



Welcome to Moperville! On the surface, Moperville is just a perfectly normal town, located somewhere in the American Midwest. Look a little deeper, though, and it's easy to find all sorts of strangeness. Little green aliens known as the Uryuom live among humanity, disguised as citizens like any other. Magic is a known phenomenon, and wizards occupy positions in the FBI. Animal people are raised in secret labs as weapons against enemies of prophecy. Parasitic monsters arise as people renounce their humanity. Immortal entities from another layer of reality play with mortal lives like pieces on a chessboard. Even visitors from parallel universes have their own agenda. And the longer you spend here, the more these agents will clash, until eventually the town becomes a paranormal hotspot known across the country.

At least, that's what will happen if you don't change anything. But it wouldn't do to go to such a place unprepared. In order to gird yourself against the challenges you may face, take 1000 Choice Points. You can spend these points in the following pages, in order to gain skills, spells, or supplies to ensure your success.

ORIGINS

DROP IN (Free)

You arrive standing outside the Moperville Shopping Mall, with no memories of this world, and only what you brought with you as possessions.

Pick an age between 14 and 60. If 18 or under, you find admittance papers to either Moperville North or Moperville South among your documents. If between 19 and 23, you'll instead find admittance papers to the local college. If 24 or older, you appear to be scheduled for an interview at the FBI's local paranormal division.

BOY SCOUT (Free)

You've always had a strong moral compass, standing up to bullies from a young age, and branching out to help people in other ways as you matured. Combined with your parents' laid-back attitude to your activities, you've become a well-known figure among Moperville's student population.

Pick an age between 14 and 18. You are enrolled at Moperville North or Moperville South (your choice).

LAB JUNKIE (Free)

Science may not literally be your lifeblood, but it would be if you could figure out how to make it happen. When you were at your lowest, your parent(s) gave you an opportunity to build yourself back up, and you took it, restoring your confidence atop a mountain of mechanisms and formulae.

Pick an age between 14 and 18. You are enrolled at Moperville North or Moperville South (your choice).

NEST DWELLER (Free)

You've had a rather sheltered upbringing. Quite literally, since you grew up in a secret facility, never leaving to spend time in the outside world. But your time there is at its end now, and despite some darkness in your past, you're ready to face life with a smile.

Pick an age between 14 and 18. You are enrolled at Moperville North or Moperville South (your choice).

TRANSUNIVERSAL VISITOR (Free)

You originate from another reality altogether, but circumstances have brought you to this world. Luckily for you, the government wants to keep the paranormal hush-hush, and are willing to provide an opportunity for you to blend in.

Pick an age between 14 and 60. The effects of your age are the same as those listed under Drop In.

BUREAUCRAT (Free)

If there's power to be had, you can bet the government's keepings tabs on it. In the case of magic, they have a variety of personnel skilled in its use, and thorough records of most locals not under their employ. You belong to the former category, and generating the latter is only part of your job.

Pick an age between 30 and 60. You have a field job at the FBI's local paranormal division.

IMMORTAL (300)

Between the very large timescales involved, the deliberate passing on of misinformation, and the frequent memory loss, it's not at all clear where Immortals came from. However you came about, you're a pointy-eared denizen of the spirit realm, and you've been around for a very long time. You must select "IMMORTAL" in the magic section.

Pick an age between 20 and 180.

Regardless of your background, you may change your gender for free.

LOCATION

Roll a 1d8 to determine where you'll be starting.

1-4: Moperville

5-8: Also Moperville

PERKS

UNDISCOUNTED

Hey, Is That A Demonic Duck Of Some Sort? (100): Yes, it is. By saying the perk's name, you can cause the Demonic Duck to appear, providing a convenient distraction. Note that this only works if somebody would actually find the duck distracting. Also, the duck has a mind of his own: if the situation looks risky, or he feels slighted, he may decline to show up.

The "Kitty" Face (100): How horrifying. Through a failed attempt at a delighted expression, you can make an awful face, guaranteed to unnerve, unsettle, or make people just not want to be around.

Variant Number Five (100): Ever wanted to turn heads? Here's your opportunity. Your body weight, hair length, spinal curve, and a dozen other details of your body are adjusted, making you an attractive representative of your gender to anybody with the orientation to be interested. This also comes with an increase in your, shall we say, "proportions" if you wish.

Make Em See Rainbows (200): Sorry, did I say anybody with the orientation to be interested? Let's rephrase that to just "anybody". Your good looks are further improved, such that even those who wouldn't normally be interested see you as a stunner.

DROP IN

Shoulder Spirits (100, Free Drop In): The best way to resolve inner conflict is to start by externalizing it. Probably. Whenever you're feeling torn on an issue, you can summon up tiny angel and devil representations of you, who will hash out the problem on your behalf. Or, if angels and devils aren't appropriate, you could pick different thematics: logic and curiosity; order and chaos; id, ego and superego. Do note, though, that they aren't actually real, more of a strangely effective framing device that only you can see.

Weirdness Apathy (200, Discount Drop In): One'd think that casual defiance of the laws of physics would turn some heads. Apparently not. Sure, people will pay attention if you do something big and flashy, but for smaller stuff like levitating instead of walking, bystanders will tend not to care much.

ASMA (400, Discount Drop In): Through heavy sleep deprivation, binge watching anime, or some equally strange method, you've uncovered a source of true power. By practicing a discipline of your choice (and this could be anything, from martial arts to juggling to blitz croquet), you will experience steady growth in your magical ability beyond what you would normally expect. You can teach your understanding of this discipline to others, as well, allowing them to build up magic of their own. Note that others cannot attain your level of understanding, and so their magical growth may take years to come to fruition.

The effects on both you and others are amplified dramatically by practicing your discipline inside the ASMA Dojo.

