

# OTHERVERSE

*Webseries setting by Wildbow*

You arrived in a world named Earth. At a glance life here seems fairly normal, most people go to school, drive cars, go to work; nothing too different from what you're accustomed to. However, there are some slight changes like different brands, agency names, and company names. But at a glance, it's basically the same world, except for a huge factor.

The universe was created by angels before the concept of time was invented and is entirely made up of spirits, living structures that give meaning and attributes to everything in reality, from elements like fire and air to abstract concepts like the internet, narcotics, or a specific town. Earth has undergone numerous changes since then, from being ruled by the Primordials to the Titans, followed by the Gods and then the Others. One of the most significant changes occurred thousands of years ago when Suleiman bin Daoud, also known as Solomon, established a structure that persists to this day –called the Seal of Solomon– and effectively made humanity the dominant force on the planet.

Most humans, referred to as Innocents, live without any knowledge of the supernatural and are protected by reality itself against supernatural forces. The universe works to keep them unaware, while Others exist on the periphery of human civilization, either in remote areas or within their own realms. Humans can also Awaken, forming pacts with spirits to gain some control over reality, though this comes at the cost of losing their Innocent protections and being bound by their word, making them unable to lie without consequences.

In essence, this is an urban fantasy world. Innocents have some protections, but they are not immune to the dangers of the supernatural realm, where death is not the worst outcome, worse fates are not uncommon, and demons erode the edges of reality.

Before entering this world, you receive **+1000 Choice Points (CP)** to be here for the next 10 years. You may choose to enter somewhere between 1970, when a group of practitioners in Canada united to defeat a Deus ex Machina and eventually founded their own school, and 2016, just before summer, when a conspiracy involving the death of a local Judge leads to a struggle for territory across most of Canada and plays a role in the fall of the fairy courts.

# ORIGINS

**Other** - "Other" refers to any supernatural being that is not a Practitioner. Although the line between Practitioner and Other can sometimes be blurred, the intent is clear: an Other is non-human and cannot fully participate in human society. They come in many forms. Choose one of the options from the race section. Your age can be anything between a few minutes old to as older than the concept of time itself, you may start anywhere in the world or otherworldly planes, as long as there are no Innocent humans in the location.

**Practitioner** - Most humans don't have the immortality that Others possess. To counter this, some humans have made magic a family tradition to keep their enemies in check. Perhaps you're a member of one of these families, someone who stumbled into the supernatural world, or someone with a patron who took an interest in you. Regardless of your background, you have awakened and are now part of the supernatural. Choose any age between 12 and 60 and you may start in any human settlement on the planet.

**Aware** - You were once an Innocent, living an ordinary life, until something strange caught your attention, a mysterious magic item or a bizarre creature. Whatever it was, it shattered your perception of reality, allowing you to see beyond the veil and live between the human and supernatural worlds. While this kinda makes it near impossible for you to take a relevant position in the human world, you are granted a few benefits that simple Innocents don't have. Choose any age between 12 and 60 and you may start in any human settlement on the planet.

# RACES

Available to Other origin

## Goblins

Goblins are grotesque creatures with a crude sense of humor, resembling distorted, ugly humans. Their sizes vary depending on their power, but they all share an association with repulsive things like vomit, feces, snot, and violence. Goblins are fairly resistant to damage, and the injuries they inflict tend to heal in twisted ways. They have an adverse relationship with fairies, as they are both opposites and, in some ways, similar, representing tales like fairies do. Goblins could be considered their 8th Court. They also have the ability to transform into a weapon, usually with a unique goblin effect attached. Alternatively, you can choose to be a Gremlin, sacrificing physical prowess abilities for greater tech knowledge, trap-building skills and tech related powers at higher levels. However, both goblins and gremlins are weak to charged or energized metal.

**Tier 1:** A weak goblin, but on the larger side. About the size and strength of a chimpanzee, but more durable than one. Still fairly stronger than a newly born goblin that usually struggles to reach the size of a human knee.

**Tier 2 (400cp):** A mid-tier goblin with a special goblin power, such as Hyena or Breastbitter. Examples of form and power they take is a leopard that inflicts unhealable wounds that can even harm spirits and permanently kill boogeymans or a massive bodybuilder with incredible strength and very durable that grows stronger as they humiliate their enemy.

**Tier 3 (600cp):** As a high-tier goblin, you are considered a Higher power, being an immense creature, roughly the size of a small house, with the strength to crush cars with your bare hands. You can create lesser goblins from dirt, who will generally obey you, at least as much as goblins can. Your goblin power also has a potent effect; for example, your words might carry such weight that if you say you fucked someone's mother and that you are their daddy, this could retroactively become true, as long as you say it like a goblin, weighting in the target's coup, claim, connection, their power and sanity to possibly make it retroactively true.

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## Faeries

Faeries are beings that live for so long that they take pleasure in manipulating and crafting intricate plans and schemes for their own amusement and creating their own tales. As a result, they are skillful manipulators and extremely cunning. Fairies are humanoid and exceedingly attractive, often possessing inhuman features such as

unusual eyes or other distinct traits. These features can be hidden or altered using glamour, a special powdery substance that tricks reality itself, allowing them to manipulate appearances, objects and the environment. While glamour can make illusions permanent if they remain unchallenged, it is fragile in its early stages and can be broken by blunt force or by someone denying the falsehoods it creates.

Fairies are organized into 7 courts, each producing a unique glamour for a specific purpose, more details in the notes

### **Tiers:**

**Tier 1 (100cp):** You are an average member of your court, skilled in a dozen tricks and fairly adept at manipulating both people and glamour. You are also smart enough to navigate the schemes of most fairies.

**Tier 2 (400cp):** Now considered a mid-tier faerie, you have accumulated considerable power. You are as strong as a member of the Winter Wild Hunt, capable of freezing an entire classroom in an instant, fighting a god in groups and skilled enough to wear silks and expensive clothes in the middle of a battlefield without the risk of them being destroyed.

**Tier 3 (600cp):** You have reached the level of a Higher Power, on par with Gods and Primordials. The glamour you produce is now overwhelming in quantity, capable of warping your entire surrounding in an instant and creating an army of the smaller kinds of faeries with ease, akin to altered butterflies and even turn humans into what can be considered low tier fairies with some effort. The effects of your glamour are also much harder to break.

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### **Incarnate**

Incarnations and their derived Others are tied to forces that regulate and govern concepts universal to the human experience, such as core aspects like Nature, Time, Fate, War, Death, and Fortune, as well as their subordinates: Instinct, Rage, Victory, Pain, Doom, and so on. Essentially, these aspects apply to all humans, whether it's a group of 10 people on a deserted island or a bustling city. As such, Incarnations are often tasked with essential roles to maintain the stability of reality, and they are granted powers aligned with their incarnation in ways that are inevitable. Their strength grows as they fulfill their duties, and their power increases based on how much the aspect they represent is present in the surrounding area. Since they are deeply linked to the Pillars of Humanity, they take on human-like forms, with the most powerful Incarnations appearing more angelic, often having glowing eyes, marks, or even halos.

**Tier 1 (100cp):**

This tier doesn't quite represent a full Incarnation but rather an Animus, a solid spirit given a role with powers tied to that role, typically in human form. Examples include a Librarian Animus with the role of recording knowledge, able to reconstruct lost knowledge by expending power, create weapons out of books, paper, pens, and related items, instantly know the contents of nearby books, and memorize them, among other abilities. Another example is a Pugilist Animus whose role is to defeat those who have never known defeat, granting them combat-related powers, the ability to sense victors or losers, and more.

**Tier 2 (600cp):**

This tier represents a typical Incarnation of a concept derived from the five core pillars. These Incarnations possess power similar to Conquest when empowered by being a Lord in Toronto, allowing them to easily imprison others, fire gigantic bullets, enslave weaker beings, and be virtually impossible to kill through physical means. Another example could be an Incarnation of Rage capable of single-handedly bringing down an entire Lordship. At this level, you can also create agents, empowering others by granting them a portion of your power, effectively making them lesser Incarnations or Envoys, beings that offer Faustian deals and reap the rewards.

**Tier 3 (800cp):**

At this level, you embody one of the core Pillars of Humanity: Death, Fate, Time, Nature, War, or Fortune. As such, your powers as an Incarnation increase significantly in both scope and strength. You can prevent someone from dying, create time loops within an area, alter someone's fate, and more, provided you have the necessary power to expend. Additionally, you can create your own Envoys or Agents, and over time, you may even generate derivative Incarnations, such as War creating an Incarnation of Conquest or Victory, each representing the area you reside in, with them having to report back to you.

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**Elementals**

Elementals are creatures empowered by the forces of the physical world. The common elements include water, earth, fire, and air, but there are many derivative elements such as light, ice, sound, metal, and others. They are typically created from storms or micro-storms, which are temporary elemental realms that appear when a large concentration of elemental energy gathers in one place, such as during a forest fire, hurricane, or thunderstorm. These elementals come in various forms, some humanoid, others bestial in the shape of animals, dragons, or even giants.

**Tier 1:**

Lesser elementals include beings like Constituents, ghost-like humanoids connected

to a single element, and Rudiments, bestial creatures made from debris touched by elemental energy. At this tier, you are capable of minor elemental manipulation related to your specific element.

