduly influence your mind, while any foci you buy here can be used by adepts or fueled with alternative power pools. Several items are intelligent on some level, but they do not take up a companion slot as long as they remain in their described state.

Magizon Prime (Free) A warehouse attachment that allows you to buy, barter, and bargain for this setting's standard magical goods and services after you leave, including one-shots, which save spells for later, and foci which modify or enhance your power, though without special fiat.

Torch (50) A flashlight with endless batteries, which is somehow always in your pocket when you need it.

M1911 (50) A single action semiautomatic pistol, with a decent store of ammunition. Very illegal in Britain.

Tracking Focus (50) A magical item which uses samples of an individual to dowse their location. The fresher the better, of course.

Stun Focus (50) A thin silver needle which can be used to immediately knock a person unconscious on contact with skin, assuming they're not magically protected. It only lasts a few minutes, and takes several minutes to recharge, however.

Elemental Stones (50) A stack of magical gems imbued with elemental power, which elementals find beautiful and may make them stronger. This may be taken multiple times for various different types, and replenished once a month if traded away or sold.

Reactive Armor (100) An imbued item in the form of black and grey mesh of armor, which adjusts itself to intercept attacks. It won't stop a fireball, but it'll stop most knives or bullets, and it's so attuned to your movements you may forget it's there.

Mental Defense Focus (100) An object of your choice which reinforces your defenses against mind control, charm magic, and similar attacks, including technically-mundane parallels.

Wifi Router (100) A wifi router imbued with magic that somehow allows it to access to the internet and phone grid from inside a shadow realm or similar, not including spatial bubbles, which it can also share with phones. It'll be worth a lot of money if you can recreate it.

Information Network (100) While they don't strictly work for you, there are a variety of informants throughout Britain who are happy to keep you abreast of rumors and developments, free of charge, though you can pay them to dig up more hidden information.

Bound Jinn (200) An artifact containing the captured spirit of a marid obsessed with ancient laws, who likely and understandably despises humanity. A mortal who calls upon the jinn inside using the old rituals can form a contract to wield their incredible power, but empathy is an essential and irreplaceable ingredient for safe wish magic. Without it, every wish will lead to disaster, and give the highest-class jinn more influence over the user. It would likely rampage, but you can somehow lull them into a peaceful, dreamless sleep between "masters," and they won't even mind.

Horcrux (200) It's not actually called that, but this is an imbued item in a form of your choice, containing the consciousness of a trustworthy but long-dead mage of your chosen type, who may lend their power and expertise to their wielder. They can't affect the physical world without one, but they might still be able to express certain abilities, like telepathy or divination. This may be combined with one other item you buy here. Free import for any similarly wizard-haunted object, such as Nabu's Helm, Galen's Amulet, or an actual horcrux, if you have them. You can even leave them as two cohabitating spirits rather than one.

Shadow Realm (200) You have control of a secret, well warded piece of prime, if otherworldly, real estate, as large as Sagash's realm, or the Hollow. The accommodations aren't great, but it's very secure. Your new fiefdom may be imported into future jumps and accessed through your

warehouse, but you also get a gate stone keyed to it, which may be used by adepts or fueled with any power pool.

Synthetic Intelligence (300) A particularly intelligent imbued item designed to interface with and trawl telecommunications networks for potentially useful information, which will be provided to you upon request, like your own personal NSA or GCHQ. They prefer to be reached through telepathy, but come equipped with an Apple speaker and microphone if you can't accommodate.

Drop-In Discounted

Rent Money (100) Very few mages need to worry about paying the bills. It's easy to set yourself above that kind of thing with a little magic. This item is a monthly stipend large enough to pay for a small London flat, groceries, and other essentials like a phone, basic insurance, electricity, water, and the taxes thereon. The stipend takes the form of local currencies and will always be sufficient for all of the above as long as you aren't extravagant. The revenue services somehow never notice that you're getting money from nowhere and it won't cause inflation.