My Own Skin (600, Discount Drop In): Spells, Enchantments, Curses, Transformations... Magic comes in many forms, all of which can be dangerous for somebody without protection from it. Good thing you have that protection in spades. Your Spell Resistance and Enchantment Resistance are far higher than would normally be the case, given your levels of magic. Even with minimal magic of your own, most spells will simply fail to take effect against you. On the rare occasion that something pierces that defense, it won't last long: any enchantment-like effect will fall off almost immediately. Note that this only applies to unwanted spells and effects: if you want something to work on you, it will bypass your defenses without a problem.

BOY SCOUT

Self-Hypnotic Suggestion (100, Free Boy Scout): Maybe you needed to prepare for enemy contact. Maybe you just have weird friends to deal with. Either way, you've learned a simple mental trick to keep yourself focused and calm, even under dire or bizarre circumstances.

Togateiru Fohku Kohgeki (200, Discount Boy Scout): <flavor text>. You're a moderately skilled all-round combatant, with improved physical fitness, fighting instinct, and at least a little ability to use weapons of any stripe, even improvised weapons such as thrown forks or broken broom handles.

In Search Of Avalon (400, Discount Boy Scout): No matter how willing you are to help others, it does no good if you're not there when help is needed. Lucky for you, that's not a problem anymore. Chance and circumstance will tend to put you closer to the site of any incidents you could intervene in, and the people around you will subconsciously notice your willingness to aid them. That said, these are only true while you are in fact willing to help; if you're too busy, not in the mood, etc, the effects fade.

Not That Complicated (600, Discount Boy Scout): The hardest part of people staying true to themselves is knowing what 'true to themself' actually is, and what it is in life they really

value. Even once they've got that sorted, oftentimes they'll run into situations they never anticipated, and have to figure out how to apply their priorities all over again. Not you, though; you've got this sort of thing figured out.

You have an unshakeable understanding of your own moral foundations. No charlatan can persuade you to act against your nature, no magic can alter your values, and even if something truly unprecedented happens, it will only take you moments to figure out how it factors into your morality. This effect passes itself on to any duplicates of you, as well; even if they were supposed to be an evil twin or brainwashed replicate, in the end they'll share your ironclad moral compass.

LAB JUNKIE

Variables Correct (100, Free Lab Junkie): You have a certain baseline understanding of engineering, science, and mathematics that ensures you know what you're doing while you tinker. This doesn't make you an expert, on its own, but it ensures you can tell the difference between a capacitor and a NAND gate. In particular, you understand most of the simpler principles behind transformation technology--enough to make adjustments to any such devices you may possess.

Deliberate Placebo (200, Discounted Lab Junkie): Sure, it's all in your head, but why's that mean you can't benefit from it? By enforcing certain habits of behavior in yourself, you can tie those behaviors to certain skills, giving you a noticeable boost of skill while the habit is maintained. For example, if you consistently tie your hair back before doing repair work, you will receive an increase in repair skill whenever your hair is tied. This effect reaches full strength after about a month of maintaining a specific behavior.

Mad Science, Bad Budget (400, Discounted Lab Junkie): Not all super-tech is created in a government facility with hundreds of thousands of dollars in backing. Rustling up that kind of support isn't always an option. Thankfully, you're good at making the most of what you've got, able to stretch cheap technology to its limits in order to create the tools you need.

From The Very Curvature Of Space (600, Discounted Lab Junkie): This is it: your magnum opus. With this machine, you've unlocked the power of the universe, and discovered how to generate free energy. Infinite power lies within your grasp.

Well, theoretically, anyway. In actual practice, your first design (consisting of a wired together set of a potato and a rubber duck) is barely enough to make a lightbulb flicker. But you're on the right track: with additional research, you should be able to steadily improve the design, eventually making generators to match any power demands you possess.

NEST DWELLER

Talk To The Shirt (100, Free Nest Dweller): Why do people get so embarrassed over the smallest details? Really, it doesn't seem like it's worth the fuss. When it comes to the things that ordinary folk would blush at or stammer over, you can stay calm and candid, handling it with aplomb (or with a mischievous grin, should that be your preference).

Change Blindness (200, Discount Nest Dweller): Is there something different about you...? Nah, couldn't be. Any changes you make to your physical form, from cutting your hair to switching genders to becoming 20 years older, are easy for people to miss if they weren't there to see it happen. You can still point out the change to them, of course, but otherwise they'll tend to subconsciously assume you've always been that way.

TF Healthcare (400, Discount Nest Dweller): Shapeshifting sounds like the sort of thing that could have awful consequences for your health, should it ever go wrong. Oddly enough, much the opposite is true: regularly changing your form comes with a host of medical benefits. Whenever you switch from one shape to another, your aches fade, your illnesses are fended off, vigor fills your body, your expected lifespan improves (though not past what you'd expect of someone in peak condition), and of course it does wonders for the sinuses.

Element Embargo (600, Discount Nest Dweller): You were raised in a secret facility for a reason. Believing they needed a hero to stave off a prophesied adversary, you were created as part of a project to negate that adversary's biggest strength. In your case, they succeeded. Pick a material, or an element you can touch (for example, metal works, as does fire or air, but time and other such abstracts would not). Alterations to your body have made you invulnerable to damage from that specific element. These alterations are generally a change to your physical form (fireproof fur, or metal-nullifying skin, or scales that redirect wind around you).

TRANSUNIVERSAL VISITOR

Successful Scout (100, Free Transuniversal Visitor): Knowing where you are is always important, and it only gets more important when you factor parallel universes into the mix. Your sense of direction is finely honed, such that you'll never lose track of your location without external interference. After all, who goes traipsing between realities without navigation?

