

Kane Chronicles Jump-Chain



The Kane Chronicles is a fantasy adventure that follows the story of Carter and Sadie Kane, and their discovery that they are the most powerful Egyptian magicians to be born in hundreds of years. As the Egyptian gods begin to awaken, the siblings must fight the forces of Chaos in order to maintain Ma'at.

Locations

1. Brooklyn, NY, USA
2. Dallas, TX, USA
3. Toronto, Canada
4. London, UK
5. Paris, France
6. St. Petersburg, Russia
7. Cairo, Egypt
8. Free Choice
9. Land of the Dead
10. Land of Demons

Origin

Roll 1d8 + 10 or 20 + 1d8 for your age, as you choose or you may pay 50cp to choose whatever you want within the rollable choices. Your gender is whatever you were before this jump or you may pay 50cp to be whatever gender you want. Regardless, you can freely elect to be of any nationality of your choice where it makes sense.

Drop-In

You appear in a safe and public location in the location you start wearing a basic set of clothes that fit the local area with a wallet with the local equivalent of \$100 in it. You have no paperwork in this world and lack any sort of connections to anyone here, but on the bright side, you don't have any new memories messing with your sense of self.

Renegade Magician

In this corner of the Riordanverse, it is the majority of Magician's beliefs that gods must be contained or slain for the good of humanity. You disagree. By taking this option, you are an outcast from the House of Life which most Egyptian Magicians are a part of. You will generally have less support than other magicians but will be on slightly better terms with the gods than others.

House of Life Magician

You are a Scribe of the House of Life, a member of an order of magicians going back for thousands of years. Trained from a young age at the First Nome, in Egypt, you are the remnants of a once-might civilization. Even bereft of a pharaoh, a nation, and a pantheon, you and your magic preserve, even in a weakened state. Many of the most powerful spells and magics were lost over the course of millennia at the hands of one army or another, and many of those that remain require the aid of gods you are forbidden to peaceably interact with, but only a fool would underestimate the power of a magician with the resources of the Per Ankh.

Perks

General Perks

Traditions (Free for All)

You are knowledgeable in the ways of the mythology of the Egyptian pantheon. You can speak Ancient to Modern Egyptian and read the various kinds of hieroglyphics, know the proper ways to honor the gods, and have an encyclopedic grasp of the mythos.

Magical Specializations (First Free/ 200+ CP)

The true worth of every magician is their path specialization. You have come to possess knowledge, you have a few years of training in a path specialization of your choice, enough to make you an expert though you are still many years from being a master. A list of canon specializations will be at the notes section at the bottom of the jump. This perk can be taken multiple times.

Blood of the Pharaoh (600 CP)

You are descended from a great member of the Pharaohs of Egypt and thus are extremely powerful magic wise and are favored by the gods as hosts. Anyone who has the blood of the pharaohs has the right to become the Pharaoh of the House of Life. This is a capstone boost to all 600 CP perks

Drop-in

Not Just Repeating the Old Stories (100 CP)

You are adaptable, quick-witted, and generally won't fall into harmful patterns unless you let yourself. You can tell when something you are about to do is contrary to basic common sense and rationality. You can also tell when your emotions are clouding your judgment.

Not the Chicken Man (200 CP)

Your mastery over the first layer of the Duat - what others may call the Mist - is many times better than a normal magician's. This means, among other things, that you are harder to fool with illusions, can better fool others (especially mortals), and will never need to fear being called "the Chicken Man," by children.

Ptolemy's Disciple (400 CP)

Long ago, a king by the name of Ptolemy (one of many) attempted to combine Greek and Egyptian magic, producing a powerful form of sorcery that is significantly stronger than either form could be alone. That is also purple, for some reason. You now know the basics of such magic, and can, with effort, work to combine other forms of magic

you know together, even if they come from different worlds, to produce a kind of magic that is stronger than the sum of its parts. As an additional note, this kind of magic can also hypothetically allow you to essentially eat gods to take their powers for yourself, but doing so would require many centuries of practice and a wide variety of specific circumstances that aren't easy to come by.