Shroud (200) A magical focus in a form of your choice that disrupts magical attempts to perceive you. Unlike a Mistcloak, however, they don't work on magesight or ordinary senses, and the seeker will be immediately aware of this, but this shroud is good enough that it would take an exceptionally powerful mage to power through it.

Gate Stones (400) Five small rocks that allow for the creation of gates through space with an application of magic. Unfortunately, each focus can only gate to one specific location, which you may choose at purchase. You receive five new stones to destinations of your choice every six months, though they have to be reasonably accessible. This can be bought multiple times, and purchases after the first are half off, calculated after discounts.

Fateweaver (600) During the Dark Wars, Precursor generals wielded imbued items which could manipulate probability on a level to shame any chance mage, and sway entire battles - if their user had tactical command. The originals were unstable, but this one will stand the test of time.

Light Discounted

Black Ties (100) Partying is often involved in politicking, but not it's not the kind of partying you can show up to in street clothes. Fortunately, you've got a wardrobe full of appropriate and high quality outfits, of whatever kind you need.

Azimuth Arena (200) A small area laced with enchantments to allow mages to duel without casualties. Unlike a standard Azimuth ring, this one does not require managers, and can make any form of duel non-lethal. There's also a focus called an annuler, which removes most standard spells from a person. This can be made into a warehouse attachment, merged onto another property, or otherwise imported into future jumps.

Favors (400) Since making ends meet is easy with magic, the real currency is favors. You're owed a particularly large number, from a variety of different mages with varying powers and positions. In future worlds, you'll find that there are several powerful and useful people already in your debt and willing to pay, or you'll quickly accumulate the same number of I.O.U.s, none of which will be reneged under normal circumstances. These favors are each valuable enough that the debtor will be willing to risk but not directly give their lives to clear it.

Council Position (600) Congratulations, you've got a seat on the Senior Council, which leads the Light Council as a whole, making you one of the most powerful politicians in the country. For half off, it's a Junior Council seat, which gives you a smaller but still significant amount of sway. In future worlds, you'll have an equally significant position.

Dark Discounted

Domino Mask (100) It appears to be a simple domino mask... because it is. It's shockingly good at hiding your identity though. Not quite Clark Kent levels, but as long as your masked and unmasked alter egos don't interact with the same people, and no one reveals who you are, it would take someone extremely observant to figure out who you are. It can even fool advanced facial recognition software.

Mist Cloak (200) An imbued item in the shape of a cloak, which acts as active camouflage against sight and magical senses. They're not traditionally meant for extended use, but this one is an exception.

Mansion (400) A comfortable mansion that can be imported into future jumps. Besides being extremely well warded, it also has a torture chamber, its own amenity sources, various utilities, and some method of overrunning itself with giant, intelligent badgers.

Envelopment Focus (600) Normally, a mage who wants to create an envelopment focus must painstakingly design the whole building it inhabits to support it and then do constant maintenance. By buying this, you may instead designate one property you own that is no larger than a mansion, and gain all the benefits of such a focus, namely having all your magical powers made stronger and more flexible so long as you remain on said property. You may change which property benefits from this once every jump or once every ten years, whichever is shorter.

Independent Discounted

Smokescreen and Traildust (100) You have three marble shaped one-shots that create magical smokescreens when broken, and a pouch of dust that confounds magical and mundane tracking when scattered.

Elemental Caller (200) A glass wand focus that can be used to summon a single, fairly minor elemental that is friendly to you, even in other jumps. You may design this elemental's personality and choose its composition, though they'll forgive you any sins after a jump or decade if you go for the independent friend model rather than the robotic slave model and somehow offend them, though your friend doesn't have to be as dumb as Starbreeze. This may be taken multiple times, but only the first is discounted to Independent.