### **Tier 2 (300cp):**

Moderate elementals are beings like a Dwarf, who taps into elemental forces to create great works; an Ogre Magi, ogres who manipulate elemental forces through rhythms and movements; or an elemental like The Eye from Toronto, capable of igniting anything nearby, firing sparks that can cook a car in a few shots, and making any flammable material in contact explode.

### **Tier 3 (600):**

A high-tier elemental might be a dragon, a rare type of Other about the size of a house, connected to a specific element. These dragons can breathe attacks related to their element, are highly resistant to most types of attacks, and possess the ability to fly. Other examples include a Jannah, a type of djinn capable of instantly killing most practitioners by summoning lightning to vaporize them. In addition to djinn, this tier also includes Jann, Ghuls, greater Ogre Magi, and even lesser Titans.

### **Tier 4 (800cp):**

The most powerful elementals, such as the largest dragons, djinn, titans, jann, and ghuls, belong to this tier. A dragon of this caliber would be the size of a mountain, and its breath could summon a storm. While the other races cited may not match a dragon's or Titan sheer raw power, they make up for it with versatility, possessing the ability to shape cities, create lesser elementals, infuse items and beings with elemental energies, and perform other feats related to their elemental nature.

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## **Demons**

Also called *Devourers of Creation*, demons are angels that revolted against their roles as architects of reality, seeking to degrade and ultimately destroy it completely. They are universally feared and avoided by all Others and Practitioners due to their incurable corrupting nature, which leaves a lasting, radiation-like perversion through their actions. Their actions leave an everlasting damage to reality as a whole, a demon of destruction could pull something to a secluded civilization and make human language as a whole be 0.1% Less of what it was before, or even 5% if you were a Demon Prince. Demons are divided into seven choirs, each representing an inversion of the days of creation in Genesis, reflecting their nature and powers:

- **Choir of Darkness:** Represents pure destruction and entropy.
- **Choir of Chaos:** Brings disorder and throws things into disarray, focusing on planes and locations.
- **Choir of Ruin:** Causes ruin through connections rather than direct action.
- **Choir of Madness:** Disrupts balance, order and laws.

- **Choir of Feral:** Inverts natural orders and systems.
- **Choir of Sin:** Corrupts humans and human-like Others.
- **Choir of Unrest:** Subtle and mysterious, working through intangible means.

#### **Tier 1 (200cp):**

The lowest form of demon, an *Imp*. Imps are about the size of a baby but stronger than a goblin of their size, possessing minor demonic powers tied to their choir. For example, an imp from the first choir could destroy anything it consumes and spit acid capable of dissolving any material it touches, an imp of the feral choir could control and create corrupted animals.

#### **Tier 2 (400cp):**

A lesser demon, like *Ur*, a demon of destruction. Ur can extend its body through darkness, consume connections and beings, causing others to forget them and losing Claim to anything the person has. A demon of this tier is powerful enough to defeat even a weakened massive god of light.

#### **Tier 3 (600cp):**

A moderate demon without a fixed form, possessing only a symbolic item or feature. This allows you to exist abstractly, travel through reflections, and possess anyone looking directly at you. Comparable to *Barbatorem*, a demon of ruin tied to scissors, you could cut through anything, sever abstract concepts like connections or magic, and even be able to handle an attack from a major god.

#### **Tier 4 (1000cp):**

A higher demon, on the level of Demon Princes that commands legion of demons. Their negative influence on reality is immense, and they cannot be fully killed, however they can temporarily be banished by powerful artifacts like the *Fourth Spark Grail*, which will remove them from existence by a time beyond humanity capability to calculate. An example is *Ornias*, once an angel who placed stars in the sky, now calling them down as a force of destruction.

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#### **Other Options (Varies):**

Perhaps you want to be a Bugge, a spirit representing an entire urban legend; an Angel, one of the architects of creation; a Doppelganger; or any of the many different types of Others present in the setting. As shown in the list, they also vary in terms of powers, so choose a type and their corresponding power, pricing them according to how they compare to the Others on this list.

## General perks

General perks are undiscounted, each origin has their perks discounted by half.  
100cp discounts are free

### **Awakening (Free Practitioner) - 200cp**

The first essential ritual for any Practitioner, which allows you to do magic. You make an offering to the spirits and vow to keep your word, gaining the Sight, a unique sense for perceiving the supernatural, often revealing connections between people and things. This vow gives your word power, driving your magic through the principles of Power, Pattern, and Establishment. Spirits are naturally lazy and adhere to established patterns, runes, for example, work because countless practitioners have used the same symbols over the years to evoke specific effects. By channeling power to activate these effects and maintaining traditions and rituals, your practice becomes more established. Over time, as these processes become more set in stone, they become more effective and consistent.

However, your word is now binding. Lying weakens your magic and twists karma against you, a process called Gainsaid. Being Gainsaid three times or breaking an oath can lead to being Forsworn, stripping you of your practice and protections.

### **Karma blessed - 300cp**

Congratulations! You've maintained a good standing with the universe, as you've accumulated a significant amount of positive Karma. As a result, reality subtly shifts in your favor, making it easier for you to reach your goals while hindering those who try to stop you. This also makes others think more favorably of you. However, Karma isn't all-powerful, while it provides advantages, you won't be stumbling upon grails or powerful magic items just because of it. Similarly, while your enemies will be slowed, if they're determined and willing to expend significant power and resources to stop you, Karma's influence will have limited impact.



## Other perks

### **Unbond(Not compatible with Awakening perk) - 100cp**

The Seal of Solomon was a great help for humans, who lived in fear and servitude of Others like vampires, helpless prey that could only hope to defend themselves by serving another Other. The seal however was not a very good thing for some Others, who could now be bound and sometimes weakened. It seems you have somehow managed to escape being bound by the Seal. Perhaps you're a newer being, an ancient one, or simply evaded all attempts to bind you. Either way, this grants you the ability to lie. While that doesn't guarantee people will always believe you, it does give you an extra benefit of making you a skillful liar.

### **Non-standard - 100cp**

If you know what type of Other it is, you usually can very clearly identify their characteristics and the way they act, but sometimes someone goes a little out of that box, and it seems that applies to you. Perhaps you're a goblin with the manipulation skills of a fairy, or a fairy adept at using fear and violence like a boogeyman. This perk allows you to gain one regular skill from another Other. If you choose, you can pay half the cost of another Other in the race section to obtain a diminished version of all their powers, making you a hybrid of sorts (while still retaining the full power of your original race). For example, the goblin could create his own form of glamour (however limited to goblin-themed stuff), and the fairy would be tainted by the Abyss, gaining the ability to deal and endure significant physical damage, though only about half as effectively as a boogeyman. This also makes you harder to be bound.

### **Oni combat tactics - 200cp**

The most dangerous enemy for an Other is not another Other, but a practitioner who seeks to eliminate, enslave, or seal them for his own purposes. Fortunately, you possess extensive knowledge on how to deal with any form of magic user, whether it's disrupting their rituals and spells, employing effective combat tactics against them, or utilizing your own powers and items to best counter any mage you are facing..

### **Veteran Strategist - 200cp**

You have known War and possess a keen understanding of how to navigate large-scale conflicts, where to position your troops, who to deploy where, and what deals to make to secure victory. With the right information and resources, you can win battles before they even begin.

### **Pattern collector - 400cp**

The universe likes patterns, this can manifest in various ways including who you associate or what you collect. You can choose a set of items following a theme, something like choosing to use weapons relating to basic element or collecting teeth from your enemies. By gathering items fitting a theme you can replicate some of the basics of the Collector practice by making it so your items gets stronger and their negative effect weakened by organizing them into a set. By collecting those items you also empower yourself, with a large enough connection you can even jump from a lower tier of a race to a higher one.

### **Realm Architect - 400cp**

Some Others seem to alter the area around them by staying in a place for too long and some types are even specialized on altering their environment, Higher powers are even able to create 'depressions' where they walk, which is essentially like carrying their own realm with them. You specialize in shaping and transforming the environment around you to reflect your nature and preferences. The extent, speed, and scale of these changes depend on your own overall power. A lesser goblin might taint a room over time and attract roaches, a mid-tier boogeyman could instantly transform a hallway into a fragment of the abyss, and a powerful god could create an entire pocket realm and shape it. With some training, you'll gain greater control over how these changes occur.

### **The Judge's Throne - 600cp**

At the start of each jump, you can choose to occupy a position equivalent to that of a Judge, making you the arbitrator of Law and a representative of certain types of Incarnations or similar forces if they are not present. This role involves resolving conflicts related to your duties, with your word becoming fact, as long as you can justify it.

This position grants you immense power, enough to elevate a regular Summoner to someone capable of creating god-like beings. However, this power must be replenished by fulfilling your duties. You also gain a near-omniscient awareness of matters related to your role, extending even into the past, and the ability to see the true name of anyone you gaze upon.

Additional benefits include the ability to create avatars of yourself, empower other beings as your envoys, and distort time to make it run faster or slower. Mostly abilities that assists in fulfilling your duties as the arbitrator of Law. Normally, Judges must work continuously and cannot refuse requests related to their roles. However, with this perk, you have the freedom to choose when you are on duty. In this jump, you can still be replaced if you fail to fulfill your duties or act antagonistically toward the Law, but doing so will only result in the loss of your role, not damage to your Karma or being sent to Oblivion.