God (600 CP)

Oh? You're not really a magician at all, are you? Or human, for that matter. You're a minor god of some kind, with all that entails. You are an immortal spirit that is capable of magic far stronger than a mortal magician, existing in the mortal world and the Duat in multiple forms and places at the same time. Able to possess mortals and magicians(providing them with any and all of your powers as desired in the process), shift shape at will, hear and answer prayers, draw power from faith and worship, and other things of that nature. Manifesting without taking a host is also possible, though extremely difficult. As a god, mortal weaponry is essentially useless against you, but powerful magic can still bring about your end. Unless you're a water god, you also have a harder time keeping hold of - and thus affecting - the mortal world while in rivers. Speaking of, pick three domains to hold. You're many times more powerful and competent with regard to those domains, both magically and mundanely, as well as in matters related to, but not directly pertaining to them, but less so. A god of war makes an effective tactician, even without his powers. Said god also knows at least a little bit about administration in general, simply because you cannot fight a war without bureaucracy. However, the broader the domain, the less beneficial it is. A god of water might have an easier time manipulating salt water than a god of rivers, but if the river god and the water god fight over a river, the former will win every time. Oh, and you get to pick a sacred animal.

Renegade Magician

Path of The Gods (100 CP)

Pick an Egyptian god. You are connected to your chosen deity and are able to learn the magic they are connected to easier than others.

Sympathetic Bond (200 CP)

You know how to tap into the powers of your chosen god and use their path instinctually. You can weave this power into vast spells capable of amazing things greater than anything you can naturally produce, and you can handle far more of this power than would otherwise be possible. But even then, it puts a great strain on your

body and mind, and even you have limits - limits that it will push you past if you're not careful.

Interference Tolerance (400 CP)

In this world, animal products often have residual life forces in them, which can interfere with magic. This is why magicians generally stick to wearing plant based clothing. However, you don't need to worry about this, because like Sadie you have enough tolerance to such things that ignoring it altogether in the name of fashion won't hinder you at all. This resilience also applies to other magic systems, and other weaknesses. Short of enemy action, any material capable of interfering with your magic can be disregarded without issue.

Godling (600 CP)

The Path of the Gods involves harnessing a god's power and using it to perform extremely strong feats of magic. You have an advanced understanding of how to connect to a god, channel their power, and execute such feats, as well as how to train others. The magician practices channeling their deity's magic to get better at controlling the flow of power. They then find a go-to spell or magical specialty as the magician and the deity needs a sympathetic bond that needs good chemistry to be truly successful. Post jump, this magic will allow the magician to channel gods of other worlds and pantheons, and augment other magic systems the same way.

House of Life Magician

"Nith ith Natt" (100 CP)

You're very articulate. Partially due to a magical tattoo of Ma'at on your tongue, unless you're somehow addled or intentionally doing it, every word out of your mouth is exactly as you intend it to be, incantations included. Won't prevent you from saying the wrong *thing*, or something you shouldn't have, but at least you won't be saying it *wrongly*.

Lifespan Extending Spells (200 CP)

Somehow, the long-lost, ancient spells the House of Life once used to expand its membership's lives for millennia have been applied to you. Living for two millennia isn't beyond reason.

The Apprentice's Magician (400 CP)

You are incredibly skilled at training up novice magicians. They learn at a rate some five times faster than normal.

God Slayer (600 CP)

In the House of Life, you were trained to fight the gods. This means you are skilled at fighting opponents many times stronger than you are, both in magical duels and more mundane battles, but also that you know the litany of spells required to banish, contain, counter, and defend or ward against divine beings. Like any magic, it can be countered by a skilled, strong, or clever enough god, but it will give you the edge required to fight the local gods on equal terms - so long as you face them on *your* terms. When you face being or person of divine blood or power, in this or any future world, expect yourself to be several times more effective in magical combat.

Items

General

Magician's Tools (50 CP)

A wand, staff, some wax, oil, a scrying bowl, and a papyrus scroll in a box. Nothing too special. Can include a khopesh, if desired.

Drop-in

Magical Resources (100 CP)

An eternally replenishing supply of wax, wood, ink, and other common materials used in magic.

Magic Boat (200 CP)

A magical, flying boat that can transverse the Duat with relative ease, making taking an extra-dimensional shortcut significantly easier. In future settings, it can access other adjacent dimensions as well. Its ability to do so safely, on the other hand, is very much up to you.