Parallel Research (200, Discount Transuniversal Visitor): If you're going to be hopping between universes, it's always wise to know what you're getting yourself into. With a few days of investigation, you can discover the number and kinds of any alternate realities to your current one. Additional research into a specific universe will allow you to discern any major differences between that reality and your current one.

Diversiory Tactics (400, Discount Transuniversal Visitor): Guards keeping you from sneaking into a building? Enemy mage protected by mercenaries? Too many observers around to use your flashy magic? Sounds like a distraction is in order, and you're ready to provide. You excel at finding out what would best draw a person or group's attention, then using that information to make sure their focus is elsewhere while you do your thing.

High Magic Origins (600, Discount Transuniversal Visitor): The first thing you notice when you arrive is how weak the local magic is. But then, maybe your standards are higher than most. You originate from a reality steeped in magic: as a consequence, not only do you have much more magic than others, but any magic you possess will grow and develop substantially faster.

BUREAUCRAT

Endless Barrel of Exposition (100, Free Bureaucrat): Charts, diagrams, monologues: these things come naturally to you. When you need to provide an explanation of some kind, you can easily produce a feature-length speech to cover the issue, replete with visual aids, handy metaphors, and other such methods. By the time you're done, your audience is guaranteed to have a clear understanding of the issue. Assuming they were patient enough to listen the whole time, anyway; this approach takes much longer than a normal explanation. And, of course, you can't explain something if you don't know it yourself.

Kicked Upstairs (200, Discount Bureaucrat): You're a loose cannon, Jumper; hand in your badge, you're off the case. That said, it'd be a real shame to lose your talents. Whenever a group or organization you belong to decides you're unfit for duty in your current position, rather than just fire you, they'll consider promoting you instead, putting you in a position that better utilizes your skills (inventing a position if there isn't one already available). You're not guaranteed to actually get the promotion, but you'll at least have the opportunity.

Unorthodox Coverup (400, Discount Bureaucrat): That crashed UFO? Actually a weather balloon. The magic statue that came to life? Mass hallucination. Little green men with antennae? Entirely human, as their "Homo Sapiens" flag indicates. When you need to hide something from the public, your explanation doesn't need to be good, or even coherent. So long as any explanation is provided, people will tend to turn a blind eye.

Head of Paranormal Diplomacy (600, Discount Bureaucrat): In the world of magic, humanity is far from alone. You may encounter griffons, immortals, aliens, and many others who are unlikely to share your view of the world. That doesn't mean there's no room to negotiate, though. So long as you're not actively at odds with them, paranormal entities will almost always be willing to work out an agreement that helps you both get what you want.

IMMORTAL

Eternal Iteration (Free, Immortal Only): You are a being known as an Immortal, or perhaps a Faerie, or perhaps an Ancient. With that status comes all the longevity implied: old age has no effect on your physical health, nor does the passage of time. To the contrary, you grow smarter and more powerful as you age. You may also move between the spirit and physical worlds at will, effectively allowing you to phase through matter and turn invisible to mortals as you wish.

However, there are some caveats. Firstly, in this world Immortals are bound to obey certain rules: they cannot interfere directly in mortal affairs, except by either empowering or guiding them. This means you cannot harm a mortal, or curse them, or steal their belongings, or any action of similar directness: to do so will force an immediate Reset. (Note that this rule is based on your belief: so long as you sincerely believe that an action is either empowering or guiding, you're in the clear, even if nobody else would agree with you.)

As for what a Reset is, that brings us to our second caveat. Immortals grow smarter and more powerful as they age, but they also grow increasingly bored and decreasingly sane. To avoid the negative repercussions of this, most immortals will Reset themselves once they reach two hundred years of age. In a proper Reset, the Immortal takes the time to get their affairs in order, then reverts to a much younger version of themselves, losing everything except their basic nature and a secondhand description of their most important memories. In an improper Reset (such as from breaking the rules), not even the memories are retained.

The third and final caveat regards another rule affecting all Immortals. When an Immortal makes a vow, they are obligated to fulfill that vow. Attempting to break a vow will produce highly intrusive thoughts about that vow until the Immortal returns to fulfilling the vow. Should the vow become impossible (for example, vowing to keep someone alive who then dies), there will be no way to prevent a constant flood of intrusive thoughts about the vow, leaving the Immortal mentally crippled until they Reset.

In future jumps, you will no longer be restricted to “empower and guide” mortals, and are no longer obligated to fulfill your vows.

Legacy (200, Immortal Only): Memories, emotional ties, relationships. All valuable things. All lost to the Reset. For you, that state of affairs is unacceptable, and something within you provided another answer. As long as you have something you cherish in your past or present, the madness intrinsic to immortals will remain dormant, leaving you with no need to Reset. You will not forget. You will be there for those you care about, however long you live.

Plan CM (200, Discount Immortal): Stands for “Complicated Mess”. Having a longer lifespan means that sometimes you need longer and more circuitous schemes to achieve your goals. You’ve had lots of practice in that department, though. Any plans on your part are less likely to fail due to having too many moving parts, as you can adjust the details on the fly to compensate.

All A Frame Of Mind (400, Discount Immortal): Sure, sure, you have to follow all these ‘rules’ or face ‘consequences’. But who decides what counts and what doesn’t, anyway? In your opinion, you’ve been perfectly obedient, and nobody can tell you otherwise. When dealing with supernatural laws (of the ‘break these and face repercussions’ variety), you can usually convince them that you’ve done no wrong simply by believing that to be the case.

Artifact of Power (600, Discount Immortal): Through the continuous investiture of a portion of your magic, you can create an object which radiates energy. When properly aligned atop a pedestal and attuned to your will, the artifact grants access to a single spell, which can be used anywhere in the world. The spell must be one you know, and others must be taught how to activate the spell, but once taught, the spell can be used by anyone at all, so long as the artifact remains operational. Should you run out of energy to power the artifact, it will cease functioning until you can power it again. The more expensive the spell, the more expensive it is to keep the artifact powered.