Arcana Emporium (400) A magic shop, filled with all sorts of useless occult paraphernalia, but well warded nonetheless. In the back, there is a special inventory of *actual* magic supplies, including one-shot items, mystical ingredients, and focuses. Both inventories will adjust to later jumps or retain their original form as desired, and refill themselves each month, but you'll periodically get legitimately mystical customers in any world, and people who need an intro to magic are unnaturally likely to find their way here.

Dreamstone (600) A powerful, handheld imbued item that provides its owner with a number of abilities such as telepathy, summoning, mind control, and gating to Elsewhere physically, which can be a layover or a place to reshape other items. Different dreamstones are suited to different people, but yours is perfect for and bonded to you, albeit new and unmastered.

Companions

Cabal (50/300) You may import previous companions at 50 CP each, or pay 300 CP to import eight. They get 600 CP to spend on perks and items. They can take as many points worth of drawbacks as you do.

Bonded Servant (50, Dark only) An adept whom you defeated in combat and took as a minion after they earned your respect, in accordance with an ancient but increasingly rare tradition. You have a much more positive relationship with them than you'd expect to have with someone who is technically your slave, but they're loyal, competent, and semi-personable. This may be taken multiple times.

Blink Fox (50) A member of a magically engineered breed of foxes with human intelligence and the ability to teleport short distances, but they don't need to be imported into future jumps to appear. Free import for any supernatural dogs or foxes you've already acquired.

Your Apprentice (50/100) You have acquired a student. They have only just learned about magic and are in desperate need of a teacher's guidance. Once you've finished instructing them, they'll be more than happy to follow you on further adventures. For 50CP they are an adept, or something similar. For 100CP they are a mage. Can be bought up to four times.

Living Shadow (50/100) The dream-walking ghost of a murdered friend, who lives in your head and sometimes dispenses prophecies. For half off, they don't live in your mind, but they can only

talk to you in dreams. Even if they're not imported, they can still hang around in your brain or Elsewhere, as applicable, even if they don't have a dwelling. Free import for similar situations.

Canon Character (100) You may select a canon, human character to take along on your chain. You must first convince them to come with you, but you are guaranteed to make a good first impression. Can be bought multiple times.

Political Patsy (100) A politically savvy but oddly honest Light mage who looks up to you and has shared a few adventures of your adventures. They're a little naive and not great at dealing with corruption or moral ambiguity, but they have a number of helpful skills.

Friend on the Dark Side (100) A rigidly honorable and highly martial Dark mage who is devoted to you - for their own reason, of course. They're not particularly clever or manipulative, but they aren't stupid, and they're very good at killing people.

Distant Archer (100) An independent Apollonian diviner of some skill, who considers you one of their very few commitments in life. Their particular skill set makes them very good at predicting the immediate future, but they have trouble with free will.

The Vint in Veritas (100) An independent Dionysian diviner of some skill, who considers you a dear friend. Their particular skills make them very good at providing vague prophecies, and even predicting decisions, but they're not as good at certain other skills.

Baby Hamadryad (100) A young girl who is in truth the most recent incarnation of a tree-bound magical humanoid, and regards you as something like a parent. She has access to all kinds of life magic, and knows all kinds of secrets, given the chance to meditate on her past lives. Her tree follows you from jump to jump as well.

Jinn Contract (200) A friendly and sane, mid-ranking jinn who has been bound inside you. These are very rare adjectives for jinn, but they apply to this one, who shares your moral code and has a personality compatible with yours. They're probably a shaitan, and cannot grant wishes, but they do ensure you can gate to inaccessible places, shield yourself with force, fire blasts from nearby points, and summon up to a dozen of what used to be their jann servants. They do not need to be imported to reach later jumps so long as they remain within you, and these powers grow with your empathy as well as your magical strength or skill.

Arachne (200) A spider the size of a truck, and a loyal friend. She's also positively ancient, with knowledge, wisdom, and magical weaving skills to match. She also has some knowledge of the future, in that strange and terrifying way dragons do, though to a lesser extent. You two are already quite close, and as long as you don't go seriously crazy, she'll be happy to leave this world with you.