## **Wonder Crafter - 600cp**

There are multiple ways magic items are created, some of them are important parts of reality, like an important pillar of a realm like the Grails, some are just created naturally or by accident and some are created by Practioners or Others . You possess exceptional talent in working and creating magical items. One of them involves utilizing the lost knowledge from Dwarves(a type of Other related to Fae and Elementals) and Formorians(A specific type of Goblin related Other that lives in isolation and focuses on crafting weapons), both allowing you to craft magic items with near-grail level given enough resources and time.

The other method is the art of gardening, where regular items you carry gradually become magical items that reflect your nature, like if they were sponges and you energy as an Other infect them. For example, a fire elemental holding a gun might transform it into a weapon that reloads while it is on fire or make it so it fires bullets that ignite on contact. This also applies to items that are already magical, enhancing or modifying their already existing powers. You have the ability to toggle this effect on and off, this also applies to other alt-forms.

# Practitioner perks

## **Specialization - 100cp**

Practice doesn't start only with Awakening, you must know what to do and have the means to utilize your spells and knowledge. You can now choose any type of practice from the setting and gain a decent amount of knowledge about it, enough to be considered to have 'moderate' knowledge in the subject as a Blue Heron student. This grants you access to 5 different spells from that school, as well as other relevant information, such as details about Others and Realms associated with them. Alternatively, instead of choosing a single school of magic, you can opt to be a dabbler, giving you only basic-level knowledge across different types of practice that focus on a specific thing, like obfuscation practices or wide scale ones.

## **Blessed looks - 100cp**

It seems your parents have been feeding you Stolen Beauty, or perhaps you're simply blessed by karma or the divine, because your looks are jaw-dropping. You can choose how this beauty manifests, whether it's an androgynous allure like that of Fairies, a feminine elegance, or the manly appearance of a muscular warrior. Whatever you choose, you will be easily recognized as a prime example of beauty, and even after swimming in dirt and guts, you'll still look great.

## **Rule of 3 - 200cp**

In this world, patterns are a fundamental aspect of reality, and certain numbers hold special significance, with 3 being the most important one. For example, if you send a curse to someone and they deflect it back, and you manage to deflect it again, since it's the third time, it will return with increased power. Similarly, defeating someone twice makes the third encounter decisive, potentially breaking or ruining the person that loses it. This perk allows you to empower not just your magic but any action by repeating it three times. It also applies at any multiples of 3. The spirits also favor dramatic and showy displays, because of that any action you perform by doing something dramatic and showing for you audience of spirits, like doing a dramatic speech or holding back against your enemies to make things harder or more fair, you will be rewarded with either making your actions more decisive, stronger or granting you better luck in the future.

## **Lawmaker - 200cp**

This is a world governed by strict rules, where your word often matters more than your actions. A simple lie, even by mistake, can ruin you, and breaking a deal is nearly a death sentence. Thankfully, you are an expert in deals and Law, enabling you to craft and write flawless deals, pick apart the nuances of spoken or written words, and ensure you never lie by mistake or use the wrong wording for anything.

You also possess the knowledge to use open-ended language to cleverly trick others without actually lying, either in spoken language or in contracts.

### **Targeted Ritual- 400cp**

Rituals are an important part of a lot of types of practice, and some involve a grand change on how the person interacts with magic and the world around them. You have participated in a ritual that granted you a form of passive power. Examples include Abyssal Pearls, which provide an aura of dread, protection from the abyss, and easier access to the deep abyss, often revealing a dark power underneath when their pearl exterior breaks, a winter fae power like from Syllas, allowing you to 'freeze' connections, making it much harder for people to change their relationships with others or form new ones or an basic ritual of Collector practices that makes you attract small trinkets like a lesser version of Gilded Lily. Typically, these passive abilities are always active, but with this purchase, you can choose to turn them off and on at will.

### **Rules should be broken - 400cp**

You have an excellent understanding of the basics of practice and their rituals. Your deep knowledge of the three major rituals—Familiar, Implement, and Demesne—makes you an expert in executing them perfectly. You can find the ideal partner, item, and location that best suit your needs, and you're skilled at exploiting loopholes and circumventing limitations. For instance, you could discreetly declare a large part of the city as your Demesne using technology with the right ritual, or obtain a set of three familiars instead of one by having them share a common theme. You also know multiple variations of the Awakening ritual, allowing you to Awaken others into the magic of this world. This talent in bending rules also makes you very talented in abusing magic systems and things similar, allowing you to see new flaws and angles in ways that make a closed system more flexible by using creative new ways people didn't even consider.

### **Ancient family - 600cp**

While humans don't live as long as some Others, some of their families exist longer than a lot of them, leaving their knowledge and tools for the next generation. It turns out you are a member of a significant and ancient lineage of Practitioners that is fairly known worldwide. This status gives you a substantial boost in reputation with people, Others, and even the spirits themselves. You can choose the field your family specializes in, such as 'War Mage' or 'Horror,' and a specific specialization within that field, which would be what makes your family ahead of its peers. For example, you might be a War Mage specializing in duels and reaping almost anything as a reward from your victories, or a Horror expert with a knack for transforming others, or yourself into horrors.

This background grants you access to a wide variety of spells and rituals, as well as family secrets that would take multiple generations to acquire through deals and

relationships. A prestigious family name also carries significant weight. A lineage of War Mages, for instance, could compel violence in places where any kind of harm does not happen or turn a discussion into a trial by combat where the winner decides the outcome. Essentially, you can bend Laws, even related to some rules of reality, as long as it fits your family history of doing the same.

Additionally, your family's strong reputation enhances all your magic related to your field since your family name has significant influence with spirits related to their specialization. You may also be part of influential families in other jumps.

### **Sorcerer - 600cp**

You are one of the top practitioners of your generation, with enough talent and reputation to be recognized and respected by the international practitioner community. You can choose any title you like, such as "Sorcerer of Immaterial Arts" or "Lord of 100 Voids," and people will acknowledge and respect it, as you have the means to back up any grand title you create. Select three types of practice; your knowledge in these areas will be considered at the 'endgame' level of them. If you pick practices that follow a line of thought—such as all being from the same Field or connected in some way, like all 3 of them are combat practices—you also gain advanced knowledge in anything that follows that line of thought, which would be some general combat spells in this example.

Although you may not have access to specific family secrets or exclusive rituals passed down through generations, with some research you can intuit how such spell or rituals work. You may even be able to replicate them by establishing your own patterns over time, though some may take generations to fully develop. You absorb new magical knowledge with remarkable ease and possess perfect memory as well, allowing you to memorize any number of spells, rituals, and deals you've made."

# Aware perks

## **Totally Innocent - 100cp**

Awares lose a lot of protection from Innocent, but not all of them. They still have some advantages compared to someone that Awakened and became a Practitioner. Now even as an Aware you can enjoy the same advantages you had when an Innocent, as long as you don't interfere with supernatural matters, you won't be specifically targeted by them. One advantage of remaining unaware of the supernatural world is that its entities won't actively seek to harm you. For example, a slasher monster looking for a victim will choose someone else, and an evil mage searching for a human subject will ignore you. However, this protection doesn't apply if they know who you are and are deliberately targeting you.

## **Just a Regular Guy - 100cp**

Even if you haven't been studying magic, drawing circles and sacrificing animals, it doesn't mean you've been doing nothing important in your life. With this perk, you gain expertise in a field equivalent to that of a professional. Whether you want to be a mechanic with extensive knowledge of cars or a doctor with a deep understanding of medicine, you'll possess the skills and knowledge to do your job nicely.

## **Accidental Ritualist - 200cp**

Some rituals sometimes happen daily, maybe it just happens that everyone in a building washes their hands first thing in the morning or a car do a trajectory that resembles a magic circle. Even regular Innocents can make those rituals by accident and now you are able to inadvertently set in motion magic rituals, causing things or people to follow a pattern that you set. These rituals are usually more limited in scope than those used by practitioners and are typically only applicable in the creation of specific types of Others, like Bugges or other memetic Others. While you don't know how to control these Others, you at least understand which certain actions you can take to create specific types of others, it can even be creating a catchy urban legend or something similar.

## **The Improviser - 200cp**

It seems you're some kind of special Aware or something similar, as you can efficiently wield weapons that wouldn't normally be practical to anyone and use them as if they were a regular one. You're proficient with any type of unconventional and grisly weapon, and these weapons don't seem to break as easily as they should. Whether you're fighting with a chainsaw or using barbed wire as a whip, you can handle them with remarkable skill that most people wouldn't expect.

## **The Seal Protects - 400cp**

The Seal of Solomon did a lot of changes to protect humans, who used to be helpless prey to Others, one of the biggest is making it harder for the supernatural

harm them. One of the advantages you got is that it's harder and more costly for the supernatural to affect you; curses and other harmful magical effects find it more difficult to take hold. Additionally, those who use harmful supernatural means to target you for the first time will be afflicted with bad karma, making the universe less favorable toward them and causing them to experience bad luck.

