

Generic Magical Magic

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A small world, isn't it?

Jungles of concrete, buildings reaching the clouds. Large oceans of blue and green, meeting the horizon line in the distance. Wide open plains covered in fresh grass and the occasional shrubbery, sidelined by lush forests and thickets. The places, the flora, the fauna... The people.

*At the end of the day, no matter where you go, it is unchanging, expected, always the same. A structure and order of **truth** unwilling to bend or speak differently.*

A small, small world... Or is it?

*There is something about this journey of yours, Jumper. A little bit of madness and **chaos** that changes everything with every step further down the Chain. A silent author pushing every dream, every moment of insanity into a reality for you to experience. A small spark of **Magic** has begun to grow within.*

Wherever you come from, whatever you have experienced, cannot be compared to what you will live through during your decade here. In this world, or perhaps even worlds, 'Magic' is a common sight, and you will learn to expect the unexpected it brings with itself.

So go on, take a step through the door. A small spark is already awakening within you, and with these **one thousand** Magic **Points** you may yet learn and develop it into something truly **magical** during your time here.

Location

A world suffused with magic. It is widespread, although quite weak by default. Either the known magics are easily used but barely better and faster than manual work, or they are quite powerful and difficult to manually replicate but are very hard to pull off even once a year.

Or, feel free to supplement another world with this one, bringing Magic into the fold. In that case, ignore the generic limitations on it, after all, it was there all along... Or perhaps it wasn't until you came here. How very **interesting**, Jumper.

Race, Age and Sex

As you wish. The spark of Magic will allow you to rebuild your body according to your whims, this once.

Magical Mysteries

In this section, you shall decide how magic works in this world. This is quite vague and arbitrary, yes, but it will be important for later.

Magic is first an art of self-expression. Do not make the mistake of overthinking or choosing wisely. Simply pick what calls out to you, personally.

Style

Choose one style through which to work your magic. Though it is possible to learn styles outside of it, it will be the most prevalent in this world.

★ Magic Caster

Magic is brought into existence by one's own will and actions. Gestures, words, dances and ingredients, it matters not the 'how'.

Regardless, the end result is a magical effect striking a target of your choice, at the moment you willed it so.

★ Sympathy

Magic is useless without direction, but it does not understand its practitioners either. Gestures are meaningless, verses fall on nonexistent ears, and ingredients might elicit the smallest hint of a result before fizzling out into nothingness, as if a figment of your imagination.

No, Magic does not understand one's will or the concepts attached to it. Instead, it feels out of the ties between things, moves between links, and arrives at an answer through conceptual equivalency. Voodoo puppets, reenactment of legendary feats and stories, sacrificing parts to affect the whole... Many arts fall under this style of Magic. A style where fame, belief, and connections are more important than anything else.

★ Warding & Territory

If there is a known virtue of magic, it is patience. Yet, its most known sin is sloth. Magic does not do well proactively. It does not search for targets, it does not answer at a moment's thought.

No, magic is a very lazy, very dumb force of reality that can only act on predetermined sets of instructions laid in advance on specific targets. No practitioner of this style will be flinging fireballs around anytime soon. Now, creating a ward that recognizes threats in an area and sets them on fire...

Source

Choose one. The power Magic can bring to bear has to come from somewhere. Though it is possible to discover another, it will be the most prevalent in this world.

★ Self

*Magic comes from the Self. Be it their body, their mind, their soul, or anything else, it is known that practitioners of Magic are their own source of power, their own **container**.*

There are no rules on Magic but what you impose on yourself. However, one's own self may limit what they are capable of, with things such as 'Affinity' or 'Magical energy production rate'.

★ Creation

Magic is imbued in all of creation. Plants, animals, the air you breathe, every pebble in your path...

By combining natural elements of the world, it is possible to mix and match their innate magic, producing items of power. Magical potions, artifacts, staves and wands... There is plenty to be done with the right materials and enough imagination.

Magical creations do not tend to run out of power, but they may have drawbacks to them, be it in backlashes or a limited number of uses.

★ *System*

Magic does not come from you, it does not come from the world. It comes from a structure, an entire magical system of laws and rules woven into reality, dictating what practitioners can and cannot do. Perhaps it is a metaphysical law of the universe, perhaps it is the physical creation of a very powerful being, perhaps something else entirely.

Magical systems tend to offer a rapid progression through the different stages of power as they do not require learning periods or mastery, yet they also highly restrict what a magician is capable of doing.

*Creating your own magic is possible... But would you bother learning **how**, with the breadth of power at your disposal?*

★ *Outsider*

*Magic is... Other. Alien. Outside of the norm. Something very obvious when you consider its source. Outsiders are named as such because they stand outside of reality, outside of irreality, outside of all you know and can imagine. Outside of **you**.*

Magic is a gift granted to a practitioner by an Outsider, making them a conduit of their power. This means that whatever power they can bring to bear is limited, both by whatever their Patron grants them, and by the effect such an alien power has on them. However, growing in power is as easy as pleasing your Patron.

Origin

And with your choices made, it is time to discover your true Origin. No need to think, it has already been decided by your previous selections. Only the details are left.

Your Origin will grant you a 50% discount on all associated Perks, with the exception of those costing 100CP which will be free.

❖ Wizard (Magic Caster | Self)

The most well-known magical path. The Wizard harnesses the magic within themselves in order to bring a direct change to reality. Druids, Healers, Necromancers, Elementalists of all sorts... There is very little a Wizard cannot do once they put their mind to it and study for long enough... And have the power required to pull it off in the first place.

❖ Artificer (Magic Caster | Creation)

Potioneers, Alchemists, Wand-makers... Artificers come in many sorts, but mainly two. Either they make use of the world around them in order to perform magic directly, or they create items which will do so for them at a later date. That is the difference between a Wizard bypassing their limit in knowledge with ingredients, and a potions-maker or a magic-item creator.

❖ *Arcanist (Magic Caster | System)*

An Arcanist is one connected to the Weave of Magic, a network of magical information and knowledge hidden through reality and made accessible selectively to those connected to it.

Arcanists do not use magical energy so much as 'spell slots' or similar 'packet' of information allowing them to cast a number of spells every day, or according to certain rules, basically for free. But there is little they can do outside of the system itself, or when they are barred access.

❖ *Champion (Magic Caster | Outsider)*

A Champion is one that was chosen as a representative of a Patron's ideals and power in the material world. The powers they gain are limited to what their Patron will grant. Warlocks and Priests alike may fit in that category.

❖ *Martyr (Sympathy | Self)*

The Martyr is one that performs magic by sacrificing a part of themselves. Blood mages are a good and well-known example, but they can also give up on their emotions, memories, or other parts of their very existence temporarily or permanently to rouse their power and perform acts of Magic.

❖ *Witch (Sympathy | Creation)*

Curses, voodoo, communion with the dead and the spirits of the worlds, rituals and charms... Witches can do much by harnessing the links of the material world and using them to affect their targets of choice.