Adept Circle (200) A group of four reasonably skilled adepts with whom you have bonded, who take up a single group companion slot.

Drawbacks

There is no limit to how many Drawbacks you can take, or how many points you can get from them.

Shout Out to Jim Butcher (+0) They're not directly related, but Butcher's review is on every cover, so you may mash the setting of Alex Verus and that of the Dresden Files together in any way you like, be it fusion, multiverse, crossover, or something else.

Insert Self Here (+0) You may take the place of any one existing character whose role you can effectively play, given your past experiences and purchases.

Apprenticed (+100) You've only just discovered your magic, unfortunately, so you don't have the training and education needed to use it. Fortunately, you've already found an appropriate mentor to guide your way. For an extra 100 CP, your mentor doesn't have the same kind of magic as you, and isn't quite sure how to train you. For another 100 CP, which may be taken without the prior upgrade, you two have a very serious clash of personalities and values.

Nightmares (+100) Some traumatic incident in your past has left you with frequent nightmares. Not every night, maybe not even most nights, but frequent.

They Know (+100) When possible, mages keep the details of their powers secret, but that's not an option; the general magical public is well aware of the items and abilities you've acquired in this world. Obviously, you can't take this if you only purchased Sensitive from the Magic Subsection, and it's incompatible with Overly Sensitive.

Shoujo Bullies (+100) You are easily the least popular person in your workplace, school, or equivalent, and the people around you go out of their way to make it clear - and to avoid cooperating with you. It's not impossible to get past this, but it's for the long haul, and you won't be able to easily find new work or so forth.

Is This a Formal Occasion? (+100) You are untrained in etiquette and find formal clothes very uncomfortable, which is unfortunate, because most magical events are black tie.

Ever So Slightly Possessed (+200) There's a banished jinn inside your mind, pushing and prodding at your worst impulses without even having the decency to provide you with power.

Overly Sensitive (+200) While you can sense magic just fine, you can't actually use it. In fact, you can't use any of this world's magic; not even the rituals and devices normal sensitives can wield. You will receive your purchases normally at the end of the jump though, and as a benefit, you experience everything more intensely and clearly.

Strega Curse (+200) You share Luna's curse, but unlike Luna you cannot learn to control it. Bad luck is deflected away from you, magnified. While this means that you will rarely be in real danger, it also means that you must live alone, without pets or friends, unless you're alright with them dying.

Trust Issues (+200) You've got 'em. You've got quite a few of 'em. Some incident in your past left you incapable of trusting anyone *completely*, though it's lessened if you're familiar with their minds and motives. This might save your life a few times, but it's not a healthy way to live.

Cold Blooded Decision (+200) You're not necessarily reckless, but you have made the decision that any amount of danger would be better than the empty life you've been living - and it was that empty.

Unnamed (+200) Your true name has been magically stolen from you, which is psychologically unpleasant and prevents certain forms of summoning from working on you. No moniker or title will ever fill the void or feel right, and there's no way to regain your identity until the jump ends.

DID (+200) You have a short sighted, ultra violent alternate personality who will do whatever it takes to survive. They probably won't surface unless given reason, but it isn't healthy and they *might*.

Mad Master (+200) Your teacher, while not particularly powerful, was a freaking psycho, and while they may be missing, they're not dead, which makes your presence unwelcome and distrusted in many social events. You will probably see them again before the jump is over, and they'll probably want you back in their service.

Behind the Times (+200) You are remarkably unfamiliar with computers and computerized technology, and will almost always need someone to assist you in operating them. If taken with Good Old Days, you lose all knowledge of anachronistic technology.

Poor Politician (+200) You are an unskilled negotiator with a shaky grasp of barter and the motivations of others. You're not fatally bad, but in a favor economy like this one, you'll probably spend extra on every little thing.

Read One, Read Em All (+200) You have lost all metaknowledge of the Alex Verus series, and know only what your in-jump identity would be, if you have one.