### **Profesional Witch Hunter - 400cp**

You can't just be a Witch Hunters without some training, or you risk yourself to suffer death or an even worse fate while doing your job. Thankfully you are an incredibly talented Witch Hunter, at least in terms of skill. In combat, you're as formidable as an action movie hero and putting even professional fighters to shame, you are also capable of setting skillful traps that can harm even the most durable Others. Your stealth and stalking abilities are top-tier; you're invisible to anyone without supernatural senses and difficult to detect even by those who possess them. Additionally, you have extensive knowledge of how to fight creatures like Others, providing you with insights in this jump and others on how to combat any creature you encounter, including their weaknesses and strengths. Your instincts are also sharp enough to gauge how powerful someone is at a glance, which is helpful to avoid any deadly scenario.

### **World Looper - 600cp**

On rare occasions a Higher Power puts an Innocent human to test or a job for some specific reason, putting them in events that changes their entire world or paradigms around them, being either time loops, visits though different earths contained in a pocket dimension, snarl in reality, etc. You now got something similar, once per jump, you can choose to take on a mission to prevent a catastrophic event, whether it's a canon event or one that arises unexpectedly. Your existence will become tied to this event, and if you die or fail to prevent it, you'll loop back to the beginning of your quest, provided you were genuinely trying to stop it. Successfully completing the mission rewards you with an immense amount of Karma, making you incredibly lucky and causing reality to nudge things in your favor. However, since Karma reflects your reputation with the universe, this lucky doesn't accumulate between jumps.

### **Gilded Lily - 600cp**

Through special circumstances, such as being born when the stars align in a unique way or being descended from a heroic bloodline that just needed activation, some individuals are blessed—or cursed, depending on how you see it. These individuals possess a special kind of awareness, known as the "Gilded Lily." They are fated to keep encountering magic items. You are now one of them. Expect to stumble upon magic items or have people inexplicably give them to you. The power of these items will vary, with weaker ones being more common, but you'll occasionally find more powerful ones. You can expect to find 1-3 magic items each week. While some of these items may be cursed, you have a bonus: any cursed items you come across will never be fatal or cause you any harm.



# RESOURCES

**Practitioners gain 200CP to use here**

**Magic items:** Magic items are essential to most types of practitioner, you would hardly find anyone without at least one of them. You may reduce by half the price of an item by giving it an appropriate curse/drawback to their tier.

## **Tier 1 - 100cp:**

The lowest tier of magic items. Drawbacks on this tier would be something to keep in mind, but wouldn't really how you use the item most of the times. Some examples include:

**Bubble Watch:** A watch that slightly speeds up the user's perception of time while slowing it down for those nearby (about 5% faster for the user and 5% slower for others). Drawback: The watch doesn't work when it's raining with lightning.

**Carnivore flower:** A fairy collar that automatically generates a bit of glamour, enough for you to transform into a small animal once a day. Drawback: It only generates glamour if the collar is not dirty.

## **Tier 2 - 200cp:**

Moderate magic items. Some drawbacks in this tier would be something to be careful about, a decent cost in some way when you use it, either a cooldown of a day when using it or a condition that applies around half the times you use it like only working during the sun or it having a 50% chance of failing. Some examples include:

**Weapon Ring:** A ring with a sword engraved in it, by touching the ring into small ordinary objects you can turn them into weapons, like transforming a pen into a spear or a soda can into a gun with one bullet. Drawback: It requires a power source or fair amount your blood to use each time (like 450ml).

**Sensei Blade:** A tachi style blade that when drawn, it produces up to four large blades that can spring up anywhere in a solid surface within 10 feet of the user and you can move them for a short time, they are big enough to trap someone within those blades. Drawback: You must pledge to teach someone something for 3 hours, it doesn't work until you do.

## **Tier 3 - 300cp**

High tier magic items: Drawbacks in this tier would be something very limiting. Like only being usable during full moon, it makes you blind for a day, it only works 50% of times, but if it doesn't it backfires on you, etc.

**Spirit fang:** A knife/fan with deceptive reach. It strikes every target at twice the usual range of the knife's length. Upon striking, it can propel the wielder to a vantage point within ten feet. As a fan, if held in the mouth, it magnifies any mocking laughter or

boasting, granting an empowering effect and small amounts of healing while pushing an intimidation effect onto enemies. The empowering effect increases with the number of enemies in earshot. The intimidation and gloating effects are enhanced on those cut by the blade, and the cut-and-lunge action is doubled in effect when targeting those influenced by the laughter.

Drawback: When used you must kill that person and if a friend or loved one is watching, make eye contact with them and leave them alive to seek revenge or else the item will be destroyed.

#### **Tier 4 - 400cp**

Near Grail level items, drawbacks here are considerable with either rare conditions or heavy costs and risks associated like only being usable when the user is close to dying, it summon a powerful Other that chases your enemy and another that chases you, it's only usable when 10 people are using it at the same time, when used some of your bones break, etc. Some examples include:

***The Dragon's Tooth:*** A fang from a dragon slain by a deity, which absorbed some of the deity's divine power. It can be used as an ongoing, moderate-to-great power source on its own, very slow to deplete and quick to regenerate. While held, any created beings you manifest will naturally come with accompanying soldiers or lesser versions of themselves. Drawback: Any beings created using this item will be aggressive toward you, you can only make them obey by fighting and binding them after created.

***The Clay Bed Shore:*** A small, localized universe the size of a small island contained within a bottle that 'resets' every day at midnight. Entering this universe allows you to act as a minor god, manipulating the regenerating pool of clay at the base of the bottle to create new life. These creations can be released from the bottle as potent attack dogs or agents. The clay regenerates each day at midnight, with the time needed to fully refill depending on how much was used. Drawback: To generate more clay, you would need to sacrifice a large animal that the owner of the item personally raised.

#### **Grail - 600cp**

Grails are the strongest and rarest form of magical items, sitting in a tier where even the most powerful forces in this world must be careful not to fall victim to their effects, which are extremely powerful and often multifaceted. They can't be discounted.

Examples:

***Undead Hand:*** A black gauntlet made from the ear bones of slain gods, heavily associated with Ruins and Death. The item is indestructible and has several powerful effects:

While worn, its influence extends to a small town-sized area. All undead, whether visceral or ghosts, within this range become loyal to and aware of the user's will.

All mortals who die in the area are transformed into mid-tier visceral undead (ghouls, zombies, etc.), and their echoes are drawn from their bodies. The bearer of the grail can choose what form of undead they become and alter them between related states. This requires no materials, only concentration, time, and the presence of the undead. While worn, any death or necromancy-related magic in its area of effect has its cost reduced by about 4% for each mid-tier undead, or 2% for each low-tier undead, up to a maximum of 100%.

Any death or necromancy-related magic is easier to perform, requiring about one-third of the effort it would normally take. This allows even someone with no prior knowledge to become a competent necromancer within days.

***Pearl-Handled Gun:*** An old revolver with a pearl handle, dredged from the deepest layers of the Abyss, and strongly tied to it. When someone is shot by this gun, they are instantly dragged down to the deepest layers of the Abyss. Higher Powers have a few seconds before being completely pulled in, and the strongest among them will be effectively bound as they must use their power to avoid being fully dragged in, with a roughly 50% chance each week of being pulled completely. This repeats if they manage to resist. Those that fall will be tormented by shadows, challenges, and flashbacks, and all deep Abyss creatures in the area will know their location. The gun itself is indestructible, and if the wielder dies while holding it, they will be sent to the Abyss instead. If they can find their way back within a week, without using any sort of teleportation, the gun will return to them.

### **Relationships:**

#### **Bound Others:50-1000cp**

Bound creatures are at your beck and call, obeying your orders and easily summonable. Instead of binding just one Other, you can "split" their power across multiple entities. For example, instead of having one mid-tier faerie, you could have three low-tier ones, each possessing one-third of the original's power. The price of these summons corresponds to the type of Other in the race section, but 0cp ones costs 50cp instead.

#### **Host/Harbinger: Bound Other price +100 CP**

Instead of having the Other bound somewhere as a summon, or as a fragment of their power, you bind it directly to your own body. This allows you to access their powers, provided you have the right knowledge, and use them as much as you can control without destroying your Body, Mind, or Self. You can remove the bound entity from your body to use as a summon, though you may need to negotiate with forces or beings that are stronger than you can manage.

**Higher Calling - 200cp**

This option grants you a connection and a decent relationship with a fairly powerful Higher Power. As a Chosen, you receive items and a growing bond with your benefactor, which strengthens as you accomplish feats and face challenges. As a Priest, you gain a direct line to ask for favors or receive items and support from your god, with a moderate amount of reputation already established. An Immortal Warrior would have a relationship with an incarnation of War, allowing them to survive any fight as long as they can deliver violence.

**Others Showing Up After Jump - 100/400cp**

Certain practices only thrive or grow by collecting Others, building relationships, and making deals, or by continuously binding new Others. This option ensures that a specific type of Other continues to appear even after the jump ends, adapting to the setting you're in. You can pay an additional 300 CP to allow not just one race but all types of Others originating from the mundane realm to appear.

**Realms:** Realms are crucial for certain types of practices, whether through visiting them or even creating your own. These options grant access to realm-related resources, helping you establish a career in those areas:

**Bus Lines - 100cp**

While technically not a realm, it is still used for realm practices like Blackforester. You control a line of buses, taxis, or similar transportation services running through your region. These lines usually operate on the periphery of the mundane world and are generally only found by specific types of targets relevant to your practices.