❖ Bard (Sympathy | System)

Though the name of the practice may be misleading, a Bard's songs is indeed a good example of Magic used in a sympathetic and systematic fashion.

It isn't just music, however. Practitioners of this art may use the power of stories, common beliefs, legends, and other orchestrated performances in order to draw magical effects from their accumulated meanings and concepts. Sometimes, they may even use Reason and scientific knowledge instead.

❖ Dark (Sympathy | Outsider)

The cliché of the 'Dark Wizard' is a common one which mostly rests on the impression of magic being used for evil acts, dealing pain, and otherwise destroying things in a strange or cruel manner.

There is a bit of that. Practitioners of Dark Magic are specialized in pulling on the power of their Patron to twist others and the world around them into their image. It is a form of corruption that spreads through their magic, bending the mind, changing the soul, and opening doorways through which can be summoned creatures aligned to your Patron. Cruel beings and righteous ones alike practice the art.

❖ Cursemaner (Warding & Territory | Self)

The Cursemaner is specialized in just that: cursing places and people in an instant. But mostly, this is about sniffing out existing curses and wards, and shattering them.

Or, for the truly powerful ones, bending them to their will and purpose.

❖ Enchanter (Warding & Territory | Creation)

An Enchanter holds similarities to an Artificer, but is different nonetheless. Where an Artificer makes use of the natural magical properties of things to mix and match just the result they want, an Enchanter can shape magics directly which are then applied on another item.

Instead of using the ingredients as makeshift spells, they create the spell then bind it to something... Or someplace. They specialize in creating magical architecture and large-scale rituals rather than small-scale, handheld magic items.

❖ Ruler (Warding & Territory | System)

This may not sound like a magical practice, but it truly is. A Ruler is one that makes the rules. With magic, a Ruler may seal areas under barriers, or create dimensions outright, and lay down their own laws that must be followed by all within.

The longer a Ruler holds their territory, the more dangerous they become.

❖ Apostle (Warding & Territory | Outsider)

Much like a Champion, an Apostle is the chosen of their Patron. Unlike a Champion, an Apostle does not gain power from making deals with their

Patron. No, instead they act more as an extension of their Patron's will and as a conduit for their Magic.

An Apostle's magic can suffuse the land, tainting it with the Outsider's alien power and breaking the rules of the local reality according to their affinity. This is the practice of creating Consecrated Grounds as much as it is that of cursing the land into growing Pools of Darkness endlessly spawning demons and releasing them into the world.

Perks

Special

★ Magic In Style (300)

My deepest apologies, I did not pay nearly enough attention to your accomplishments. To master two entirely different Styles of Magic and make them work together so seamlessly is the work of a lifetime, and yet you have achieved such a level so soon after your arrival here. Truly impressive.

*Go on, adjust your previous selection with your second Style. The path opens for you to fit into multiple Origins here as well, all at once. You are evidently destined for greatness, so please, **impress me.***

★ Actual Sorcery (300)

How fascinating. You truly are a unique being, Jumper. Magic should stem from a singular Source, and yet I can clearly feel a secondary well of power in your Essence. Two Sources of Magic working in perfect harmony, an insane concept, yet one I am witnessing at this very moment.

Very well. Go adjust your previous choices with your second Source. You are now a match for multiple Origins and their cumulative benefits. I predict that your adventures here will be as strange as they will be interesting. Much like yourself.

Wizard

★ To The Well-Learned Mind (100)

A Wizard can do anything, so long as they know how. There is very little you know about your own power as things stand, but you will learn far faster than you have any right to.

Your mind is simply made to dissect magical principles and phenomena, understand them, integrate them, and use them in turn. What would take others years of study, you manage in weeks.

★ A Well Of Mana (400 / Free Wizard)

*A Wizard's power comes from within. An energy that can be stored, regenerated, **spent**. An energy that contains the meaning of all that is, the concept of all that could be. A spark which answers to one's will.*

That is mana. Mana now suffuses your body, concentrated and stored in a singular place. You may have just enough to throw a ball of fire at a target, but like any part of yourself it will grow with use.

★ Playing Our Roles (800)

A large hat, a long beard, a wooden staff ending in a knot, with powers beyond the imagination, lending wisdom to all who ask... A Wizard's image is something well-described and rather consistent throughout all stories of Magic you care to find. Beyond capabilities, aura, knowledge, or aesthetics, it's like they all end up with the same... Character.

Yes, a character. A character fit for a wizard. In the same way, you may choose yourself a character, a 'role' to play in the story that is your life. It won't be permanent, just dress up and act the part in public, and within a week's time you will find yourself keeping to the character you created as easily as you breathe. Beyond even acting, it's like your entire aura will shift to better reflect your new persona in a way that is obvious to anyone who meets you.

But beyond even that, it's as if the world itself accepted your new role and moved to make it fit in the story. Act the part of the wise wizard, and you'll soon find yourself on a quest leading heroes towards their destiny. Act as a hero yourself, and you'll be given an evil to defeat.

*This could be dangerous to you, this could be extremely rewarding. After all, it stands to reason that a Wizard **must** be accomplished in all things magical. So put on your robes, spout out random cliché lines of wisdom to every passerby, and the following week you'll be tearing through magical texts with a thus far unknown speed and overwhelming talents for the magical arts.*

Artificer

★ Arts And Crafts (100)

The hardest part of a crafter's job is to find something to craft in the first place. At least, that is the case when you are not constrained to a very specific job and given specific tasks.

With your magic, everything is both a possible ingredient, and a possible inspiration. Indecision plagues the Artificer, and yet, they may still run out of ideas entirely.

Not you. Your mind is a well of ideas that will never stop overflowing. You naturally know whatever you look at can be used for, and you will

instinctively feel the urge to use it to make something that will end up being useful to you in the future. Of course, you do not have to follow these instincts, but doing so will never outright harm you.

★ The Essence Of Things (400 / Free Artificer)

There is power within the trees, within the stone, within the earth beneath your feet and the metals it hides. Plants, animals, minerals, the very air you breathe in some places... There is magic in everything.

Wherever you go, whatever happens, all things stemming from nature now contain an inner, personal, attributed spark of magic. An 'Essence' of a sort, a mass of magic holding a hint of a Concept of reality. You can touch these Essences, taking hold of the materials and mixing their concepts with each other to craft magical wonders combining their component Essences. Of course, some of the power and meaning will be lost due to the clash between incompatible Essences, but with the right combination there is very little you can't do.

★ All Is One (800)

Perhaps it is the result of a deep understanding of the very nature of reality, perhaps it is simply instincts. Whatever the case, you possess a great talent at obtaining the things you want from what you work with.

This is more than a simple aid in crafting arts of all kinds. Yes, there is some of that, an ability to just know how to put the piece together to create this new magical item, but that is merely a side benefit of your true power.

