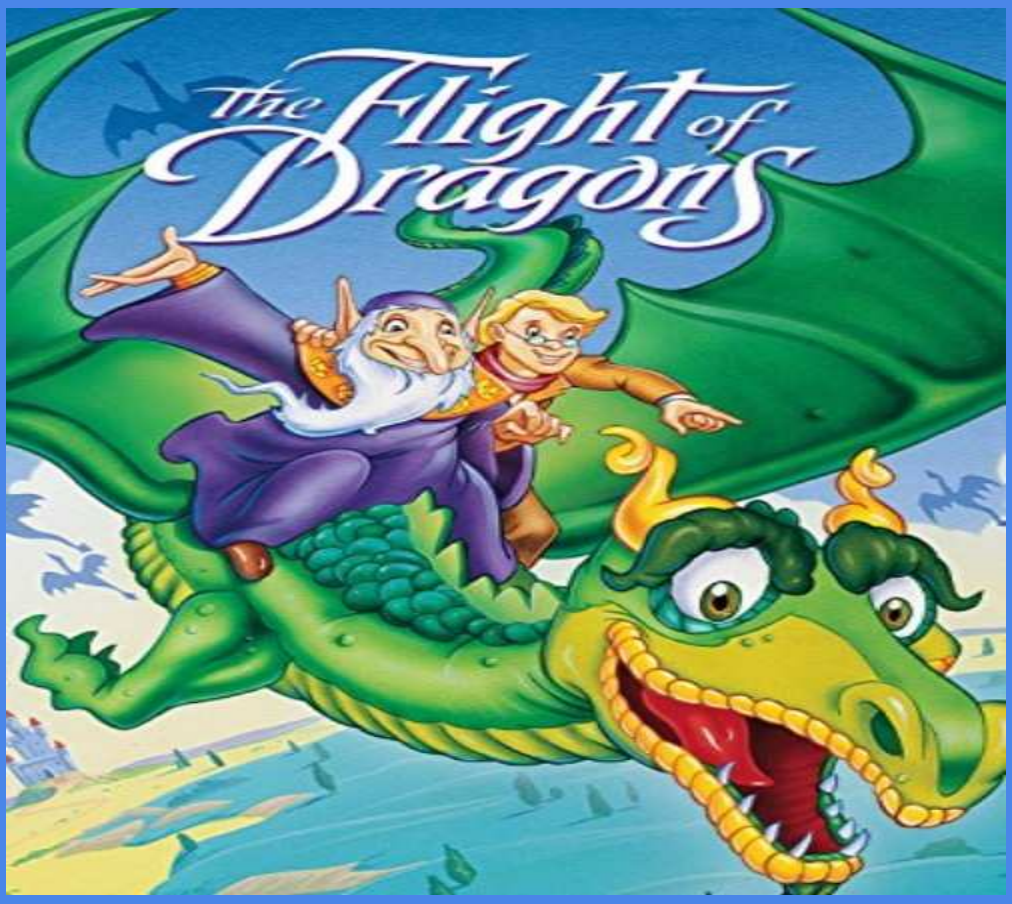
“Between the fading Age of Enchantment, and the dawning Age of Science, dragons flew the sky, open and unencumbered.”

In the face of mankind turning to science and away from magic, magic and it’s creatures are fading from existence. Many will flee to one last refuge, but there are some who intend to resist, led by the Red Wizard Ommadon, Lord of the Devil’s Domain. They intend to manipulate modern civilization into destroying itself via nuclear war, and hope that whatever survives will be more amenable to magic. In response, the scientist Peter Dickinson has been brought into the world of magic to stop the rogue wizard.



It doesn't matter if you were brought here by magic or have lived in this realm all your life. There are really only two things that matter: what you are, and which side you're going to choose. Your age and sex are irrelevant, pick them as you wish. Whichever side you choose, however, you have 1000 CP to prepare yourself for the coming battle. You arrive a day after the Council of Antiquity ends, having made your choice, in one of your own strongholds. You'll spend a decade here.

+1000 CP

Species

Human (free) As you were, you still are. A bog standard human, either from the human world or another native, it doesn't really matter, does it?

Dragon (400) A magical lizard the size of an elephant that feeds on limestone to produce a cocktail of chemicals that allow it to breathe fire and fly.

Wizard (600) One of the brothers - perhaps a sister - who possesses great magical power, both generally and over one portion of the natural world and it's mystical sides, in particular whether that is the sky, the ocean, or the Devil's domain.

Allegiances

Well, choose. Shall you lay down and die, surrendering the world to Man and his science, accepting inevitability? Or shall you resist with all you're worth, even if it means you must bring great destruction upon them in turn, if only to survive? Shall you Accept? Or shall you Resist? Either way, discounts are half off.