**Easy Access - 100cp:**

You have a connection and an easy way to access an entire type of realm, which will follow you through your jumps. This could be the Paths, where Pathrunners solve puzzles for mysterious rewards, the realm of Dark Summer, a sword-and-sorcery wasteland filled with monsters, or any other type of realm.

**Estate - 200cp:**

You are now the owner of a regular landmark with a rich, old history. This is useful for Estate practices, which involve phasing a past landmark into reality, summoning shadow armies, opening gates, and more.

**Realm Ownership - 300/400cp:**

Instead of just having access, you now own an entire part of a realm exclusively for yourself. This realm is mostly 'removed' from any existing one and is about the size of a city block. It is uninhabited and mostly empty, except for simple materials you'd typically find in that type of realm—like sludgy abyssal water if it's a piece of the Abyss. This is useful for practices such as Fountainhead. Alternatively, you can divide this realm into three parts for Cartographer practices, and for an extra +100CP, you can choose different types of realms for each of those parts.

# AWARENESS

**Awares get 300 points to use here**

Although Awares haven't fully crossed the threshold between the magical and mundane worlds, most have special characteristics, sometimes even tied to the workings of the universe. These traits may arise from being at the right place at the right time or due to some form of Otherness affecting them when they became aware. This section allows you to purchase those special characteristics that made them aware in the first place, and they can be turned on or off at will. Typically, Awares are exceptionally talented in the Practice related to their traits, like a Bright-Eyed person with Fae magic, an Evil Eye user or a Prophet as an Augur.

**Dipper (100cp):** This allows you to perform minor forms of practice, such as making potions and similar tasks without fully Awakening.

**Investigator(100cp):** You have an exceptional ability to uncover and figure things out, even those missed by practitioners.

**Couch Potato(100cp):** A human who has fallen so deep into a pattern of consuming media, like TV or games, that they no longer need to sleep or eat. They can nourish themselves entirely by continuing that pattern.

**Bright-Eyed (200cp):** People raised by fairies and heavily exposed to glamour. You gain strong fairy-related skills, such as singing incredibly beautifully or fighting like a Summer fairy. You also gain enhanced charisma, the ability to manipulate glamour, improved looks, and a knack for manipulating people.

**Hound(200cp):** You have a supernatural sense of smell and hearing. With just a sniff, you can get a sense of an entire large area around you, detecting the presence of people. Your hearing and smell are on par with the best dogs, making you exceptionally perceptive.

**Lookout(200cp):** You possess an incredible sense of vision, able to notice the smallest details and detect anything supernatural, whether it's magic or a creature, with just a glance.

**Glamour-Drowned(200cp):** Bright-Eyed individuals drowned in glamour, often with monstrous features. They can easily switch in and out of their 'role' using little to no glamour, like a demonic singer, monster warrior, multi-armed cook, etc. Exceptionally skilled in some skill like dancing, more than bright-eyed, though not as charismatic or humanly beautiful like them.

**Heartbroken(200cp):** It seems your heart was taken out of your chest and put back together in some strange way. When you're near the supernatural, your heart beats faster. You can also remove your heart and put it back in, which makes you immune to drugs and poisons affecting you while it's out, also neutralizing them.

**Drama Nexus(300cp):** You have a supernatural ability to amplify and worsen social problems for anyone around you.

**Trendsetter(300cp):** You are supernaturally popular and highly desired by others. People around you will aggressively copy your style, to the point that if you shaved your head in school, half the class would follow suit.

**Incarnate-Guided(300cp):** You were born in a place where one of the main Pillars holds more sway than the others, granting you some benefits associated with that Pillar. Those tied to Time may find themselves aging slower, arriving at places faster or at just the right moment, and their enemies may seem slower. Someone born under War could find love, wealth, and other things through fighting, and they may be able to shake off mortal wounds for a while, even surviving them if they kill during this time. Someone born into Nature may find themselves with some animal characteristics, being free from diseases, finding it easier to maintain a healthy body, gaining benefits from breeding.

**Prophet(300cp):** You can see the future in some form, like words appearing on walls around you or visions flashing in your mind. The future you see can be prevented, but it will take a lot of effort, as looking into the future causes the forces of Fate to try to ensure that future comes true.

**Bugged Out(300cp):** You're a human infected by a Bugge, essentially a memetic spirit. They can alter reality to some extent, based on the story, urban legend, or symbol the Bugge originates from.

**Evil Eye(400cp):** Also known as Maji, they are capable of directing harmful spirits towards others with a single look. This allows them to summon Omens—shadowy figures that bring about disastrous events to their target, essentially bending reality to make them happen. You can choose the type of eye you have, which can cause: Exile, Heartbreak, Harm, Toil, Madness, Fear, or even Death (though this last one may require continuous use to achieve the effect).

**Skeptic(400cp):** While Innocents have protections from Others and practitioners, Skeptics weaponize those protections. Magic has a harder time taking hold of you, magic creatures lose some power in your presence and the magic around you is dampened, enough to negate protections even from a Demesne.

# COMPANIONS

## **Import Companion - 50/200 CP**

For 50 CP, you can create or import a companion of your choosing. They will receive 600 CP to use in the jump, along with all the freebies associated with their origin. Alternatively, you can pay 200 CP to import or create 8 companions in a group.

## **Canon Companion - 50 CP**

With this option, you can ensure that you meet a canon character from any of the works from the verse. You will meet them under friendly conditions, and if they agree, you can take them as a companion.

## **Familiar Bond - 100 CP (Other or Awakened only)**

One of the three major rituals, the familiar pact between an Other and a Practitioner. This purchase can be made in two different ways: The first is by creating or importing someone as an Other. In this case, they will be assigned as a familiar to you if you are human and will receive 800 CP to use in the jump, along with all the freebies. The second option is importing or creating someone in the Practitioner origin as the human in the familiar bond if you are an Other, and they will also receive 800 CP. More details about the Familiar ritual can be found in the Notes.

## **Sun Blessed Fae (50 CP)**

A powerful and tall fairy woman of High Summer, muscular, clad in full armor, with long blond hair. She is an honorable and loyal knight who has taken a liking to you, partly because of a promise to embark on more adventures, and partly as an admirer of your strength. Despite being a fae, she has a fairly straight-laced personality. Her specialty lies in using Summer glamour to ignite her massive sword, launching flames from it, transforming into a large flaming dog, and creating burning chains that drain energy from those ensnared. Though she is a strong and honorable knight, she has developed a passion for cooking, a skill in which she excels at. Her bright and noble demeanor is a relatively recent development (relative to faes at least), as she once lived as a Dark Summer fae, transforming into a giant, bestial dog and luring victims to their death by consuming them. She has since left that life behind, though it may resurface if she is driven to a dark path. As a human with the "Awakened" perk, you can take her as a familiar., which will give her a dog form that she can change at will.

**Ordinary Magician (50 CP)**

A hardworking blonde girl who dresses like a witch, she is a skilled elemental mage specialized on releasing blasts of light and heat at her targets using one of her enchanted items, and incorporating some Greatsparks practice as well. A mischievous troublemaker, she enjoys stealing and collecting things from others, often disregarding the consequences. However, she is quite caring toward those around her. She stumbled at you one day and after a short confrontation you both decided to hang out together. As an Other you may also take her as your familiar master.

**Bug scarred girl (50 CP)**

A bullied teenage girl who became Aware after falling through a pocket realm inside a locker during one of her bullying incidents. This realm was ruled by an Abyssal Insect Goddess who, feeling sympathy for her, granted her a blessing. Now, insects gather in her presence. If someone tries to harm her, a wasp or spider will attack them. If she is heading toward danger, a bug will show up to incentivize her to turn away. She gradually gains more and more control over these abilities. Against people not protected by Innocence, expect an entire swarm ready to protect her and follow her commands. She is quite intelligent, good at teamwork, and skilled at coordinating groups since she was part of a small witch hunter group until you both met and decided to team up.



# ITEMS

Items related to an origin are discounted by half, 100cp items are free for their origin.

## **Other items:**

### **100cp - Abandoned Home:**

Most Others struggle to find a place to call home in the era of humanity, as being seen by an Innocent can spell disaster for their existence. Fortunately, you've found a home, a fairly simple one located somewhere close to where you start the jump. This house is unique because it cannot be found by just anyone. Only those who are actively trying to find it or are somehow involved with the supernatural can stumble upon it. Additionally, the universe seems to toy with the paperwork related to the house. No one can really figure out who owns it, and the utilities never get cut off, despite no one actually paying for them. Authorities or the government won't investigate the situation either, as long as the expenses resemble what a regular household would use.

### **200cp - Set of Dog Tags:**

A special collection of 10 trinkets, such as tags, keys, or something else. By default, they all have your name inscribed on them, but with permission from other beings, you can rewrite them with their names instead. When someone holding the item calls the name inscribed on it, they can summon that being regardless of place or distance (unless it's someone from another jump). When summoned, the being immediately gains knowledge of the situation and can choose to either refuse or accept the summon, arriving ready for whatever is happening.