MAGIC

First, let's go through a quick primer on how magic works.

Magic is “a type of energy that can be used to defy the supposed laws of our universe”. Its use can allow for nearly any effect, with the one exception of time travel, which it cannot do.

On its own, having magic doesn't do much, apart from make it easier for you to resist external magic. This resistance comes in two flavors: Spell Resistance and Enchantment Resistance. Spell Resistance lets you keep spells from working on you. For example, a fireball might be harmlessly deflected, or a hypnosis effect wouldn't work. Enchantment Resistance reduces the time you spend under certain magical effects. With strong Enchantment Resistance, you would snap out of a mental compulsion quickly, and unwanted transformations would wear off much faster. The stronger the spell affecting you, the stronger your resistances need to be in order to fend it off. Note also that resistance only works on unwanted spells/enchantments: any effects you want to work on you are unimpeded.

Magic can be built up in various ways. Once you have enough magic, you can be Awakened. Being Awakened grants you one or more spells, usually related either to your personality or the manner of your Awakening, and lets you draw on your magical energy to cast those spells.

As you use your magic, it will grow stronger, and you will periodically gain new spells to use (or your old spells will alter themselves). These new spells or alterations are, again, based on your personality, as well as what you generally use your magic for. Somebody who spends their time trying to be stealthy might get a spell that tells them how many people are looking at them, for example, and someone who hunts aberrations may find that their summoned weapons develop a unique anti-aberration aura. A spell's power is directly correlated with its cost: any improvement in functionality comes with an increased price, and any decrease in cost comes with a loss of functionality.

Tracking what spells you possess can be difficult. Getting a new spell doesn't come with instinctive awareness of what the spell does, or even that it's there, so spellbooks are important to keep up to date on what powers you actually possess.

Using too much magic at once can cause magical burnout, which changes your hair color and renders you unable to use magic for the duration. Magical burnout lasts until a dramatically appropriate moment (no, really: magic has a flair for the dramatic), then ends, allowing you to use magic again.

Aside from having magic, it is also possible to *be* magic. Aliens, such as the Uryuoms and the Seyunolu, are magic. Likewise for aberrations, and many various magical creatures. Being a magical creature does not let you develop new spells, and does not count as being Awakened, but you do get the other benefits of having magic (like spell/enchantment resistance), and can use whatever magic properties you already possess.

Magic in the EGSverse is sentient, and has its own mysterious agenda. Notably, it wants magic to be universally accessible, but only actually used by a very small part of the population. If too many people get magic, it will trigger a Magic Reset, which strips away everyone's magic, then changes how magic works to keep people from getting their powers back however they got them before. Beings which *are* magic (see above paragraph) are immune to the Magic Reset, as are Seers.

With all that out of the way, let's get started. How did you get your powers?

You may choose a single magic source for free. Companions may choose a single magic source (other than 'No Magic') for 300 CP.

NO MAGIC

Oh? You're not interested? Or do you just plan to Awaken the hard way? In either case, your magical reserves start at baseline human, and you can't buy anything from the Magic section, but you get 800 additional CP, to spend however you like.

MARKED

You woke up one day with a birthmark-like shape somewhere on your body, that allowed you to cast a single spell. When you Awakened, the birthmark disappeared, but your magic remained. You gain 300 cp to spend in this section, and may pick a single spell on the list for free.

MARTIAL ARTS

You built up magical energy by training in Anime Style Martial Arts (or some other, similar style). You gain 600 CP to spend in this section.

WIZARD

You are descended from a lineage of magic users, and have unique abilities as a result. You gain 200 CP to spend in this section, as well as the following perk:

Spell Replication (Free, Wizard, Immortal and Elf Only): By closely studying a spell in use, you can learn that spell, becoming capable of casting it yourself.

SEER

A rare, spellless variant of wizard, you are descended from a highly magical lineage.

You cannot purchase anything from this section, and do not naturally develop new spells. However, you gain the following perks:

Seer Vision (Free, Seer Only): You can “see” magic as a sort of aura produced by magical objects, people, creatures, or spells. Close examination of magic gives you insight into its exact nature and function--for example, you could easily discern what an invisibility spell does, how long it lasts, the casting method, and any other minutiae about it.

Wand Maker (Free, Seer Only): You can create spell catalysts, devices that allow a person to cast a spell they don't otherwise possess. Any spell you're familiar with (either by Seer Vision or by other means) can have a spell catalyst created for it. Once you've created a spell catalyst, other wizards can be taught the specific spell that creates that kind of catalyst.

Spell catalysts are capable of storing their own energy, depending on the size, material used, and quality of craftsmanship. Enchanting a twig you find in the forest would have almost no capacity, while an ornate staff could store massive quantities of power.

SEYUNOLU

You're not human--not entirely, anyway. Instead, you were born from an Uryuom egg, and probably have parents from more than one species.

You get 600 CP to spend in this section, but can only buy magic from the Seyunolu section.

ABERRATION

You used to be human. It didn't suit you. Through a magic ritual, you've converted yourself into a magical entity, that preys on humanity in exchange for eternal youth.

You get 700 CP to spend in this section, but can only buy magic from the Aberration section.

IMMORTAL

You're an Immortal! If you're this far into the jump, the implications should be clear to you already. You must take the “Immortal” origin if you take this.

Much as wizards do, you gain access to “Spell Replication”.