You have the ability to take things, any number of things, and mash them together into something completely new which will be a mix of their attached Concepts and Essences. So, while this is helpful in crafts, it will shine most in material production. Why bother mixing fire essences with explosive ones, when you could directly mix the natural resources containing them into a new 'natural' resource containing the pure essence of explosive fire? Or of fire explosions? Or of fire-shaped explosions, or explosion-shaped fire... You get the idea. In fact, why limit yourself to only two things? After all, the moment you gained this power is the moment the Concepts of the world stopped clashing with each other while you handle their vessels. Just pick and choose, and admire the results. Oh, with strange and powerful materials, you could make strange and powerful creations indeed.

Arcanist

★ Moments Of Insight (100)

*An Arcanist's power is limited in a way few magics have to deal with. As such, it is necessary to ration what you have, to always use what you need whenever you **truly** need to use it.*

You have a talent that will help you monumentally with this. Whenever you find a problem that you believe can only be solved in an acceptable manner by using a limited resource, if there is actually another way to solve the problem that you hadn't considered, then you will receive an epiphany guiding you towards that solution.

★ The Weave Of Magic (400 / Free Arcanist)

Hidden behind the metaphysical shape of the world exists a gigantic network of Magic. That is the Weave. The Weave is knowledge, power, and the sum of all that is magical within this world. It will give access to all of that to the Arcanist, so long as they abide by the rules of the system in place.

Depending on who created the Weave, it may be simply to have faith and follow a set of commandments, or to go on adventures and survive.

After you leave this Jump, you will forever find a Weave you are connected to in whatever world you end up visiting. If you allow it to, the Weave may even connect to new beings and create new Arcanists in future worlds.

But that is all the permission it needs from you. Aside from this one part of control you have over it, it remains a Weave of Magic with rules you must follow if you want to grow within it.

*This Weave's rules are simple: do interesting things. Whenever you do anything sufficiently interesting, you will find yourself gaining access to **more** from the Weave.*

★ A Tree Of Many Branches (800)

One's development is built upon the choices they make. And choices they **must** make, for when you are offered opportunities, they, like all things, come at a cost. There are plenty of stories warning against greed, or tales of gifts disappearing whenever another is taken... Or simply fading in time or after a refusal.

As strange as it may sound, this simple reality does not apply to you anymore. Perhaps it was a choice between two spells, perhaps it was a job offer, perhaps it was a gold coin on the road you could have picked up, perhaps it was a marriage proposal, it does not matter. The point is, when you are given an opportunity of any kind, it will not disappear until you take it. Not when you make another choice, not after you refuse it, not even decades after it was given to you.

If you had the opportunity at some point, then you have it forever, **somehow**. Does that make sense?

That is not to say that it won't be a convoluted mess to try and go back to that opportunity again. You **could** save someone's life after they died if you had once been given the opportunity to do so but refused. It will just take a lot of work to make it happen. And you might fail anyway. Opportunities and choices are not 'guarantees', you see? But, it's nice to know that you always have the option.

Champion

★ Living Legend (100)

A Champion's fame serves as a declaration of power in the name of the Patron. And it would not do to displease an Outsider with so much power over you, would it?

No, that is a good way to earn attention you would rather not have. That's why you have found yourself with a talent at managing your reputation. It isn't anything supernatural, but you'd have to be very intoxicated indeed to accidentally act in a way you do not wish to in public.

As a side effect, it seems that word of your exploits travel much faster and further than it otherwise would, when you wish for them to be known.

★ Conduit Of Greatness (400 / Free Champion)

As a Champion, you have been chosen as a conduit for your Patron's power. Who that Patron is, only you can tell.

After you leave this Jump, you will forever retain access to this link to your Patron. Although, this time, the power you may gain from them is... Larger in scope, and more organized.

Indeed, at that point you may learn any spell at all from your Patron, irrespective of the concepts and authorities they are normally attached to. In

addition, you also gain access to a mental board of a sort where your Patron's requests for you are detailed, the reward you'll gain from it stated in advance. If you aim for a spell in particular, a new request magically appears on the board.

★ Unbound (800)

A life as a Champion is that of a Contractee. Perhaps it is from your status that you have learned to live this reality and make the most of it. Or would it be 'the least of it'? As it stands, you are very good at escaping your situation whenever necessary. Magical bonds and binding contracts? There's always a release clause or a means to break them. Steel chains and locked cells? Seems like someone lost their keys, and there is an interesting little crack on that link. Sealed away in a pocket dimension? Well, it's just the right time for that freak magical storm to come by and open a temporary portal by chance.

Whatever the case, there is always a way to escape any situation if you wish to take it... Except death. Being disembodied, now **that** is something you could fix in time. But actual death? Let's say only once a decade, shall we?

Martyr

★ Grit And Will (100)

The path of the Martyr is one of sacrifice, either of the self or of others in some cases. You have the grit to harm yourself without hesitation and ignore

the pain, be it physical, mental, or spiritual. In the same way, you are capable of harming others at a moment's thought should you believe it to be necessary.

Guilt and regret will never plague you when you do what needs to be done... Unless, of course, you allow them to.

★ The Spirit Of Sacrifice (400 / Free Martyr)

Bone, blood, hair, skin, will, love, anger, your very soul... Every part of life, be it physical, mental, or spiritual, contains a quantity of pure Magic that may be accessed through sacrifice. Of course, you could simply spill your own blood and wish very hard for something to happen, but it would take several human bodies worth of it to move the ground a bit. No, there are practices and symbolism to follow, generally through the use of rituals, in order to decrease costs and shape the magic towards specific concepts. You will have to learn them by yourself.

Regardless, everything that is alive now holds this power. Not just yourself.

★ The Power Of Rebirth (800)

There is a special quality to your life that ensures that you will always regain what you lose. This is an absolute guarantee that may not be countered. Sacrifice your memories? You will remember after a week. Sacrifice your arm? It will regrow in a month. Sacrifice your soul? You'll get it back in a year or

so, or perhaps grow a new one from the remains of the previous one. Your youth? Constantly regained over time, making you essentially unaging.

And it is not just the things you give up yourself. Whatever part of you that you lose in a way or another, you will regain in time. Of course, this only works so long as there is a 'you' left to regain anything. If you were to be well and truly killed, there is no way you could regain your life... Except once. Once every decade, you may indeed immediately regain your life after you lose it... But only once.

Witch

★ See No Evil (100)

A witch's magic is not one that is easily used in their defense, not without a lot of preparations. That is why a witch's best bet when it comes to their own protection... Is to hide. To live far from developed civilizations, away from centers of population, and using subtle magics when necessary.

You will have to learn the art of hiding on your own, but you have a true talent at being ignored. Yes, so long as you keep to yourself and do not appear obviously strange or different, most strangers will never even suspect you might be dangerous or magical in any way. In fact, they will get the urge to forget about you and leave you alone instead.

However, it works far less against strangers in search of strange people near a location that was repeatedly struck by lightning, experienced plague after plague, or suffered weeks of terrible luck. These folks tend to pay more attention, to no one's surprise.