### **400cp - Market:**

Some Others, like the Fairies of the Fall Court and certain Goblins, are known for opening Marketplaces where magic items, services, and information can be bought or traded for the right price. You are the owner of one such Market. You can set the rules for your marketplace, such as taking a cut of the profits or forbidding certain items from being sold. Your rules will define the nature of your market and determine what kinds of beings come to buy and sell there. Keep in mind that it's nearly impossible to please everyone, as Others' tastes are as varied as they are intense with their preferences. The size of your market is comparable to a typical human marketplace. but may grow or shrink depending on how you manage it.

## **600cp - Lordship:**

One of the rights granted by Solomon is the power to establish one's own kingdom, empowering you as a king. With this option, you may invoke the Lordship Ritual, claiming everything within a day and a half's walk in all directions, excluding places already "owned" by others through magical means (so if a place is entirely owned, the ritual won't work at all). The ritual lasts for 3 days, though from your perspective, time will likely seem to skip until you encounter each challenger.

When declaring the ritual, all magically-aligned beings within a 3-day travel radius will be notified and have the right to contest your claim. The ritual ensures that no challenger can be blocked from participating. You can negotiate with challengers, seeking their approval to maintain your claim. If negotiations fail, you must compete in a challenge, which can be a duel, debate, game, or similar contest. The type of contest is determined more in favor by who has more "claim" over the territory. For instance, a local mayor or resident would have more claim than a mere tourist, but that doesn't mean he has all the say in the type of challenge.

As you negotiate or defeat challengers, your claim over the territory strengthens. If you prefer, you can bypass this entire process by importing Lordship into a similarly-sized property you already own.

Upon becoming a Lord, you gain control over the flow of spirits in the region, allowing you to perform large-scale practices and rituals, impede or permit the use of magic within your domain, and magically influence the development of the region to suit your tastes, know who is entering and exit your territory. You also wield the same level of authority as a Judge in mystical matters, effectively making you the ruler of the region's magical landscape.

You may only have one Lordship active at a time, but you can pass it to a companion or ally if you wish. Additionally, you can bring your active Lordship with you to other jumps.

## **Practitioner items:**

### **100cp - Runic Weaponry:**

Firearms are a simple yet effective tool for dealing with most practitioners not skilled in combat. You've acquired a pair of pistols enhanced with a silencer rune, which makes the sound of firing them no louder than a finger snap. Additionally, they come with a small box of ammunition, each bullet inscribed with runes related to the four elements. These rune-inscribed bullets pack an extra elemental punch, amplifying the damage a far beyond normal rounds, besides adding minor elemental effects.

### **200cp - Just Money:**

Magic items and powers are crucial, but wealth is also a key resource for any decent practitioner. After all, Fortune is one of the main pillars of humanity. This option provides you with a monthly income of 15,000 Canadian dollars, or the equivalent in the current setting/place, ensuring a steady flow of wealth to support your endeavors.

### **400cp - Demesne / Implement:**

This option grants you two of the three major rituals already completed and customized to suit your preferences. The first ritual is the Demesne, a place of power where even the simplest practitioner can achieve the status of a demigod within its bounds. The second is the Implement ritual, which ties an item (or set of items, like cards) to your very being. This Implement grows in power as you do, reflects the symbol of what it represents, and can repair itself by expending its own energy. Additionally, it will always return to you no matter where it is lost. You can import a location you already own as your Demesne, or an item as your Implement. More information about how they work in the notes.

### **600cp - Magic School:**

You are now the full owner of a magic school, complete with all the essentials to run a well-established institution for practitioners. The school includes a comprehensive library with basic books that any practitioner would need, along with additional resources you can acquire for a reasonable price. Additionally, you have your own version of the Antheneum Arrangement, a virtual library system that allows you to grant access to others, with customizable levels of access for students, apprentices, or teachers.

For security, the school is protected by a fair number of Technomancy Others who defend against potential invaders and automatically update the library whenever you add new books. The school features dormitories to accommodate students, apprentices, and teachers, all maintained by a group of Brownies, who handle chores like cooking, building furniture, and cleaning.

The facilities include five workshops for various magical and practical work, several ritual sites, a blasting zone for dangerous experiments, and an exercise field that has the added benefit of healing most minor injuries (though it can't heal some long lasting effects like curses). The school enjoys a decent local reputation, attracting students and teachers from the area, with the potential to grow into a globally recognized institution if you work to build its prestige further.

## **Aware items:**

### **100cp - Grave-blessed bullets:**

Bury a soldier with 99 bullets, and with his blessing, given in advance, place one more on the gravestone. These bullets are imbued with a 'grave' gravity, heavily associated with death. An immortal or regenerating being hit by them will be taken out and prevented from reviving as long as the bullet remains inside them, provided they are no more powerful than something that would be killed by a bullet. Stronger beings will still have their regeneration slowed down.

### **200cp - Armored car:**

A pickup truck, heavily armored and with bulletproof windows. Inside the trunk, there's a wide array of weapons and ammo: a sniper rifle, shotguns, pistols, knives, even a punt gun and RPG. There are also items designed to fight common types of Others, such as an old sword for Boogeymen, elemental iron for Goblins, etc. The contents of the trunk will refill after being used or destroyed.

### **400cp - Witch Hunter Organization:**

You are now the leader of a witch hunter organization composed of regular people trained to deal with supernatural threats. You can define the nature of the organization and how it operates. For example, it could be similar to the Lighthouse, which employs Awares in its ranks, making the group primarily composed of individuals with supernatural powers. Alternatively, it could resemble the Abbots, who keep Augurs locked away to utilize their information for selecting targets. They employ tailored ammunition that can affect even immaterial beings from miles away using sniper rifles, attacking swiftly before their targets can react, and collecting remains to use as charms. Or you could opt for something akin to the Rieth Library, which leverages ancient texts and knowledge to gain a significant karmic advantage while putting their enemies at a karmic disadvantage, cutting them off from practice or any source of power before destroying them.

### **600cp - Living Ritual ring:**

A ring with the Hungry Choir bound to it. With this, you can summon and command up to 100 waifs, who appear as children and possess the strength and size of one. However, they have a supernatural bite capable of biting through almost anything and suck participants into their ritual. They also regenerate and revive within seconds if they are taken down or hurt. You may also just release them from the ring instead if you wish to you or other people to take on their trials.

## Drawbacks

**Fanfic Toggle (0CP)** - This is an option where instead of visiting the usual setting, you are visiting a fanfic version of it instead. Perhaps a crossover with Worm or alternative reality. The perks still work as they do in the regular setting.

**100 Years Lost (0CP)** - This option allows you to stay for up to 100 whole years instead of the typical 10, in case you want to explore more, build something, study, or engage in similar activities.

**Unusual Attraction +100cp**- Something weird happened to you, perhaps a curse or you just hit your head because your romantic tastes in this jump can be considered fairly... unusual. You might find yourself attracted to a goblin or a person who's a fan of a book about sex with Horrors. Expect people to be at least a little weirded out by your taste.

**Lovely Monster +100cp**- Some Other has fallen madly in love with you, and it seems their affection has manifested in a very disturbed way. Expect something like them wanting to carve a hole in your chest to live inside you, live under your skin, or try to make your life as miserable as possible to make you more dependent on them. The worst part is that they seem well-connected and can even pull some favors from Higher Powers in the area to help them to some extent. If you manage to convince him/her to have a healthier relationship, or if you don't mind their unique way of showing love, you can bring them as a companion.

**Designed Victim +100cp**- A special type of Awareness affects you, making you more likely to encounter and attract supernatural beings in this universe, particularly different types of Others, most of which are not very friendly to you or any companions.

**I AM JUMPER, THE VISITOR OF WORLDS, WIZARD OF FIRE, CHAMPION OF LIGHT, THREE-FACED... +100cp**- You've made up a very long title for yourself, one that takes almost half a minute to say in its entirety. You are unable to refer to yourself by just your name or a simple pronoun; you must always refer to yourself by your full title. Expect people to quickly get tired of it and think you're overcompensating for something. As a bonus, you get a very small power boost just by saying your whole title during combat, wherever you are.

**Amnesia +200cp**- Upon arriving in this world, all your memories from before this jump are scattered across various places in the ruins as echoes, some even in the deepest parts where the pillars can be seen. The only thing you can remember is that this event happened. You recover your memories by reuniting with these

echoes. They won't be at risk of being destroyed or lost in any way. Even if you don't manage to find all of them, your memories will return at the end of the jump.

**Honorbound +200cp-** You have a very strong sense of honor and justice, much like a typical white knight. In any fight you participate in, you'll try to keep things as fair as possible, avoiding dirty tricks and even weakening yourself or lending an item or power to your enemy to even the odds. You also feel a strong urge to protect innocents and defend the weak. On the bright side, your actions will help you gain some positive karma.

**Wild Hunt +200cp-** You've somehow angered the Wild Hunt of Winter, known for being the harshest and most unyielding of all. Expect them to keep sending an army of skilled fairies both in deception, manipulation and combat after you until they're satisfied, whether that means your death or you making amends for your offenses.

**Chained and Bound +300cp-** You entered into a pact with a rather annoying Other or practitioner. This pact prevents you from willingly acting against them in any way, requires you to protect them from harm, and forces you to obey their orders. They consider you a valuable asset, so they won't send you into suicidal situations unless it's really necessary or rewarding enough for them to take the risk. They also won't treat you too poorly and give you a fair amount of free time, but you can expect to be sent on missions and into situations that don't align with your morals and beliefs.