Conservationist (+200) While you can still recognize genuine problems, you are heartbroken by the decline and extinction of so many magical species, and will spend significant resources campaigning for them, which may occasionally lead to scraps with other mages, who mostly see nonhumans as subhuman.

Hard-Ass (+200) You're not necessarily as bad as Caldera, but you have the same basic personality type; stubborn, principled, committed to your ideals, and generally unwilling to play politics. You can see shades of gray, but you have trouble with them.

Hate Turning Someone Away (+300) Like Alex, you have a remarkably difficult time leaving well enough alone, watching innocents to be harmed, or allowing injustice to stand. Unless you're totally outmatched and know it, or it'll cost something you *seriously* don't want to lose, you'll be playing the hero rather often around here.

Very Much Inside This World (+300) Your powers and superpowered items from previous jumps are sealed for the jump's duration, unless they somehow fit here. For double points, this applies to your perks as well. Free if this is your first jump.

Where House? (+300) While you still have all the items you've bought here and previously, you cannot access your warehouse during this jump, and all the items you use or destroy now respawn in there, so...

Vihaela (+300) The sadistic and powerful life/death hybrid with a torture fetish who runs the White Rose sex slavery ring has a personal grudge against you. She won't necessarily swing at you if you've got serious backing, but she's waiting for her chance to indulge her horrible torture fetish on you.

Descendant of Suleiman (+300) You are a direct descendant of the master mage who invented the jinn binding ceremony and defeated the marid sultan, but you don't have any prestige from it. Every jinn will recognize you as such on site, and probably hate you for it, save those you paid CP to recruit. What they do from there depends on them, but they are a powerful magical species, and a force of them will be active in the near future, unless you stop it.

A Rakasha's Revenge (+400) An ancestor of yours was part of a strike team of mages who stormed the palace of a rakasha and killed them. Unfortunately, said Rakasha had a mate who made it out, and rakshas have long memories. The survivor has already used their vast resources and dangerous abilities to hunt down and assassinate every other descendant of the strike team, including your family, which has understandably left you with a few issues. You're all that's left, and you're next. For an additional 200 CP, you have no idea about this grudge.

Levistus (+500) The Junior Council's premier blackmail enthusiast, considers you an inconvenience or loose end, and will spend a tiny fraction of his vast resources attempting to eliminate or control you, and impede you if he can't. He's one of the richest mages in the world, and no slouch in face to face combat, as he's a master mind mage who possesses a degree of power over ice and a wide variety of magic items. For double, he considers you an outright enemy, and will spend a significant percentage of his resources trying to end or enslave you. If you take this with Good Old Days and don't want to fit this kind of political corruption with the

more genuine heroes of the day, you have some similarly influential enemy, though not necessarily a member of the Light Council, such as a mundane lord who happens to be a mage.

Richard Drakh (+600) The most dangerous Dark mage England has seen in centuries has set his eye on enslaving or destroying you, and while he's currently out of town on business, and it's a minor goal on a long checklist, he'll be back, with all his cunning, resources, and the suite of magical powers that allows him to kill whole teams of battle-mages. For double points, killing or enslaving you will make him a jumper himself, which he will pursue with the dogged determination of a man whose one true love is power for its own sake.

Don't Rely On Magic (+600) Being a demigod's not worth much if you aren't smart enough to capitulate on it. Which you'll have to be, because this world's magic and magical creatures are power scaled to you and your powers and those of your companions, but only when it would be inconvenient for you. Get smart fast or get dead fast.

Elemental Enmity (+600) Elementals sense something off about you, either your nature as a jumper or something from a previous jump. Either way, it offends them enough that they attack you on sight. Even a minor elemental can turn a man into air with zero effort, and scatter that air across a city's space with even less, so be careful. If taken with Elemental Caller, they're the one exception.