★ The Ties That Bind (400 / Free Witch)

Everything in this world is like a big ball of yarn. There are invisible strings going into every direction, tying things to each other and interlacing, weaving a tapestry of reality for anyone to study, admire, and touch.

You are one such person. As a Witch, you can feel out the different links between things, be they physical, emotional, or even conceptual in nature, and use them as part of different rituals to affect one thing through another. Voodoo is one possibility, potions are another, and so are charms with symbolism that controls luck.

Wherever you go, whatever happens, these sympathetic links between things will always exist.

★ Waking Spirits (800)

You see things, sometimes. Little things, like masses of sparkles floating off the ground, like small balls of light shining with purpose and life. You see the spirits of the world, and they have much to tell.

Sometimes, when an object or a location gains enough power of belief, of fame, or of stories, a spirit is born from it. Sun spirit, Night spirit, Flower spirit, Stone spirit, Library spirit... There are spirits for anything and everything, so long as they are important enough to someone. That is to say, a pebble on the side of the road would have no chance of ever producing a spirit, but someone's pet rock might.

Spirits just... Exist. They hover around their source, doing nothing in particular. You can see them, touch them, and even speak to them if you so wish. Of course, they speak a language of images and emotions, but they have much to tell you if you take the time to decipher what they mean. An interesting point is that spirits never lie, and they know everything pertaining to the past events surrounding their source.

Of course, if you are not interested in conversation then you could always consider the spirits of the world for exactly what they are: crystalized Concepts and Beliefs. If you were keen on sacrificing a few, who knows what you could achieve...

Spirits will always be there, and though others may very rarely catch sight of them if they are sensitive enough to the flow of Magic, you are the only one who can truly interact with them... Until the day you bother teaching your ways to someone else.

Bard

★ Creative Spirit (100)

As is fit for a master of art, your mind never has any trouble coming up with the next lyrics, story, or melody. Colors blend before your eyes into images only you can see, sounds of the world melt into each other to shape unheard melodies that only you may appreciate, and dreams that reenact stories of legend are common sights to your sleeping mind.

All that is left is to bring them to life.

★ The Epic Of Magic (400 / Free Bard)

There is magic in songs. There is magic in sculptures. There is magic in paintings, theater, and every other form of art you have ever heard of. The acts themselves serve as a conduit to move the power of the world, a Magic that suffuses stories and beliefs, and that forever will.

A song of war will let a militia march and fight as if a royal army. A dance of rain will see the end of drought. A marble bust of a legendary king will lead a village into a prosperous age. So long as there is enough belief, and enough participants, and a sincere wish to be heard, there is little that cannot be archived.

★ *Legendary Reenactment (800)*

You have something called 'charisma'. To many, it is a quality fit for a public speaker, something that allows you to be heard and followed blindly if not understood. To you, it is the ability to infuse the world with your intentions and charm Fate itself into bending to your whims.

Whenever you have a goal in mind, luck will simply push you along the way. People will be more likely to listen to you, and to fit their 'role' in your schemes even on accident if necessary. Events will conspire to happen just in the way you want them to, allowing you to decide on the details if not the happenings and their results.

Yes, if there must be a war, then you won't be the one to decide who wins or loses. But you may decide who will fight who, where the armies will move, and what the war is fought over to some extent. Whatever you have in mind, the participants in these great plans of yours will gain the inexplicable urge to simply go along with it. The more directly involved you are in earning the participants' trust and respect, the greater the effect as a whole.

With this power, you could easily turn a large-scale battle into a musical if you were leading one side... Or into the perfect reenactment of an old Legend. What kind of Magics a Bard could pull off with this level of metaphysical weight, no one knows.

Dark

★ *Shepherd (100)*

Dark lords and Saints alike walk the path of the Dark. It is in their nature to twist others towards their ideals, be it in the search for greatness or for the 'greater good'. Regardless of their aim, they possess the same qualities: a recognizable face, and a voice which is listened to.

Much like them, you are now distinctive in appearance. Perhaps beautiful, perhaps handsome, perhaps simply strangely captivating in a way that cannot be put into words. Additionally, you have mastered the art of using your voice for the purpose of being heard. You know what tone to use, what words to stress, how to convey feelings... Now if only you knew the right words to speak, you could easily turn others to your cause through charisma alone, reasons and goals be damned.

★ *Opening The Gates (400 / Free Dark)*

As a practitioner of the Dark, you are the Conduit of your Patron's power. Who that Patron is is unknown, but they do not seem to run out of power or to be limited in Authorities and Concepts.

By letting the gates open and the power crash into you, you become able to emit an 'aura' of a sort. The aura is one that twists life around you to become more fitting to your shape, goals, and ideals. The process itself is irreversible, slowly twisting others to your liking, but its speed of action is

tied directly to the amount of power you allow yourself access to. Too much, and you might just explode... Or twist yourself in your Patron's image.

If corrupting other beings is not to your liking, you may also choose to let the power shape itself outside of you, summoning creatures and beings aligned to your Patron's aesthetic and powers. Their strength and capabilities is, too, dependent on how much Magic you allowed through your body and soul, but they always be useful for the purpose you called them for.

★ The Dark March (800)

Light, Dark, Grey... Practitioners of the art of twisting others to their cause, whatever their purpose may be, tend to find themselves leading armies in the end. It is unfortunate that works on such a scale always turn out to be somewhat... Detrimental. Do try and command an army over an entire country when delegation isn't an option, would you?

To be fair, it would actually turn out pretty well for you, for you have a power most in your position would happily kill for, little as that is saying for the Dark arts. Anything that holds traces of your Magic, anything at all, you can observe from any distance and send telepathic commands to. The view will be as if you were walking alongside that thing, giving you quite a lot of visual information but nothing else. Still, it can be quite useful for a budding Magical army leader. Summoned beasts? You can see and direct from anywhere. Blessed and corrupted people? They can never escape your sight. Crafted magical items? It's always interesting to know who is doing what

with your trinkets. Suspecting a spy in your ranks? Just observe them for a few hours and see for yourself.

You have to focus to get that information, of course, but when you do you will get a pretty accurate idea of your target's location and a perfect viewpoint to observe their current actions from. With a chain of command so tight and instantaneous relaying of orders, war has never been easier.

Cursemancer

★ Quest Finder (100)

Idols that bring misfortune, places that corrupt the living, shades and ghosts bound to ancient ruins... A Cursemancer's magic can only be truly used when combatting what it was made to combat. Unfortunately, it is not so easy for a budding magician to find their way to where they are needed, with no connections or informants to speak of.

Thankfully, you do not actually need information networks to find out where you should be going. As it turns out, you are extremely lucky when it comes to accidentally listening in on rumors, legends, conversations, and other bits and pieces of knowledge about strange and dangerous happenings. Just walk around town for a week, and you'll have a long list of places to find and people to meet if you want to exercise your Magic a bit, and perhaps reap some benefits while you're at it.