ELF

The child of a human and an Immortal, you share some qualities of each, but cannot be said to truly belong to either. In most respects, you are a Wizard, and benefit from that class's perks and spell discounts. However, instead of bonus CP, you gain particularly pointy ears, plus access to the following perk:

Half-Fae (Free, Elf only): As a descendant of Immortals, you share some of their strengths, but are also partially bound by their pacts. You have a dramatically increased lifespan, living at least hundreds of years naturally. However, you are unable to participate in any military, and can only enter combat when either magic is involved or you or others are under immediate threat. Breaking those rules will trigger a Reset, much like what happens to rule-breaking Immortals. (After this jump, these restrictions are lifted.)

UNDISCOUNTED

Stun Hammers (Free): Somebody acting perverted, sexist, or generally making a nuisance of themselves? If so, you can now conjure a gratuitously large magical hammer and thwack them over the head with it. Despite its size, it doesn't do any actual damage, it just stuns them and stings for a bit.

Gender Flip (50): Anybody struck by this spell switches from boy to girl, or girl to boy, for the duration. They also become attracted to whatever is currently the opposite gender (if they weren't already) for the duration.

Flashlight Beam (50): You can project light from your hands! The effect can be modulated to make it brighter or darker, as well as adjusting its spread. Could probably blind someone, if you put enough power into it. But mostly, this is for seeing in the dark.

Name Based Affinity (50): Depending on your name, you gain access to a minor transformation that's a pun based on that name. For example, the name Catalina Bobcat might let you sprout cat ears and a tail, while Snoop Dogg might give you a beagle nose and paws. If your name doesn't have an obvious pun, feel free to stretch a little: for example, "Liam" derives from Willahelm, meaning "helmet of will", so if that's your name, you might get a crest-shaped birthmark that changes color based on your mood.

Puppy Trouble (50): Oh no! Lassie's trapped in the well! You can sense whenever nearby dogs are in trouble, complete with their current location.

Mana Bolt (100): Simple but effective, this spell draws on your mana to fire a bolt of energy, impacting and scorching its target.

Dream Dive (100): Allows you to enter a sleeping person's mind, becoming part of their dream. While inside the dream, you may communicate with the sleeper freely, and draw on the sleeper's thoughts to alter the dreamscape. (Note that this last ability does not actually tell you what they are thinking; the only way to tell that they have, say, crows on the mind is to actually produce a crow within the dream.)

Nose Beep (100, Free with Dewitchery Diamond): Souls aren't supposed to be younger than their bodies. It can happen sometimes, but often has negative repercussions. This spell fixes such a disparity. To cast, simply touch your target's nose. From that point on, each time they go to sleep, their soul will experience five years of life in a parallel universe, often alongside a parallel-universe version of you. This will repeat each night, until their soul is as old as their body, and then the spell will end.

(For example: if their body is 23 years old, and their soul is 5 years old, they'll have a dream about another world where they live from 5 to 10 years old, then another dream from 10 to 15, then 15 to 20, then 20 to 23. Then the spell would end.)

These dreams are, in at least one sense, 'real': there is a parallel universe where the events they dreamed about actually took place.

Linguistic Transfer (200): Spending months or even years on learning languages is simply too long. Through physical contact, you can grant another knowledge of any languages you know, or learn any languages that they know instead.

Lockdown Barrier (200): Creates a barricade, sealing a door or entryway. Once sealed, the door cannot be opened, and the entryway cannot be passed through, except with sufficient strength to shatter them, or sufficient magical ability to bypass them.

Summoning Chest (200): Marking a storage container with a unique mark will allow you to summon magical copies of any objects stored in the container. Only one object can be summoned at a time, and sufficient force will cause the object to disappear. If the summoned object can be magically animated (for example, a fairy doll), it will animate, acting based on your subconscious desires.

Mahō no Supekutoru (200): You can summon three illusory copies of yourself, colored Red, Green, and Blue respectively. These copies are intangible and, when hit, disappear in a puff of smoke. Each clone will act like a certain aspect of your personality, with Green representing your playfulness, Blue representing your sadness, and Red representing your violence.

Summon Fairy Doll (200): If you are familiar with both a person and that person's general location, you may produce a fairy doll at that person's location. A fairy doll, as the name implies, is a small doll with your general appearance, plus wings.

Once the doll is created, you can 'possess' the doll, moving your consciousness from your body to the doll. While in the doll, you can fly, and feel any sensations the doll would feel. At any time, you can return to your body, leaving behind the now-inanimate doll wherever it was. If the doll is destroyed, you will return to your body automatically.

Most magic cannot be cast from inside a fairy doll, but it is possible to learn or develop spells that are specifically compatible with it.

Murder Shroud (300): Conjures a swarm of crows, which act according to the caster's whim, and explode upon impact.

Dimensional Portal (400): Produces a portal leading to a parallel universe, large enough for one person to walk through. The portal is located in the same geographic location in each universe. Can only open a portal to universes that already exist, and you have to know in advance what universe you're traveling to.

Shrink (400): By pointing your palms at your target, you can transform them to as small as 1/7th of their original size (in each dimension).

Monstrous Form (400): You can temporarily transform into a massive figure, humanoid in shape, but with inhuman features. (What inhuman features, exactly? Anything you'd like, from spider eyes to thick fur to a crocodile's snout, although note that they won't confer any particular advantage.) While in this form, you are capable of flight, and receive a massive boost to your strength, durability, and spell and enchantment resistances, able to crush concrete underfoot, deflect thrown cars without injury, and shrug off most spells. Should that prove inadequate, additional magic can be pumped into the form, increasing its strength and durability further, as well as enhancing its flight speeds. Note, however, that the spell is very expensive even without spending extra magic--an average wizard would only be able to sustain it for a few seconds before risking magical burnout.

MARTIAL ARTIST

Illusory Glow (100, Free Martial Artist): You can produce simple illusions, causing your eyes or attacks to glow if you want. This is mainly just to look cool, but it could also serve as a distraction or intimidation technique.