Perks

Sword and Bow (200, Discount Accept) You are a skilled warrior when it comes to "primitive" weapons like swords and shields and bows and spears and the like, and have a perhaps supernatural ability to integrate supernatural or technological upgrades to them without compromising their nature or your fighting style, and to make them effective against technologically superior or magical enemies.

Chemistry (200, Discount Accept) You have a late 20th century's Master's degree in chemistry. Hardly exciting, and almost half a century behind what you could get in your original jump, but at least the accreditation will carry over, without anyone questioning it.

Mystical Invisibility (400, Discount Accept) There are many means of magical location and tracking, but you are immune to all but the greatest, when you wish it. In fact, this extends to any technology beyond that of the early eighties too. It won't prevent someone from seeing you in front of their faces, but whether it's a security camera or a scrying bowl you won't appear unless they are truly impressive or you let it.

Noble Knight (400, Discount Accept) Aye, you are a noble knight indeed. A great warrior with great mastery of the chivalric code. It seems that some force has come to recognize this, as so long as it is possible to accomplish something, you can still accomplish it if you behave honorably and keep your wits about you. The definition of honor is up to you, but it must bear some resemblance Western chivalry.

Last Realm of Magic (600, Discount Accept) Yes, you are ceding the world to Man and his Science and Logic, even turning against your own kind to protect and aid him, but that doesn't mean that you and yours have to go extinct. Whenever magic and it's creatures are vanishing due to human influences and disbelief, you will always find some method of creating a permanent, final refuge for them to live unencumbered by both.

Debunker (600, Discount Accept) You possess the, perhaps ironically, supernatural ability to negate, destroy, and erase magic and supernatural forces by debunking it. It's ironically quite the opposite of how science is meant to work, but all you have to do is point out how one bit of magic violates a currently accepted scientific theory and that magic will immediately cease to do so, even if it stops existing in the process. It usually doesn't affect magical creatures in quite the same way, (no debunking ghosts out of existence - you can't destroy a soul that easily) stronger magic will be able to resist this, and if you run into any that's stronger than the Ommadon's it'll fail altogether, but you could easily cripple and destroy just by pointing out how magical

they are. Oh, and be careful using this in worlds that work *by* magic, you can easily commit genocide if you point out how the sun shouldn't work like that to Princess Celestia. Your own powers are immune to this, of course.

Fear Rules Man (200, Discount Resist) You are very good at evoking fear and terror, personally or generally, particularly if you have supernatural influences, and you are very good at making sure that your victims react in the way you want them to. This is less effective on a personal scale and if your target knows what you're doing, of course.

This I Swear on My Red Crown! (200, Discount Resist) When you swear upon an object of power you own or wield, it hears and answers, in it's own way. If your vow is in line with its nature, you gain a short burst of power out of it and will then find that so long as you are using the object in accordance with that oath, there's a small but significant boost in its power, precision, and efficiency.

Too Monstrous to be Real (400, Discount Resist) You may take on a horrible, massive, and powerful secondary form which is several times greater in magical and physical strength than your base self, and has great power to fight off disbelief or, in other world, various forms of magic negation, and can punch through magic resistance. Indeed, it is so horrific that its mere presence can drive off many enemies. You cannot maintain it for long, however.

While Your Powers Die, Mine Will Flourish! (400) Where others weaken or die or are banished in the face of disbelief or ignorance, you are immune. Where others starve for lack of belief or faith, you find that you can survive without it, retain roughly a tenth of the "belief power" from your peak, and substitute it with fear if you want or need to. Anyone who serves under you and swears loyalty to you benefits from this as well, though instead of a tenth of the belief they had at their peak, they instead receive a stipend based on how much fear or belief you have and their rank in your organization. The lowest will have barely enough to fulfil their basic needs and give them human-levels of strength, while those in your inner circle gain amounts that rival your own. Also, if they can feed on belief or fear to themselves, you receive a proportionate chunk of the same whenever they feed, again based on how high they are in your organization. The lower ranked benefiting you little, (without diminishing their harvest) while keeping your inner circle fed and strong will give you returns to rival their's.

Man Shall Never Inherit My Domain! (600, Discount Resist) They say inevitability is the strongest form of magic of all, but they've never met a jumper. You have no need of man's belief or whatever nonsense sustains your kin, you are, and you are mighty. Any fading of magic leave you behind, and force or power that tries to erase or remove or deny or degrade or ignore (or whatever) the power or importance or existence of magic, myths, mysticism, and the creatures thereof specifically not only fails but backlashes on itself when it targets you, whether it be disbelief or science or the turning of ages or something even greater, including one of the magic system's laws.