Good Old Days (+600) Rather than the normal starting time, you begin your jump a few centuries or a millennium early (no we don't know precisely when, mage history is vague). Still after the end of the Darks Wars and the collapse of the Old Council of the Precursor Era around the time of Jesus, but before the rise of the modern, corrupt Light Council as it stands today - if not any Light Council at all. This era is like a monster of the week show, except there are no modern conveniences, the heroes often lose, and a lot of people die when they do. The Dark mages of this time period also make the 21st century's look positively friendly, and vampires are still a thing, among many other monsters. Furthermore, many of the rituals and spells that future mages rely upon (like spacial bubbles) haven't been discovered or rediscovered yet - not even you know them. The only good news is that in lieu of centuries of peace, complacency, and supremacy, Light mages as a whole are more or less genuinely heroic, and far less corrupt. As a mercy, you may choose to spend your jump in an AU version of the canon world where the events of the series are taking place in *this* time period, with ancient versions of the same characters, so at least some of your metaknowledge will still work, but you'll have to square some circles.

Bound (+800) You have lost your original body and had your spirit woven into an imbued item, optionally one you bought here, optionally something random but magically reinforced. Its destruction means your death, unless you can possess someone or so forth, and you have no ability to regain your original form, but you may lend any of your powers and expertise to whoever holds the object, and the more they rely on your power, the more you can influence them. If taken with Wish Magic, you may be an ifrit outright.

Jumperbreeze (+1000) You are as smart as Starbreeze, with a memory and attention span to match. In other worlds, you are as dumb as a sack of rocks and forget what you were saying as you say it.

Ending

After your ten years here, you must make a decision.

1. Go Home
2. Stay Here
3. Next Jump

Notes

Human magic is divided into three standard families, which are themselves divided into various types/schools. The elemental family manifests as fire, water, earth, and air, plus outliers like ice and force. They also get shields and gates, though so do death mages. The living family contains life, death, mind, and charm, which manipulates emotion. The universal family is the rarest, consisting of time, space, chance, and divination.

There are also nonstandard schools like illusions, shapeshifting, storms, and summoning, since the whole system is arbitrary in-universe, but summoning has been reduced by the decline of magical creatures, as it can't generally reach other worlds (or other jumps) without a Spark. This restriction does not prevent jinn from summoning and resummoning their servants in other jumps; their relationship with space-time is just that odd.

Diviners must choose to specialize in either Apollonian or Dionysian divination. Apollonian diviners like Alex cannot predict choices until they're made, but they make very clear and accurate short term predictions. Dionysian diviners use augury and fortune telling to create actual *prophecies*, albeit vague ones, of events years off. If you want the complete set, buying Hybrid Mage on top of either will be sufficient, as they are interconnected.

Any shield spell can stop most magical attacks, but not all shield spells can stop physical matter, so fire mages may find it wise to buy Extra Spell and give their shields a kinetic component.

There are three basic types of magical devices; one-shots, focuses/foci (both plurals are used interchangeably), and imbued items. As the name implies, one-shots are single use effects, like spells in a can. Foci modify or enhance the user's abilities, often allowing them to cast spells they normally couldn't, but are usually reliant on the user having magical abilities to modify. Imbued items are semi-conscious, semi-living artifacts with powers of their own, and rare as well as previous. Dreamstones *may* represent a nebulous, unknown fourth category involving Elsewhere, but for our purposes they're imbued items.

The masquerade is enforced by the Keepers of the Order of the Cloak, but it's made easier by the fact that normal people are "mystically colourblind," and have trouble attributing magic to magic, even if they believe it in. You have to be blatant and consistent for them to actually recognize it, but unless you take Magic? Seriously?, that doesn't apply in other jumps, except those where normals cannot see magic by default, like PJO, Pact, or Mage the Awakening.

Using Generalist on magic systems where style or culture plays a major role may result in additional restrictions, depending. Perhaps not so much in, say, Raildex, where you could translate normal spells for Fiamma of the Right, or perhaps recreate Valkyrie-specific spells if you have them, but things would get very style/paradigm specific in WoD.