Supernatural Detection (200, Discount Martial Artist): When magical or paranormal entities are nearby, you'll be alerted to their presence (though not their location). The stronger they are, the farther you can detect them from.

Force Enhancement (200, Discount Martial Artist): Your punches, kicks, and other attacks that use your body can be magically reinforced, adding to their strength.

Tamashii Gekido (400, Discount Martial Artist): By flaring your magic, you can produce a powerful explosion of energy around you, damaging and throwing back anything it hits.

Superhero Form (600, Discount Martial Artist): It's a bird! It's a plane! It's you! By drawing on your magic, you can transform into a stereotypical superhero, capable of flight, super strength, and accelerated healing. Comes with a costume of your choice. You also get three "alter ego" forms representing different personalities, just in case you need to conceal your identity. Unlike most transformations, the transformations from this spell can fully stack with any other transformations.

WIZARD

Create Spellbook (100, Free Wizard and Immortal): Transmutes a book into a Spellbook (see Items section) and links it to a specific person.

Identify (200, Discount Wizard): When cast, informs you of the target's identity, as well as what transformations they're under (if any).

Calm (400, Discount Wizard): Suppresses the target's emotional responses, leaving them placid and unconcerned. Also makes them fairly blunt, as a side effect.

Terra Beam (600, Discount Wizard): Fires a massive, magical laser, warping light around it and scouring whatever it touches. Produces a thunderclap as it destroys the air between you and your target.

SEYUNOLU

Lesser Chimera (Free, Seyunolu Only): One of your parents was human. One was not. Normally, that wouldn't work, but Uryuom eggs are flexible that way.

Choose any real-world animal. You can, with a few seconds of concerted effort, transform between a human form, an animal form matching the animal you chose, and a half-human form with some qualities of both. Additionally, if you are transformed by some other method, you 'learn' that form, and can transform into it whenever you wish.

Zoolingualism (200, Discount Seyunolu): You can talk to animals! Well, everybody can do that, but when *you* talk to them, they understand you. You, in turn, can understand them when they respond to you.

Telekinesis (400, Discount Seyunolu): As it says on the tin. You can use your magical energy to move objects around. Applications vary from flight, to holding an enemy in place, to retrieving a distant object.

Transformation Mentat (400, Discount Seyunolu): Frequent shapeshifting involves a certain degree of mental acuity, in order to adapt to the changes in your body. While this mainly makes it easier to use new forms, there are also fringe benefits: specifically, fantastic mathematical ability and short-term memory.

Greater Chimera (300, Seyunolu only): You had many parents: a human, an uryuom, a lespuko, and one other animal. This combination is every bit as powerful as seyunolu prophecy suggests, and will draw attention if discovered.

In addition to the effects of Lesser Chimera, your transformations are quicker and less draining. Additionally, you can mix and match the features of any of your forms as you wish, creating 'Legion' forms. Lastly, you gain access to the Lespuko form, an alien spike-covered ape whose claws slow their targets' regenerative properties.

ABERRATION

Parasitic Transformation (Free, Aberration Only): As an Aberration, you can consume the energy of humans to prolong your life. In addition, you gain a natural resistance to any and all non-magical injury. However, magical weapons are somewhat more effective against you than they would be against a non-aberration.

Altered Physiology (400, Discount Aberration): You've developed some...unusual characteristic. Maybe it's spider legs that let you climb up walls, or an absurdly large mouth that can swallow people whole, or tentacles to ensnare your target. Feel free to get creative, but note these guidelines: A) it should be some altered or abnormal body part, B) it should be less overtly magical, more "that's what that body part does", and C) keep the power level reasonable. Nothing that's stronger than the other 400 perks, please. <Is there a better way to word all this? Open to suggestions.>

Altered Physiology may be purchased more than once.

Hypnosis (400, Discount Aberration): By looking somebody in the eyes, you can send them into a passive trance.

Body Snatcher (600, Discount Aberration): By attaching yourself to a human host, you can take complete control of their body. You may release them at any time, allowing them to regain control of themselves; otherwise, your control lasts indefinitely. While attached this way, you are invisible to any who cannot see spirits.

IMMORTAL

Reset (Free, Immortal Only): As mentioned, most Immortals periodically revert to a younger form to maintain their sanity. This is the spell used to do so. Upon casting, you will de-age to about 20 years old, losing most of your memories and magical ability. A few

of your most important memories will be passed down as secondhand information to your new self, as will most of your basic spells. Otherwise, it's effectively a new you.

Freeform Shapeshift (Free, Immortal Only): You can alter your appearance at will, looking older, younger, taller, shorter, or like somebody else entirely as you please. Any humanoid figure, you can replicate. The changes are purely aesthetic. (Note that, like most spells, focusing heavily on its use can unlock new functionality, or loosen restrictions. Eventually, non-humanoid shapes or combat forms would not be beyond you.)

Detect Affinity (100, Free Immortal): Simply by looking, you can tell what a person's magical affinity is, if any. People with magical affinities are more likely to get spells related to that affinity after they Awaken, and are almost guaranteed a spell related to that affinity if Marked.

Amplify Emotion (200, Discount Immortal): With a projection of magic from your palm, you can increase any emotion your target is feeling. This either increases their emotions in general, or a specific emotion of your choice (although the spell is ineffective for emotions that they were not actually feeling).

Induce Affinity (400, Discount Immortal): For individuals who are not Awakened and have no magical affinity, you can grant them an affinity, making any spells they receive in the future more likely to focus around a specific form of magic.

Mark (300, Immortal Only): By placing a birthmark-like shape somewhere on another person's body, you grant them access to a single spell. The spell they receive is based on their personality and desires, as well as their magic affinity if they have one. Should the marked individual Awaken, the mark will vanish, but the magic will remain.