**Bad Karma +300cp-** You've accumulated a huge debt of negative karma. Everywhere you go, people will be suspicious of you, if not outright hostile. Worse yet, you'll find yourself in increasingly difficult situations, as the everything constantly conspires against you. While you can try to alleviate this by building up positive karma, it will be a challenge, as you'll keep getting thrown into situations that make it easier to worsen your debt even more.

**Hazel's Path +300cp-** You've fallen into the Paths and have no way out. You must embark on a long journey of self-discovery, spanning decades, during which you'll traverse dangerous places, solve bizarre puzzles, make and lose friends, be chased by your Wolf, and uncover the mysteries of the Paths. Eventually, you'll reach the "midpoint of a journey," where you'll perform a ritual to create your own companion and travel to a highly mysterious section of the Paths, filled with even stranger puzzles and offering incredibly powerful rewards, as well as access to the levers and trolleys of reality. You will only be able to leave the jump after you complete this journey.

**Forsworn +400cp-** You have been forsworn, or something similar, in a way that cannot be undone. This removes your ability to perform any type of magic and strips you of protections against most things in this world, such as possession, corruption, curses, and even magical items, which can now be harmful to you. Reality will

actively work against you, ensuring your life is as miserable as possible. Don't expect to enjoy even something as simple as a meal anymore without it being somehow rotten, finding a bug in it, falling in the floor or something similar and people will instinctively think negatively about you. Everyone will also be incentivized to bring as much harm to you as possible, as it brings them positive karma.

**Bad reputation internationally +400cp**-It seems you've done something to anger the international practitioners' community, made up of the strongest practitioners in the world. Now, lords from places like London, Japan, China, and all over the world have a vested interest in seeing you gone and are willing to dedicate considerable manpower and resources to achieve that.

**Demon infected +400cp**-You've somehow been infected by a harmful demonic force, manifesting as black veins across your body, causing you immense pain and weakness. The force doesn't seek to kill you but to inflict as much suffering as possible. This corruption cannot be removed, but it will naturally disappear when the jump ends.

## End Choices

### Stay

Did you enjoy this place and decided to stay here? If you wish that's the option for you.

### Go next jump

Keep going to your next adventure, a new world awaits!

### Go Home

Is that your last stop before going back home and ending your chain? If so, that's the option for you.

## Notes:

**Practice and Being Bound by the Seal:** Much of how the Practice works is tied to the mechanics of the setting, where reality is made of spirits, and your word is acknowledged by them. Lying makes you lose credibility with the spirits, and being foresworn makes you an enemy of reality. During this jump, lying will cause you to be gainsaid, weakening your Practice if you are Awakened, or diminishing your power if you are an Other bound by the Seal of Solomon. Both will also result in losing karma, and breaking contracts or constantly lying as an Awakened will make you foresworn, turning reality against you, stripping away your karma, and causing you to lose the ability to Practice. If you are an Other bound by the Seal, breaking such rules will cause you to disappear. This doesn't account for perks or powers from other settings that might interfere with these consequences.

After this jump, lying or breaking contracts as a practitioner would only impact you when using practices that specifically involve deals, like making a pact with an Other to bind them, asking spirits for a favor, pledging to a higher power, or using something like the Fae contract spell(spell where if you manage to state your point in a unique way three times during a negotiation, the resulting contract will be more favorable to you). Lying or breaking a pledge in these situations will make you gainsaid, causing you to lose the ability to practice for a period of 1 to 30 days depending on the severity of the breach (assuming you don't have perks or other safeguards to prevent it), but you wouldn't ever be foresworn. So basically lying is only a factor when using practice or talking to Others or spirits from here. Others bound by the Seal would no longer need to worry about the Seal after this jump.

**Karma:** Karma is essentially your standing with the universe. Acting fairly and supporting the natural order of things (honoring contracts, preventing threats, upholding the masquerade, etc.) increases your karma, while going against it and acting unfairly (lying, working with demons, attacking from behind, exposing magic to innocents, etc.) lowers your karma. This manifests as good or bad luck—those with good karma receive subtle help from the universe, while those with low karma face more obstacles. After this jump, consider that karma is always neutral and doesn't affect anyone. However, some of your practices or powers related to Law can still decrease or increase karma values in yourself and others, but your day to day action won't be affecting it.

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**Masquerade:** The universe itself works to keep the magical world hidden by subtly pushing things away, ensuring people don't just stumble into the supernatural. It helps magical things stay hidden and sometimes even outright messes with people's



minds, making them think it was just a weird dream or something explainable. This 'barrier' varies from person to person, and when the innocence of many people in an area is broken, reality—and forces like Judges and Lords—will push back to maintain secrecy. This can involve altering past records and memories or turning a location into a 'knot,' essentially isolating it from the mundane world. This is all maintained by the Seal of Solomon, a set of rules and guidelines created, enforced, spread, and repeated so many times by Solomon and the greatest powers of the world that it became an essential pattern in reality itself. How this works with items, powers, tech, magic, and beings from other jumps is up to fan interpretation, as we don't fully know how the Seal would handle them. Breaking the Seal is theoretically possible, but it's stated that even the combined power of all practitioners in North America, if doubled, wouldn't be enough to break it.

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**Higher Power or Greater Power:** This refers to any Other that ranks among the most powerful entities in the setting, whose existence is more akin to a role, like Judges. Their presence warps the spirits in the area and causes a form of depression. They could be a God, a high-level fairy, a high-level Horror, or anything else of significant power.

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**Judges:** This role essentially arbitrates and judges matters concerning the magical world that relate to their specific area of authority. They also seem capable of deciding to dissipate certain forms of immaterial beings, but you shouldn't need to worry about that if you are one. You can choose which type of Judge you want to be and can reskin their theme to something like White Tortoise, Azure Dragon, Vermilion Bird, etc.

- **Carmine:** Represents matters of War, Conflict, Blood, Carnage, and related themes, including violent Others and those who kill them.
  - **Alabaster:** Represents Curses, Sanctuary, Children, Innocence, Sanity, Balance, and can also fill the roles of things that are missing.
  - **Sable:** Represents Death, the Undead, Afterlives, and Portals/Passages to different places and realms.
  - **Aurum:** Represents Civilization, Technology, Commerce, and Games
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## Implement

A one-time item used in a ritual to bind yourself to it. The item must be a solid, easy-to-carry or wearable object, and it should either be non-magical or very well understood and accepted, as its magical nature will affect you. If damaged, you can

draw upon your own power or essence to repair it. If the item is emptied, spent, or partially lost (such as with perfume or a set of cards), you can similarly replenish it. If lost or stolen, it will find its way back to you. However, if given away or taken hostage, it will remain gone. Weaker individuals who try to keep it will find the item escaping from them and returning to you.

Having the implement on you makes you stronger, while not having it weakens you. The item also grants a boost in areas related to it; for example, a sword implement would improve your sword fighting, a crown would enhance your leadership skills, and a book would improve your reading and memorization. It also boosts any Practice related to the implement's area but weakens your ability in others—for example, a sword implement would make you worse at defending. (These drawbacks do not exist if the implement is purchased using CP instead of going through the ritual yourself.)

The implement develops a special power based on its nature, effectively making it a magical item—for instance, an earring might allow you to hear everything around you, or a sword could penetrate magical defenses. The way the implement manifests its effects depends not only on the type of item but also on its materials, inscriptions, and other details. For example, a ring typically grants a passive effect due to its closed cycle, but a silver ring might grant purification-related abilities, while a gold ring might involve riches or victory. An aquamarine in the ring could link its effects to water, while an amethyst might enhance your regal aura. These minor details greatly influence the final result. The type of item you choose also affects your relationship with certain Others, depending on the item's nature.

## **Familiar**

Another one of the big three rituals, this ritual creates a nearly indestructible bond between a practitioner and an Other. It has many parallels with marriage: the bond can be arranged, accidental, the result of a long relationship, or born from practicality or necessity. The familiar relationship can take many forms, such as servant, slave, friend, business partner, or even master. Besides the familiar being able to readily offer their services and talents, the practitioner gains some of the resistances, protections, and means of travel to the realms from which the Other originates. The Other gains similar benefits, becoming more "human" as their natural weaknesses are lessened or even eliminated. They also gain access to places restricted to humans, receive assistance in tasks, and enjoy more freedom from the roles they perform.

The Other will gain an animal form, which they can change into at will as it suits them and their master. The type of animal reflects the Other's nature—larger animals often correspond to stronger familiars. For example, an Other tied to the moon might take the form of a rabbit, a predatory Other might become a predatory animal, a fairy may

manifest as a graceful and beautiful animal, while a goblin would take a brutish and uglier form.

The bond often creates a shared pool of energy that either can draw from. A practitioner who draws on a familiar's energy will gain some of the familiar's powers and abilities. For instance, you could draw from a knowledge Animus familiar during study to enhance your reading and memorization or empower related practices like those tied to Incarnation. You can also use this energy for unrelated tasks, like combat, though it would cost more energy than usual. The connection allows the practitioner to heal or even revive the Other through this bond if they have enough energy, and the Other can do the same for the practitioner if they possess sufficient power and the means to heal or revive a human.