*Of course, this is luck about finding information, not **filtering** it. Most of what you'll hear will be useless, some will be outright traps... But what remains will be a long list of very real quests for you to undertake, much longer than what you would have gotten through proper channels.*

★ Cursing And Curse-Breaking (400 / Free Cursemancer)

As a Cursemancer, you are capable of taking hold of the well of magic within yourself to lay down an effect on something. Unfortunately, this Magic is slippery and only really seems to attach itself to the physical world, be it people or structures, but can never exist freely by itself. Nothing is stopping you from cursing someone with bad luck or laying down a field that makes people want to go far away from some place, but you won't be throwing fireballs around with this power.

This comes with the ability to sense the presence of magic around you, get an idea of how dangerous it is and its general effect, and the ability to shatter similar wards and curses on physical entities by 'poking' at the right points of the magical structure. All magics and supernatural effects you witness in the future will have these 'shatter points', but only you and those to whom you teach the art seem to be able to discover and take advantage of them.

This magical style is most powerful against purely supernatural beings with no truly physical form, for the power they are made out of is extremely susceptible to being shattered or bound.

★ The Sealing Arts (800)

A Cursemancer begins their work learning how to destroy barriers and create them, and eventually work their way up to removing curses from places and creating their own.

The truly powerful ones, however, are the Cursemancers known for taking down ancient evils they were simply not capable of destroying. How? By sealing them away. A simple well-placed dimensional barrier with strong magical locks, curses to weaken and drain whatever is inside, and eventually the target simply fades away, trapped in hungry nothingness until they give up on existing.

You have learned this art yourself. Creating barriers to trap targets, compressing the barrier and attaching it to an object or a location, then cursing the inside of that barrier to hell and back to ensure whatever is within will never come out again, you can do it all. Of course, whatever curses you can apply to your seals will be entirely dependent on what you've learned so far, but even without any your seals will work wonderfully as temporary and very annoying impediments. Or as ingenious travel pouches that are bigger on the inside, they can also do that.

Enchanter

★ Collector's Luck (100)

Unlike the Artificer who has everything they need for their craft at their disposal, an Enchanter must rely on external magical effects and the concept behind the items they work with.

As such, you have learned to be a bit more perceptive and opportunistic when it comes to your materials. Or perhaps it is all luck? Regardless, you constantly stumble upon sources of magic you can drain for power or items that would fit your next creation perfectly. Most of the time it is a lot of little things that pile up really quickly... But rarely it is a very big and very **important** gain that might just become part of your next Magnum Opus.

★ Magical Enchantments (400 / Free Enchanter)

An Enchanter is capable of taking hold of the magic in the world, shaping it into a specific effect, and then suffusing items or structures with that Magic permanently. It is a guarantee for you that all forms of Magic you touch will be very 'sticky' and willing to enter items on a permanent basis, making the art exceedingly easy for yourself.

Interestingly enough, the purpose of spells tends to twist slightly depending on the items it is put into, in a form of conceptual resonance. A fireball in a sword may create a burning blade, while one in a building would keep it warm, for instance.

★ Maker's Mark (800)

Other Enchanters may see their creations as tools for their use, but you see them as they truly are: yours. Every tool you make, every item you shape, anything and everything you create that contains a spark of magic which you have molded yourself permanently acts as a territory of yours, placing it in your ownership in every way that matters.

You will always be able to use them to the best of their capabilities and control them perfectly. You will never truly lose them, you will always find them when you wish to. In fact, you would even be able to force them to act without your presence, making the magical broom sweep on their own and the magical armors act as guards to your mansion while you sleep. And Magic helps whoever tries to harm you with your own creations, for it would be the height of foolishness.

*They are **yours**, after all, and they obey your will before that of the very world.*

Ruler

★ Versed In Legalese (100)

As a ruler, rules and legalese are the center of your magical style. As such, it is entirely necessary for you to understand what you are saying and how to say it better, so to speak.

Wherever rules are laid upon you, and you lay upon others, you are quick to discover alternate meanings, weak points, exceptions, and other similar loopholes. You also easily figure out how to fix them or take advantage of them.

As a bonus, no one can confuse you through the complexity of what they are saying or writing anymore. So long as you understand their language, you will understand their meaning precisely.

★ Law Of The Land (400 / Free Ruler)

As a ruler, you are capable of laying the law wherever you are, creating rules that may not be bypassed without punishment. The system you work under allows you to set any sort of law at all, but there are rules to follow.

First, your laws may not directly harm others. They have to break them before they may suffer punishment from the Magic enforcing them, and even then that punishment will only be proportional to the law being broken.

Second, your laws cannot be unknown. You may choose to have all those in the affected area know your laws immediately through Magic, or you can choose to disseminate the information yourself in a clear manner. But if law and punishment are unknown, then your Magics will be ignored. Erasing one's own memory is an easy way to avoid consequences against a Ruler.

Third, the greater the level of ownership you hold over an area, and the longer you have held it for, the more laws you may lay down, and the more they can ignore the previous rules. The undisputed empress of an empire who has ruled it for decades could easily make all of her people unkillable within the limits of her empire, or punish an enemy breathing on her lands with death.

Normally, a Ruler's level of influence is reset every time they leave an area or a position. That is not the case for you. Instead, they are 'put on hold' until you come back, so to speak.

★ Genius Loci (800)

Magic is a force that, by its very nature, is unreasonable. Magic ignores the laws of the universe, Magic makes up its own rules and breaks them whenever it feels like it, Magic can do anything.

Few practitioners ever reach the point of truly using the full potential of Magic. After all, Magic requires direction, direction stems from decisions, decisions are born of a mind, and a mind is a structure. A structure of order, of rules that must be followed. Manipulating pure chaos through order works... Up to a certain point. This is where we reach what practitioners call the 'Laws' of Magic.

*And sometimes, there are people like **you**. Beings who do not have to respect these limitations, beings who truly wield magic with the entirety of its awesome and unbound power.*

*It isn't that the order of your mind was removed or the Laws bypassed so much as... Sidestepped. You **do** have truly divine power without limit... Within an area. A place for which you act as Genius Loci.*

It is a sphere the size of a small room. Here, you may do as you wish, limited only by your thoughts. But only here, for once you exit the sphere the cruel reality of the world is applied once again. Few effects you would have put into place under the umbrella of your domain will remain at this point.

But isn't this enough? You get a room's worth of space where you can act as a Divinity so long as you stay within. One room and no further, which you may move wherever you wish once a month.

Do be careful, however. The longer you stay within the room, the more your existence will be affected by the chaos within. Your mind will be the first to go, but perhaps one day you'll become a true Genius Loci and never leave again, fading away into nothingness along with your domain.

Apostle

★ Snake In The Garden (100)

As the extension of your Patron upon this land, it is up to you and you alone to spread the word of their greatness, to let the people of this world understand what luck they have to be given the chance to welcome a true divinity upon their puny mortal realm.

Yes, the Divine's hand should act as their Voice as well. It is only right to guide the sheep's future with your power, and their faith with your tongue.