ITEMS

Spellbook (50, first one Free): Linked to its owner, a spellbook lists every spell or piece of magic its owner can wield. This listing updates automatically whenever its owner's repertoire changes, making it highly convenient for hard-to-track magical abilities. It even comes disguised with a convenient title, such as "A Perfectly Normal Book", or "The Ecology of Anteaters (Not A Spellbook)". The only downside is that the spellbook's descriptions are highly verbose and convoluted--it may take some in-depth analysis to understand what exactly each description means.

Pancake Mount Doom (50): A dozen flapjacks. Various fruit fillings. Three kinds of syrup. Eggs. Bacon. Sausage. Hash browns. No matter how you look at it, this is too much food, but that just makes it even tastier. Restocks every day at breakfast.

Coat of Solitude (50): A dark, thick winter coat. When draped over your head, helps block out noise and makes it clear you don't want to be interacted with.

Transformation Belt (50): Based on the Cosmetic Morphing Device, the Transformation Belt is a prototype piece of equipment with two modes. Inside the belt buckle, there are two buttons, one labeled 'Human', the other labeled with an animal of your choice. While worn, pressing the animal button will turn you into a hybrid of your baseline form and that animal. Pressing the human button will revert the transformation. Due to being a prototype, the transformation is fairly painful.

Magic Analysis Wand (100): A sleek, handheld device that measures magical potential. Pointing it at its target will indicate how much magic they have, as well as whether or not they have awakened. Note that the wand is quite loud while in use.

Transformation Testing Device (100): About the size of a washing machine, this device has a screen and a sensor. When an effect strikes the sensor that would alter a person's form, the device calculates what the alterations would be, and displays the result on its screen.

Dreamcatcher Bomb (100): A small sphere, decorated with beads and feathers. When detonated, induces sleep and lethargy around the activation point, with a radius of about 200 feet. User is not immune to the effect. Once used, another will appear in your possession a week later.

Uryuom Outfit (150): Due to the frequent shapeshifting among Uryuoms, most clothing tended to prove impractical for their purposes. This was their solution: a strong, protective bodysuit that adjusts to match whatever bodily shape its wearer might possess.

Transformation Gun (300): Also known as the Cosmetic Morph Device, the TF Gun is a magic-powered device that temporarily transforms whoever it targets. It starts out with basic forms for male and female humans, and can be programmed to produce a wide variety of forms, each as specific or as general as you desire. There are some limitations, however: firstly, the gun has safeties that keep it from working on anybody who's pregnant or too weak to handle the transformation safely. Secondly, the gun cannot change a person's volume to more than 200% or less than 50% of their original form's. Thirdly, the TF gun can only produce forms that aren't intrinsically magical: no super strength or x-ray vision. Aside from these rules, the sky's the limit.

Mage Gauntlet (300): A piece of equipment with two modes. In *peace mode*, it stores excess magical energy you produce in a crystal on its back. In *battle mode*, it allows you to drain the stored energy for a temporary power boost. On its own, it can store a mid-tier mage's worth of energy; replacing the crystal with a more potent crystal or gem can enhance its storage potential.

ASMA Dojo (400): You obtain a perfect replica of Greg's Anime Style Martial Arts Dojo. Training or conducting lessons inside the Dojo will slowly increase a person's potential for magic, eventually allowing them to Awaken. The Dojo will appear in a location of your choice at the beginning of each new jump.

Dewitchery Diamond (500): When touched by somebody under a magical enchantment or curse (basically, any magic that affects a person and has a duration), the diamond removes the enchantment or curse. It does this by creating a clone of that person. The clone is affected by a permanent version of the enchantment, and can shoot magical rays that affect others with that enchantment. The original, meanwhile, can reactivate and deactivate the enchantment on themselves at will. If the original person was capable of Awakening, both they and the clone will be Awakened by this process.

Apart from the above qualities, the clone does not replicate any of the original's magical or paranormal qualities. (Or perks, you munchkin you.) They do copy your body and memories, but will have a newly-created soul instead of a copy. If their soul's age is not adjusted to match their body's age, they will eventually succumb to dementia and madness.

COMPANIONS

The Creature Nature Never Intended (50): A small cat, with hedgehog quills running along its spine and tail. About as personable as you'd expect a cat to be, and very picky about where it sits.

Angelic Tweeting Bird (50): Joining you in your adventures is a small white dove, with a halo floating above its head. In most senses, they're no different from other doves, but they can understand speech, and will attempt to keep people from seeing "objectionable" material by hovering in front of it.

The Goon (50): He's huge. He's muscular. He's got a cigar, a hat, and a pinstripe suit. That's right, it's the Goon. (What, you thought it was named El Goonish Shive for no reason?) Doesn't talk much, but does his job without complaint.

Dewitchery Companion (100): You gain a companion that is a copy of one of your alt-forms, having any special abilities of that form, as well as any of your memories to date. They also gain the ability to fire a magic ray, temporarily granting others that form. Unlike normal clones from the Dewitchery Diamond, this companion suffers no psychological issues from being your clone, and won't have any issues with their soul's age not matching their body.

Emissary of Magic (150): Magic may be sentient, but that does it little good if it can't communicate. Enter the Emissary. A capable wizard in their own right, the Emissary's defining feature is their ability to receive messages from Magic regarding its will, as well as any impending threats (such as getting close to a Magic Reset). In future jumps, the Emissary will be capable of limited communication with other such forces (for example, the Force, or the Warp), and is shielded from negative effects that would result from such communication. Emissary of Magic also has everything from the Wizard magic line, plus the spell Dream Dive.

A New Friend (150): In your time here, you meet someone new, and hit it off right away. They have an origin and magic source of your choice, as well as any perks or spells discounted to either. At the end of your time here, they will accompany you in your travels.