The highest orders of Others are generally not advisable as familiars for most practitioners. A significant power gap between the Other and the practitioner can be dangerous, as it gives the Other more control over the practitioner, with a constant risk of their power overtaking and destroying them in some way. While highly skilled and powerful practitioners can form this type of relationship, it remains fragile—a minor mistake, such as a small cut, could be enough for the Other's power to flood in and collapse the practitioner's Self.

## **Demesnes**

It's a place declared and defended by the practitioner, similar to the Lordship ritual. It serves as a location of power, security, and a means for the practitioner to express their abilities. In general, it is a significant challenge to penetrate this space; even the most powerful practitioners may struggle to enter the demesne of a lower-tier practitioner without permission. Inside, matter can be shaped, power transformed or utilized, and space designated for specific purposes. Within their demesne, a practitioner is essentially a lesser deity, having control over the contents, rules, and boundaries. However, the original structure and nature of the space, as well as the practitioner's nature, will determine the initial limits. These limits can be expanded over time through investment of attention and power, although each successive expansion yields diminishing returns.

By claiming the space using the demesnes ritual, the practitioner gains immense advantages in their magic and schools of practice. These advantages include, but are not limited to, boosting their Practice, requiring fewer materials for construction, or even substituting one type of material for another. It also reduces the consequences of practices that involve risks or costs. Due to the demesne being paradoxically a fixed location within reality, it also supports practices involving realms or travel. For example, a demesne can be used as a portal to access other realms and places, or as a way to escape from dangerous or strange realms.

If you wish, you can combine a Familiar, Implement, and Demesnes by acquiring all of them, like making a van your demesne-implement, a living cigarette your implement-familiar, or a haunted car your implement-demesne-familiar.

## **Fields of Practice:**

Some of the Practices and Sorcerer perks: Practices tend to fall into a main Field, where inside it has multiple types of practice. For example, the Field of Hollow practices includes specializations like Host, Heartless, and Halfflight, while the Field of Fae includes Fae Duelist, Winter Practitioner, and Strange Spymasters. Some knowledge and practices may overlap between Fields. The perks are designed with these specializations in mind, but you can choose to be more of a generalist within a Field, essentially trading more powerful spells for ones with greater versatility or more varied options.

Some of the practices mentioned in the document:

**Collector:** Starts with 3 items following a specific theme, such as swords, snake-related items, or potions. You create diagrams where the items can empower each other, and you can "transfer" the power and attributes to others, reduce drawbacks, and cast spells or rituals related to obtaining, manipulating, and using items. Collecting sets makes it easier for you to acquire more items of the same theme, either by stumbling upon them, having more favorable trades, etc., and it enables higher-level practices. The items don't necessarily have to be objects; they can be beings, but they must be material, not abstract concepts or spells. The goal is mainly to create sets, which are sequences of items numbered from 1 to 10, each representing their power, along with a Grail.

**Pathrunner:** Travels through a strange realm called the Paths, where you face weird puzzles and receive prizes in the form of magical boons or items. The rewards tend to be powerful with random and bizarre effects, but the Paths themselves are quite dangerous. There may be more to the Paths, especially regarding the section where the "levers of reality" are, but most of it is speculation and theory.

**Augur:** Focuses on seeing things—mainly the future, present, and past—along with detecting weaknesses and auras. It also involves controlling omens.

**Incarnate:** Manipulates Incarnations, which are fundamental forces of the world, such as War, Time, Rage, and Innocence. This practice involves reinforcing those concepts within the world, often affecting entire areas. You can make people in an area feel rage, make your attacks more painful by aligning with pain, or make an incarnation of victory tilt the conflict toward the winner. This practice heavily uses motifs and symbols related to the chosen Incarnation.

**Ogre Practitioner:** Fighters who use rhythmic patterns in combat. They are associated with elemental themes like "poison, curses, fire, snake, spears," usually having three of these themes. They possess a few martial moves related to their themes, each with special effects, and can only use some moves after performing others, similar to combos in a fighting game. After completing several combos, they can release a powerful finisher, such as sending someone to the spirit realm to be eaten by a giant snake or severely damaging someone's karma.

**Evangelist:** Practitioners who deal with angels—the architects of creation and higher forces—wielding power related to creation and reality. They are often compared to astronauts who bring the vastness of space into the field. Evangelists typically follow strict rules to remain grounded in reality, such as only eating things they've raised themselves, not using glamour, and only drinking water. Most deal with summoning lesser angels, while only the highest Evangelists interact with the main choirs directly.

**Urbearers:** From the field of Elemental practices, these practitioners carry vessels that produce large-scale elemental effects. For example, they might open a jar that functions like a grenade, burning an entire room, or write a spell in a jar and throw it half a mile away to trigger the effect.

**Host:** This practice involves hosting spirits, forces, and Others within one's own body, effectively turning the practitioner into a vessel or seal for them. This allows the practitioner to modify themselves or draw upon the hosted being's powers. However, one must be cautious not to be overtaken, so a strong sense of self, power, and mind is essential to advance in this practice.

**Heartless:** Also known as liches and hags, they are the inverse of Hosts. Instead of hosting spirits, they gradually give up their own humanity, such as fear, pain, or emotional control, until they become the possessing entity themselves. This practice begins with surrendering parts of one's humanity and progresses toward full possession and similar abilities.

**Harbinger:** A form of uncontrollable Host, where the power overflows from the vessel, often related to higher powers. Harbingers can take on different forms, similar to "super forms," when their power manifests.

**Chosen:** A specific higher power selects you as their champion. You receive magical items that grow in power by overcoming challenges or winning fights. You can tap into divine-related practices through your connection to this higher power, but you become less proficient in other types of practices. Chosen practitioners can summon trials that reward items, strengthen their gear, or grant boons related to their deity.

**Oni Practitioner:** This practice involves subverting traditional magic, functioning as an anti-mage technique that works best in subterfuge or by catching opponents off

guard. For instance, you might throw a knife and manipulate its shadow to affect things within a barrier. Mastery in this practice often weakens your regular magic, so most practitioners try to maintain a balance.

**Technomancy:** A recent field of magic that combines Spirit and Others with technology or uses technology as a vector for other magical practices. Technomancers are often connected to realms as well. Their practices have a wide reach, but they are typically fragile, fleeting, or weak.

**Immortal Warrior:** Combines combat practices with the ability to tap into Incarnations to force or prevent outcomes. For example, you might tap into an Incarnation of Time to rewind injuries or into Nature to temporarily sacrifice your humanity for enhanced power.

**Heroic:** Specializes in finding and empowering heroes, known as "Names," who are heroic figures so significant that they now belong to History. These are usually heroes you won't find in regular history books since the most famous ones are already claimed by major families. The Heroic practitioner fights alongside these heroes and enhances their abilities.

**Cartographer:** Similar to the Collector, Cartographers collect realms rather than items. They don't necessarily need full control over these realms—owning something like a cursed painting that leads to a world with a ruling deity is enough. They create and connect realms and anchor them through crafting maps.

**Fountainhead:** These practitioners create their own pocket universes where they function as deities. They can draw resources from these realms and continually seek to expand and improve them.

**War Magi:** Specializing in combat magic, dueling, and controlling the battlefield, War Magi do not directly deal with the force of WAR itself. As a culture, they often engage in elaborate contests or duels to gather power. In some families, participating in these contests is an obligation, passed down as part of long-standing commitments or debts against the future.

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Some information about Faeries and their courts:

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- **High Summer:** Focused on heroism, adventure, and romance. Their glamour focuses on combat and dueling, self-improvement, and sun-related powers.
- **Dark Summer:** The court of monsters, more akin to sword and sorcery compared to classic heroism for their High counterpart. Dark Summer fairies are associated with violence, blood, and gore. They craft tales of horror, trapping victims in their own story, leading to their doom and forcing them into

deadly rituals. Their glamour reflects their monstrous nature, allowing them to transform into fearsome creatures like a Jabberwocky that breathes fire or an old witch who crafts deadly poisons.

- **High Fall:** Focused on change, transformation, and exchange. Their glamour excels at altering others and themselves.
- **Dark Fall:** The court of the changed, often shapeshifters with a dark and monstrous nature, specializing in curses and transformations.
- **High Spring:** Focused on aristocracy and craftsmanship, these fairies are the most talented in deception and manipulation. Their glamour is used to create beautiful objects and constructions or to subtly influence social dynamics.
- **Dark Spring:** Similar to High Spring but ruled more by fear, Dark Spring fairies are aligned with melodrama, tragedy, sadness, and darkness. Their glamour reflects these themes, often involving bones, bugs, and elements of decay.
- **Winter:** The court of endings, where fairies who have exhausted all their tales end up. Winter fairies are stubborn and stuck in their ways, their glamour reflecting stagnancy and the element of ice. They can freeze people and objects with ease, and their glamour is the most powerful but also the least versatile. Transformations made with Winter glamour are often permanent, making it difficult to change again.

### **Pillars of Humanity/ Pillars of Humanity Existence**

There is not much about them, but they are linked to the main incarnate forces that govern humanity, also important to a lot of practices, realms and rituals. They are: War, Time, Death, Fate and sometimes Fortune is included. They appear to be physical pillars that appear in deep ruins.