*You have a true gift of glib and wit, an incredible ability to find just the right thing to say to elicit the feelings you want others to feel. Your arguments are sound and logical to all who hear them, even if they would normally have balked at these kinds of words and thoughts moments before. You can make anything sound so **reasonable**... And then, before they know it, they are full of hate towards the world they once loved, and praying in complete hope and faith to the future you offered them.*

However, remember to watch your tone and actions around your new... following. For no matter how persuasive you may be, it will do you no good if you scare them away from listening with your evil laughter and acts of pure cruelty. At least, at the beginning.

★ Harbinger Of Greatness (400 / Free Apostle)

*The power of your Patron flows through you, Apostle. Unlike the Champion, you do not learn nor earn anything from them. Unlike the Dark practitioner, you do not let their power flow through you and into the world. No, you are an **extension** of your Patron in this world. More than an emissary, you are an arm, a hand for them to claw at reality and spread their influence.*

Whenever you wish, you may let your true purpose do its work as the Magic suffuses the land around you, blessing it, cursing it, twisting every natural laws and rules of reality into your Patron's likeness.

This is the power to change the world around you. Sanctified grounds where the hurt are healed, cursed lands spawning monsters of darkness ceaselessly... Anything and everything may happen when the Outsiders become part of this world.

The longer you stay in one place, the further the influence spreads. But, if you wish, you have the ability to let it recede much faster than it came.

★ Divine Blessing (800)

Perhaps it is from your experiences as an Apostle to a greater existence, perhaps you are simply that talented. Regardless of the source, you have understood the means by which Outsiders let others act as conduits for their power and successfully replicated it.

Everything you are, you can share. Of course, this has limits. First and foremost, it is far easier for you to share your non-physical powers and traits with others. Sharing parts of your body will require that they hold great faith in you. Second, what you share is **shared**, not copied. It will never be truly split from you, but it will be inaccessible or weakened so long as it is shared. Lastly, an unwanted gift will be rejected if you do not already have a strong hold on the recipient.

Keeping these limits in mind, you can do whatever you wish with your own power. With a simple touch, you can give anyone access to your knowledge, your supernatural powers and traits, your Perks, and eventually even your limbs. All that you have shared, you can take back at a moment's thought. You can even put conditions, triggers, and all of the rules you want on the use of these parts of yourself you are giving away. You could easily put a twist on this by, for instance, lending someone the knowledge of how to cast a fireball, but forcing them to supply the energy by themselves. Or you could let them drain directly from your reserves, if you would prefer.

In exchange for such generosity, you gain control over the mind, body, and soul of your 'blessed' in that order. The more they use your gifts and the more the faith they have in you, the more control you gain over their existence... Even long after you rescinded your blessings.

Items

*Nothing is linked to a specific Origin in this section. There are no discounts, but you gain **+400CP** to use here only.*

❖ **Grimoires (100)**

A set of books that detail what exactly you can do with your magical style and how to develop it further. It is entirely useless to a master of the arts, but it is a good primer nonetheless.

There are new books whenever you start learning any additional magical style.

❖ **Magical Focus (100)**

A staff, a wand, a dagger, even a sword if you so wish. This magical implement is primarily a focus for your art and allows you to perform acts of Magic a level higher than you normally could at the same cost.

❖ **Orb Of Scrying (200)**

A small crystal ball the size of your palm. You can read the future with it, though it is full of nonsensical images and colors if you don't have the talent to decipher them.

No, its actual use is to look at things from far away through the use of sympathetic links. Just use a thing with a link to another to observe that other thing from wherever.

Be warned, this can be detected, warded against, and even traced back to you.

❖ Bag Of Holding (200)

This seemingly common leather pouch-bag is actually the anchor for an extra-dimensional space accessible only to you. Basically, it is bigger on the inside and never grows in weight. You could perhaps fit a small room worth of items in that.

No worries about sharp objects, this one is completely indestructible.

❖ Ultimate Ingredient Cache (400)

Many magics rely on the use of magical ingredients of some sort. This new basket of yours is completely empty for now, but it will help with that. Simply put, whenever you stash any form of natural item with a bit of magic within it, you will find out three facts about it.

First, the basket weighs nothing. Somehow it stays in place even in great winds, yet doesn't weigh anything at all.

Second, the basket can store items of absolutely any size in any quantity without trouble. It will only store what counts as 'magical ingredients' but it will store them all if you can get them in there.

And third, whatever is put into the basket is registered forever. Whenever you open the basket, you can pull out an infinite amount of whatever it is you put in. Well, not truly infinite. There is a time needed to gather the magic and create the ingredients from it, you know? The more magic is needed, the more time it will take, up to a year, but you can speed up the process by feeding it power from other sources.

❖ Charm Of Cleaving (400)

A long time ago, an Artificer decided they were tired of the great and powerful of this world coming after them, seeking their creations. And so, they took an ounce of morning dew infused with moonlight and a plain iron ring, along with a few other materials. Upon a new moon, they crafted a ring capable of cloaking one's physical presence from the sense of sight.

The Ring Of Invisibility eventually came into the possession of an Enchanter who, with great inspiration, decided to fill the existing ring with a spell of spiritual cloaking, helping the new Ring of Silence cloak one's mind and soul from the outside world.

In the end, a passing Witch came into its possession and found the concept so fascinating that the ring was put in the center of a ritual. A ritual of sacrifice for spirits of Knowledge, Ignorance, and a small part of an Outsider. Their accumulated power was crystallized into a silver chain, and the ring bound to it as the centerpiece in a necklace.

And thus, the Charm of Cleaving was forged. This seemingly plain piece of jewelry is capable of removing its owner's presence entirely from the sympathetic weave of the world, temporarily cleaving through their connection to anything and everything, thus rendering them invisible to all things supernatural. While the Charm of Cleaving is worn, one does not exist in the eyes of Magic.

*Of course, it will still fail to stop a fireball to the face. Or a sword. Or really anything blindingly striking at you. You **do** exist, after all. Your footprints on the dirt below and your cries of pain prove it. You are just very good at hiding, and nothing more.*

❖ Magical Spire (600)

Every self-respecting wizard should have their own Wizard's Tower. And now, so do you. This gigantic building the size of a modern skyscraper comes fully furnished with all of the glassware, libraries worth of books, pillows, armors and swords, robes, and magical tools a wizard could want. If it is used to study Magic, you will find it somewhere in there. There's even a smithery and a garden, just in case.

*There are spells to make the tower invisible, to shield it against attacks and magical sight, to let it fly and relocate it, to sweep the floors and clean the walls, to let the inhabitants have access to running water and electric lighting **somehow**, spells that enhance scrying attempts from within, spells to repair the furnitures, spells to teleport between floors, spells to sound a*

musical number throughout the entire tower with an accompaniment of magical dancing skeletons, and plenty more besides. Your Companions can even come and visit if they wish to.