Canon Companion (250): Should you be able to persuade them, you may bring a character from the EGS universe along with you on your future adventures. (If they're willing to come along, but don't want to abandon their friends, a quick trip to the Dewitchery Diamond will let you take along a duplicate of them instead.)

Import Companion (50): Bring along a friend! They get 300 CP, and a background of their choice.

A Secret Circle (300): You may import eight companions, each of whom gain 300 CP and a background of their choice.

DRAWBACKS

You may take up to 700 CP in drawbacks.

Swedekea Trap (+50): Once a week, you will need to obtain some item or another from SWEDEKEA, a massive, labyrinthine furniture store. The search will not be an easy one: furniture displays, attractive bargains, food courts, and secret passageways all hinder your path, tempting you to buy far more than you require. Even worse, once you reach the location of the item you came to buy, there will be a decent chance that they were out of stock anyway.

Owl Overload (+50): A certain nocturnal species has taken inexplicable interest in you. Wherever you go, you'll find birds of prey ready and waiting--on rooftops, on car fronts, in trees, wherever they can fit themselves. And that's before you get close. Once you're near enough, your head starts to look like a *very* attractive perching spot. Expect to have to fend them off on a regular basis.

When's This Party End? (+100): Time feels like it's going a lot...slower than it should. By the end of a day, it feels like it's been a week. That's just how it feels, mind you; you're not going to fall asleep by midmorning or anything. Still, the sensation of a 56 hour school day or work shift is mindnumbing.

Dammit, Jumper (+100): Appropriate behavior? What is this "appropriate behavior"? You certainly don't know. If you're not saying something lecherous, it's because you're too busy saying something licentious, libidinous, or lewd instead. You've got lust on the brain, and you're bad at hiding it. Expect people to find you annoying or rebuff you outright.

Supernatural Pin Drop (+100): Secrecy is hard. At regular intervals, some seemingly small paranormal event (a man levitating down the sidewalk, perhaps, or somebody's clothes changing color) will get picked up by a local news outlet, driving a surge of conspiracy theorists, tourists, and other such visitors to the area. At least once every six months, you'll be involved in the footage. Good luck keeping your privacy!

Form Dysphoria (+100): You can't stay comfortable in a single form for long. After half a day of continuously being a single shape, you'll become increasingly uncomfortable with that shape until you transform again. Any discomfort you build up doesn't go away until the jump ends; transforming into a shape you were previously uncomfortable with will be just as uncomfortable as it was before.

One Big Awkward Moment (+150): Interpersonal issues seem to pop up a *lot*. People have arguments, fall in and out of love, keep secrets, accidentally embarrass themselves and each other...it's never anything that can't be resolved with clear communication and a good heart-to-heart, but once one problem's solved, another is never far behind.

Trying Too Hard (+150): Want a spell that switches your gender? What about a spell to make you a taller or shorter person of the opposite gender? Or maybe an opposite-gendered superhero? Or maybe a stealth form (that's also the opposite gender)... Your magic seems to have developed a fixation. For the duration of your time here, any and every new spell you develop will be a variation of a single spell you started with. This drawback can only be taken if you're capable of learning spells.

Immortal Target (+200): Somebody in the spirit realm has taken exception to your presence. For the duration of your jump, an Immortal will be attempting to kill you. They're bound by the usual laws of Immortals, which means they can't attack you directly, but they can empower and guide others to go after you, and they have deep resources to draw from. If you somehow kill them (despite their ability to avoid the physical realm altogether), another immortal will take up their mantle shortly thereafter.

Made The Physics Teacher Cry (+200): Sure, magic never really follows the rules, but some cases are far more egregious than others. Monsters that are made of "solid fire that doesn't burn"? Really? Well, that nonsense will no longer be tolerated--not from you, anyway. For each ability you possess, you will be unable to use that ability for the duration of the jump unless you can provide at least a vaguely scientific explanation for it.

Energy Stopped (+300): Under normal circumstances, ambient magic energy flows into the world in certain locations, and out in others, making it easier or harder to cast spells depending on location. This is no longer the case: every single location that drains magic from the world has been inexplicably blocked. Throughout the world, the level of ambient magic will begin to rise rapidly, making it easier than ever for people to Awaken. In order to remove these blockages, two things must be done: first, enough magic must be used up to safely access the block, and secondly, you must convince an immortal to teach you how to remove the block. Magical energy levels will only return to normal once every block has been removed.

With this drawback, triggering the Magical Reset counts as a loss condition for the jump.

Your Newfound Isolation (+400): At the beginning of your jump, something interrupts, keeping you from reaching the physical realm. Instead, you are trapped in the spirit realm, unable to interact with the world, and only visible to immortals. What's more, due to your condition, you receive none of the protections that keep mortals safe from immortals. For the next ten years, immortals will be a constant threat, able and willing to appear and

attack you at any time. It may be possible to get help from other, more kindly immortals, but finding them would be a challenge in itself.

Dying in the spirit realm is effectively the same as dying in the physical realm, and can end your chain. You are completely unable to leave the spirit realm until the jump ends.

ENDING

Ten years have passed, and the time has come to make a choice.

Stay Here: If you've decided this is the place for you, you can bring your chain to an end, remaining here. Things back home will be wrapped up for you.

Go Home: On the other hand, if you've grown disaffected with other worlds, you can return to Earth. You'll keep everything you've gained until now, and otherwise, it will be like you never left.

Move On: There are more worlds to see, and more to do. You move on to the next jump. In future jumps, you don't have to worry about a Magic Reset if too many people have this universe's flavor of magic.

NOTES

Due to the nature of the Guardian Form, it cannot be purchased directly. However, if you earn it in-jump, it will continue to function in future jumps, as the rest of the local magic does.

With thanks to the thread denizens for critique and suggestions, as well as NyQuilAnon for letting me draw from his WIP of the same jump.