Now that I think about it, rituals which require a particular rating in one sphere/path/pillar, but don't care which one you use, would explain a lot about how Hermetic True Names, sorcerous sanctuary wards, and so forth come about in WoD, since there are clear rules for having them, but not gaining them outside of backstory or time skips as far as I'm aware. Perhaps Naming your apprentice is a third dot sphere effect, while a warding spell can recreate a sanctuary of the same value? Assume you can create those two options with Generalist and the right paradigm or research, at the very least.

When it comes to Master Craftsman, note that I said "reinvent," not "create" for a reason, but some magic systems, like allomancy, don't really lend themselves to crafting, even though you could develop an enchantment style for most other magic systems. Still, it may be possible to study your items to create spells which replicate their effects freehand.

This world doesn't really do potions, but they're one-shots in all but name, just like pills are technology, so Master Craftsman applies to them too.

The magical economy is mostly favors, so you may need to perform services in or provide goods from your current jump to acquire certain items or services from Magizon Prime.

Changelog from 1 to 2.0

- Added point bonus for independent mages.
- General wording changes and corrections.
- Added General Perks (all of them)
- Light and Dark Origins now carry a 100 and 200 CP price.
- Broad rewrites in the Magic section, including format changes, Legend rewrites, and a cheaper version of Hybrid Mage, which usurped its name. The original is now called Complete Hybrid. There are also some new upgrades and options. I had forgotten that sensitives and adepts can use ritual magic (see that sensitive teacher who tried Harvesting children to become a mage) so I have amended some text to make that a little clearer.
- Examples for Adepts. Dunno what I was thinking before. They can also use the specific foci they buy here, by special dispensation.

- Collaborative Magic buff.
- Odd Friendships now gives you additional empathy for magical creatures.
- Elsewhere Navigator now comes with Elsewhere combat skills.
- Magic? Seriously? Has been rewritten to include my intention for how the sensitivity thing works in other jumps.
- Master of All now helps prevents imbued items from getting possessive.
- Wish Magic has been both nerfed and expanded.
- The typo in Battle-Mage is corrected. It's also slightly buffed. Masterful Craftsman is now just Master Craftsman.
- Added General items, including Torch, M1911, Magizon Prime, Information Network, Synthetic Intelligence, Bound Jinn, and Shadow Realm. Focuses are now altered so adepts and otherworldly mages can use them.
- Gate Stone discount now stacks, you get five per purchase, you can pick new locations annually, and you don't have to pick new locations immediately.
- Mist Cloak has the dangers I'd forgotten to mention removed.
- Favors is buffed.
- Council Position now has a cheaper option
- Magical Smokescreen is now Smokescreen and Trail Dust
- Elemental Focus is now Elemental Caller, which can be purchased multiple times.
- Azimuth Arena's description now includes the annuler.
- Arcana Emporium is now more likely to have novices turn up
- Canon character is now limited to humans, but I've added a number of other options, including Arachne, a blink fox, Jinn Contract, several mages, and a ghost/shadow/whatever Shireen was. Apprentice is also cheaper.
- Sensitive (the drawback) is now Overly Sensitive
- Added Insert Self Here, Shoujo Bullies, Ever So Slightly Possessed, Is This a Formal Occasion?, Behind the Times, Cold Blooded Decision, Descendant of Suleiman, Hard-Ass, Unnamed, Poor Politician, Read One, Read Em All, Conservationist, Vihaela, Hate Turning Someone Away, DID, Mad Master, Levistus, Richard Drakh, Where House?, and Bound Drawbacks.
- Increase stipend for Elemental Enmity, Don't Rely on Magic, A Rakasha's Revenge, and Jumperbreeze.
- Added a link to the author's Encyclopedia Arcana blog
- Notes expanded.
- Summoning is slightly buffed, and a note has been placed that Jinn can summon lesser jinn outside this jump.