And of course, it would not be a Wizard's Tower worth the name if it didn't help out with spellcasting, would it? Wherever you are in here, your magic is massively more powerful than it would otherwise be for half the cost. A normal fireball which would barely incinerate a tree would become a burning laser of death when unleashed here, while a limb-regrowing healing spell might actually bring the recently dead back to life.

❖ Magical Kingdom (600)

An entire country of practitioners of your art is now under your rule, Jumper. Magic is prevalent in your kingdom, though you may shape it as you wish in the future.

Your kingdom may grow, your people may develop, your rule may spread to entire worlds... Regardless, your kingdom remains eternal, retaining all changes you make to it.

You can choose to import it in future worlds in a pocket dimension of some sort. All of your people will follow along.

Drawbacks

All Drawbacks end when you leave this Jump.

❖ **The Heights Of Power (+100)**

In this world you enter, Magic would be a relatively balanced art with highs and lows counteracted by benefits and drawbacks. That isn't the case anymore. A strong wizard can be very strong indeed, while an enchanter creating items worthy of Legends is not unheard of.

Perhaps this will not affect your experience much, perhaps this will make all the difference. Regardless, try not to anger the wrong practitioner, you might just come down with a bad case of mountain to the head.

If that limitation had already been removed, practitioners of that level will simply become far more common.

❖ **The Odd One Out (+100)**

As it turns out, your Origin does not define the most used Magical art in the world. Instead, it represents an unknown, something never seen by anyone before. Whatever magic you have is not something anyone is prepared for, but neither is your magic made to exist in this reality.

How this will all play out, who can really tell? Both good and bad things will come from this, certainly.

❖ *Oops, I did it again (+100)*

Well, they say that Rome wasn't built in a day. You only start out with theoretical knowledge in your chosen magic style. Until you have mastered your art practically, your spells and other acts of magic will tend to have... Side effects. These will never be dangerous, rather embarrassing and irritating, but they will be a regular annoyance until you have finally mastered your craft.

❖ *All The Ham, With Cheese Topping (+100)*

Prose, incessant rhyming and alliteration, mysterious and nonsensical openings followed by more in-depth explanations, flowery verses dancing around the subject... The people of this world have no lack of words for certain.

For some strange and unknown reason, everyone you come across will do their best to make their explanations, exploits and other stories seem far more dramatic than they have to be, making it a true chore to get any useful information out of them. Not that they would lie to you where they normally would not, but when every being you come across speaks as if they were the narrator of this document, truly you will have a long, hard time getting a straight answer pertaining to any subject out of them. And yes, my traveling friend, I was, in fact, narrating that way on purpose the entire time.

❖ *Legacy (+200)*

Magic is a wonderful thing, and you possess a deep desire to see it spread further than just you. As such, you will not leave this world until you take on

and teach no less than five apprentices until they learn the basics of your style of Magic to the point they could themselves teach others.

Depending on your other choices here, this will either be grueling work or an interesting hobby. Regardless, you can expect this to take some time.

❖ Masquerade (+200)

Prevalent, perhaps. Widespread and commonly known, not so much. Magic in this world is a secret, Jumper. You have joined a setting under a Masquerade and the organizations in place will try very hard to maintain this secrecy from the common folk.

The status quo may be broken in time, but until then carelessly use your powers at your own risks.

❖ A Touch of Legalese (+200)

It turns out that magic is highly regulated in this world. There is a whole set of rules that are attached to it, limiting its usage. Some laws are merely legal ones, some are physical restraints inscribed in the very ruleset making up reality, certain spells have fixed requirements, some magics may even be banned during certain weekdays and there may even be some anti-magic zones littered throughout the land.

Regardless, breaking these rules will have dire consequences, if you are capable of doing so at all. You might, **might**, get a free pass the first time, but I'd start studying if I were you.

❖ **Where Is My Respect? (+200)**

Jumper? A wizard? That must have been a trick of the light. Jumper fought off a horde of monsters? No no no, they would most certainly be the sort to run away screaming instead. Is that Jumper glaring at us? Why, look at their tiny frown, how adorable.

People have a **very** hard time taking you seriously when it would benefit you or your reputation. Whenever you achieve something, **anything**, don't expect them to take you on your word. In fact, even if they did see you accomplish something great, they would be far more likely to attribute it to sheer luck, or to literally anyone else that was present at the time. Due to this, you will find yourself having a hard time forming lasting or fulfilling relationships with people who are not your Companions of old.

After all, lasting relationships are based on respect, and you will find none for yourself here.

❖ **Technophobia (+400)**

Some magical arts do, in fact, cause advanced technology to malfunction in their presence. Reason is not so good at dealing with the Unreasonable Force,

you see. Though for most arts this generally isn't a concern, it will be with yours no matter what.

Any technology utilizing any form of electronics simply does not work in your immediate vicinity, and might react violently if you try to push the matter. In fact, to make sure you never see anything too advanced during your time here, the access to your Warehouse has been barred for the length of your stay.

❖ A Magical Story (+400)

As it turns out, this is a story of magic and magic only. All of these pesky Perks and powers you bring from past travels will be taken aside for your time here, with the notable exception of purely and specifically magical ones. And even then, only if they correspond to your Origin may you keep them.

❖ The Mage Liberation (+400)

The truth is that not everyone likes the idea of magic. There is this Order of the EMP, or 'Expelling Magic Power' for the paperwork, which roams the entire world and tries its best to either convert practitioners of the magical arts, or purge them. There isn't much of a difference in their opinion and actions. While they do so, they also attempt to develop or seize (read 'steal') devices of all kinds to interfere with the use of magic on demand, such as ones that create zones of anti-magic.

While the order isn't exactly popular, in fact nearly everyone wants them gone, they have enough members and resources to ensure that they will be a constant source of conflict and annoyance in this world. And you are guaranteed to interact with the Order at least once every two months.

❖ Random Encounters (+400)

As it appears, this world is in contact with another. With multiple others, in fact. Well, 'contact' might be a tad hopeful of a word. For clarity's sake, let us label things as they are. For the duration of your stay here, this world will be invaded by creatures from other worlds. They appear out of portals, gates, and a variety of temporary dimensional breaches throughout the land. They might not be too powerful or appear in too great numbers, but it is impossible to predict when or where they will arrive next.

For some reason, these breaches happen with increased frequency around your person, to the point that you are guaranteed to be at the forefront of a random monster attack twice a week at least. It could happen while you rest at home, while you sleep, while you take a bath, while you walk down the street... And of course, stay too long in a single location and the locals will begin to notice your peculiarity.

❖ Clarke's Third Law (+600)

Perhaps this world is not so magical after all. Or perhaps it just became moreso? It seems that, though the magical arts are as prevalent as expected, technology has nonetheless developed to the point that commonly available

devices are capable of replicating magical effects, though entirely scientific in nature.

This is certain to have a great effect over your experience here, but don't think you'll be able to take advantage of this new reality as much as you'd like; whatever the case, you will never be able to learn from or replicate this technology.