You may extend this protection to those who rally beneath your banner or swear loyalty to you.

Lord of the Devil's Domain (600, Discount Resist) Yours is the greatest of dark magics. You may practice any form of dark magic you've seen, even if you can't normally, and in you the dark powers are magnified tenfold if not more, and their creatures will rally beneath your banner at the simplest urging and grow equally greater, under your authority. Those who are conflicted on whatever manner you are rallying about will be favorably disposed to join you - and mystical beings that would otherwise be content to lie down and die, making way for man, will gladly stand up and fight once more, even futility, if only you are there to ask them to. Additionally, you may substitute any faith or belief you would need to power your magic or survive with fear instead, not simply of you but of what you represent.

Items

Limestone and Gold (200, Free Dragon) A supply of limestone to eat for fire and flight, and a hoard of gold large enough to sleep upon. A must-have for a dragon.

Wizard's Tower (400, Free Wizard) A well-supplied, magically defended tower of your design, in which your magic is half again more powerful.

Enchanted Flute (600, Discount Accept) Just like Lao Shu's flute, this is a musical instrument imbued with magic, though if you like you may pick a different instrument

as it's form, or even import one you already own. At the beginning of each jump you may designate one species that exists within that jump. If they hear music played from this flute, then no matter how many of them there are they shall swiftly fall asleep for an indeterminate amount of time. Powerful magic can protect them from this, however, and I would not attempt it on anything stronger than the Red Wizard.

Red Crown (600, Discount Resist) A crown of great and terrible power. It magnifies any dark magic you wield, and also acts as a source of energy for whatever magic you possess, and a massive one at that, though it's also most suited for dark magic, by its nature. With this crown a dark wizard could survive the total destruction of magic, and still be strong enough to manipulate the world into global nuclear war.

Companions

Old Friends (100) You may either import a companion, or design one from scratch to be part of your past in this world. They gain 600 CP to spend. You may purchase this multiple times and give them more CP at a 1:1 rate.

Canon Character (200) You may choose one canon character to attempt to recruit to your chain. If you can successfully convince them to come with you, then they become companions and gain all of their expected perks. For instance, Peter Dickinson would have Debunker, while Ommadon would have the entire Resist perkline, and the Red Crown. On second thought he costs double the CP.

Drawbacks

End Credits (+0) In case you don't want to stick around for a decade, you can leave right after the battle is ended.

The Fading Age of Enchantment (+0, Mandatory) Magical things from this world are vulnerable to disbelief and debunking, and for the duration of this jump that includes whatever you bought here. Try to keep yourself hidden from any scientists. You won't have to worry about being debunked out of existence though.

Played by Darth Vader (+200) You have a perfect voice for loud and dramatic statements and declarations. Why is this a drawback? Because you'll always feel very tempted to show it off, even when discussing relatively mundane things.

Can You Not Feel the World Turning in my Direction? (+400) It seems that whatever side you chose, it will likely be the losing one. If you have accepted what is to come, then Ommadon has discovered a way to insulate his armies from disbelief and debunking, even by Peter. If you have chosen to resist, then it seems that there is not one but a hundred scientists called in to rise against you

The Fading Age of Jumper (+400) It seems you too are bound by man's beliefs, and your enemies know it. If they can but point out how your abilities don't make sense within their own world, you lose them for the duration of the jump.

How do Jumper's Work? (+600) I don't know either pal. It seems that all your knowledge of how to use your abilities from outside this jump and how they work are gone. You can figure it out, in time, but for now...

Red Council (+600) Oh dear, it looks like things have gone a bit differently than they were meant to, and you're a bit late, maybe by generations. Instead of rallying against him, Ommadon's siblings heard his argument and were convinced; they would not allow themselves or magic to die without a fight., they would not flee to some tiny paradise. And it looks like they've succeeded. The outside world has already fallen to nuclear war by the time you arrive, and what's left of humanity - millions yet, but oh so few compared to what they were only a short time ago- has regressed significantly, their faith in science and themselves broken forever. On the upside, magic is once again unconstrained and free and mighty, on the other hand, the outside world is now a smoldering, irradiated ruin, so if you were hoping to go back there and grab some 20th century supplies, I'm afraid that's not an option anymore. While the wizards will probably step in to help clean that up (both for altruistic reasons and to restore themselves) I'll be a long time before you start seeing the internet, if ever. Maybe they'll be merciful and keep flush toilets around, but I wouldn't count on it.

Ending

Now that all is said and done, you have one last choice to make: Go Home, with all your spoils and powers, Stay Here, for the rest of your life, or Move On to another jump. Either way, disbelief will no longer be an issue for what you got or became here. You're welcome.