❖ Generic Murderous Magicians (+600)

Well, this isn't good. In fact, I would call this situation extremely bad. Shame that you'll be the one to have to deal with it.

It seems that Magic isn't so wondrous a power as it would have you believe. In fact, all practitioners of Magic eventually turn into completely rabid beasts of murder and destruction, coming down upon the world with great power and wrath at everything that moves. This is known, and yet the magical arts never lack practitioners, or teachers, for some strange reason.

Your otherworldly nature shields you from this mental influence, somehow, but others will not be as lucky. Expect attacks by murderous monsters capable of, and very willing to, turning entire villages to cinders at a great price to themselves. Magic is rather balanced, after all... Unless you took a certain Perk, and then I would not expect human settlements of too large a size to exist at all, for obvious reasons.

❖ **The End Of Magic (+600)**

There is an evil in this world that wishes to bring an end to Magic itself. You do not know what, who, or how, but their success is a certainty. As you live your life, you will slowly notice events being led to a certain point, coincidence after stroke of luck birthing opportunities and curses for specific groups all linked by similarities of all sorts. It will be subtle at first, then less so. It will be so very slow, then very fast indeed as you approach the day of reckoning.

*By your ninth year here, you can expect everything to come to a head. Whether you will be there or not when it does will be entirely up to your own actions and choices, but two certainties remain: Magic **will** be destroyed without your intervention, and you require Magic's continued existence to stay alive for longer than a day.*

❖ **A Rival For Life (+600)**

Congratulations Jumper, you have a rival in the magical arts! You should be proud, having a rival so early in your learning of the magical arts is guaranteed to push you both to greater heights. Good steel must be forged and tempered, as they say... Am I using this idiom right?

Regardless, as is expected of a rival, they are your equal in every way. Magical power, magical talent, knowledge of the magical arts... Every bit of power and the trinkets you gained here, they too have an equivalent. Even better than that, they have an immense amount of willpower which ensures they will

never give up on your rivalry, and they were even blessed by Magic with immortality! Indeed, whenever this rival of yours is killed, they will revive a week or two later to seek you out and challenge you to a deathmatch again... Pardon? Oh. **Oh dear.**

My apologies Jumper, as it turns out your rival is not quite the kind you would wish to have. To them, your rivalry is not exactly a boon, nor an attempt to push you both to the greatest heights of your potential. No, your rival is simply incapable of feeling joy, happiness, or fulfillment in their life unless they are fighting you to the death.

Fortunately, they still abide by the Rival Code™, and will formally deposit a letter of challenge to a deathmatch at your doorstep every time they track you down, in triplicate, with the time and location clearly underlined. Still... Make them wait for too long and they might just blow through your front door with a full-on assault to get at you. They are truly a rival for life.

If you somehow enjoyed their antics and survived them all this while, you may take them along as you leave. Don't worry, their little... Disability will be cured by that point.

❖ **Unfolding Epic (+1000 / Exclusive Magic Caster)**

Alas, this world is not so peaceful. A wizard of great power has decided that it was their right to rule over all of creation, and has set off to do just that. They possess the complete Perk tree of the Wizard Origin, and they have

currently set themselves into the role of 'Demon Lord'. As for you, you have been chosen by the world to be their 'Hero'.

This fate cannot be changed. You will face them, you will have to tear through their army. You will have to survive their immense power and counter their magical knowledge. You will have to make your way past their lieutenants, each possessing the complete Perk tree of another origin under the same style: an Artificer, an Arcanist, and a Champion.

And you will either win or you will die, for a fatal wound personally given to you by them will be fatal indeed and mark the end of your Chain, no matter what countermeasures you may have prepared.

❖ One Is All (+1000 / Exclusive Sympathy)

Things are about to go very wrong in this world. For some undefinable reason, four very powerful people with delusions of greatness have unanimously decided to make use of their powerful magics and the sympathetic nature of it to merge the entirety of existence with Magic itself.

Suffice to say, the world at large would be in a pretty bad place were this allowed to happen. As in, it would be in no place at all due to a sudden existential failure of the highest degree.

Good news, setting up a ritual on the scale of an entire planet will take them some time. Less good news, they are actually powerful enough to pull it off

within a decade, each of them possessing the complete Perk tree of a Sympathy Origin: Martyr, Witch, Bard, and Dark. Actually bad news, all of them are in social positions which will allow them a lot of unknowing support from important and resourceful organizations. Even worse news, they can actually pull off their ritual in time so long as they still have two members left.

So your options are as such: find at least three of these insane people and remove them from the board. That's only one option, but it's really the only thing you can do if you want to see the end of this Jump.

❖ World Of Darkness (+1000 / Exclusive Warding & Territory)

As it turns out, ancient Cursemanagers were not so good at their job. Or perhaps too good at it? Whatever the case, it appears that they all decided against destroying these very evil and powerful curses and monsters that once infested the world, but rather sealed them instead.

The problem with such a decision is that a local Apostle, Ruler, and Cursemanager have decided to team up and move over to the once most cursed place on the planet. Now, on its own it wouldn't be that much of a bother. The problem is that said Cursebreaker summarily broke through every seal they could find, the Apostle used their power as fuel to corrupt the entire land, and the Ruler prepared edict after edict to make the whole place mostly unassailable and the flood of darkness unstoppable.

Suffice to say, a large chunk of a country just became an impenetrable and unending source of very powerful, very cursed monsters. And it is still spreading.

Sure, the entire world will be up in arms to stop the madness right by your side, but there's one tiny problem left: we're missing a member here. As you might've guessed, The Apostle, Ruler, and Cursemaner each have all Perks on their corresponding tree in their possession. But what of the Enchanter? Well, so do they. It just so happens that this Enchanter was once the most renowned Enchanter on the planet, being the direct creator of most superweapons in the world's possession to this day. Weapons that just so happened to blow up in the hands of their owners as you arrived, if they didn't immediately rush to their creator's side.

So there you have it, a broken world filled with monsters spawning endlessly, no silver bullet in anyone's possession, and very powerful enemies with unknown aims preparing in the background.

Your goal? Survive.

Ending

Go back

Too much magic for lifetimes, I see. It is thus time for the journey to end and go back home. Goodbye, Jumper.

Stay

Putting down roots? A magical place such as this one certainly makes for a good home. Regardless, enjoy your time in this Magical World.

Move On

The next adventure awaits you, Jumper. Go, go and Share the Magic with many worlds, will you?

Notes

- *Don't feel like making another Companions section in a generic Jump. Feel free to import or whatever.*
- *All Is One does not make the associated magic style Perk obsolete. There still won't be any Essences anywhere until you take the latter, just conceptually weird materials.*
- *Thanks to the nutjobs who kept writing more and more drawbacks while I wasn't looking. It helped a lot... Just, please no more. That's way too many point already x)*
- *Link to the [doc](#) for comments you may have.*

Changelog

❖ Version 1.0

Made a Jump.