Notes of Thoth (400 CP)

When Thoth, the god of writing, knowledge, and magic was young, he traveled to the far reaches of the Duat, researching the natures and mechanics of those regions, as well as the spirits and gods that called those places home. His field notes - and the many powers and dangerous spells that resulted from them - later became known as the Book of Thoth. By purchasing this, you gain a collection of his notes about the nature of gods, spirits, and other dimensions and planes of existence in this setting, which could be used to invent many of the spells the Book contained for yourself. Post-jump, these notes will update to include the local versions of such things in new settings.

Rosetta Stone (600 CP)

Just as the Rosetta Stone was used to unleash the Egyptian gods back into the world, so too can this (very convincing) replica be used to unleash a copy of the pantheon(and all its associated monsters, magic, and cosmology) into other worlds, after a short ritual, shattering in the process. It will reform in your warehouse post-jump. Ancient artifacts the world over will be imbued with magical power, the tombs of kings will become places of legitimate magic, etc. The gods so unleashed will vaguely remember your interactions with other versions of their pantheon. If you desire, these gods will not be reliant on, but still empowered by, human beliefs. Post-jump, you may use the Rosetta Stone to unleash other forms of magic and gods into the world, so long as you could be considered a master of that form of magic, however, the stone cannot supplant the native cosmology unless that cosmology is entirely lacking in supernatural elements. If it is, then it's free game, up to and including importing the consensual nature of the Riordanverse as a whole, what with its many pantheons.

Renegade Magician

Divine Amulet (100 CP)

A magical amulet symbolizing a god of your choice that contains a tiny fraction of their essence, making drawing upon their magic slightly easier.

Egyptian Queen (200 CP)

A magical boat, crewed by magical servants. It can only be summoned once a year, and only in times of great need. Still, if it's yours, it is well stocked and well defended, and can travel to places even normal magic would find dangerous or impossible to access, such as the Underworld or the Sea of Chaos.

Book of Ra (400 CP)

One of the three magic scrolls that, when united, can restore Ra to power. Or a copy thereof, anyway. In future jumps, this item can lead anyone who reads it on a quest to restore or resurrect any ancient, god-like being, yourself included(should you fit the bill), once per jump. This quest will always be difficult for whoever attempts it but never impossible.

Rogue Nome (600 CP)

Apparently you weren't alone when you broke with the House of Life. You brought two or so a dozen friends with you, all nearly as skilled in Egyptian magic as you are. You collectively occupy a mansion that is either magically hidden from mortals or situated in the Duat - the difference can be negligible at times. It is defended by powerful spells, well supplied in terms of both mundane and magical resources, and has a library filled with scrolls and books on magic and the gods. The magicians here do not count as companions, and the Nome can either be imported into later settings or made into a warehouse attachment.

House of Life Magician

Canvas Clothing (100 CP)

In this world, products like leather and rubber interfere with magical power. As such, magicians tend to wear canvas to avoid it. You get an extensive wardrobe that will always include the perfect outfit for any occasion made of canvas, making magic slightly easier to use. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing.

Crocodile (200 CP)

A magically animated statue thereof, anyway. Every temple used to have a whole lake full of crocodiles in the old days, but you have just the one. Still, it's utterly loyal to you, self-maintaining, surprisingly intelligent, and capable of respawning a week after destruction.

Book of Overcoming Apophis (400 CP)

One of the most popular magical books in the world, albeit one with many, many versions. It's not the equal of Setne's Shadow Execration version, but it is several times more effective than any of the common versions. Once per jump, you may choose a new enemy for the book's spells to also work on.

First Nome (600 CP)

The First Nome in Egypt is the oldest and most impressive in the entire House of Life. It has the most extensive library, the largest collection of artifacts, the most members, and the most overall resources. It also hosts the Hall of Ages and the (currently empty) throne of the pharaoh. Now you can bring it with you, importing it into each new setting. As a bonus, the Nome's membership will include magicians from past and future worlds you've visited, its library will include books of other magic systems, and its vaults will include artifacts from the same. The Hall of Ages will detail the history of whatever world it is currently in, with side corridors providing less detailed accounts of former worlds.

Companions

Import (50 CP)

Can be purchased more than once. When you purchase this, you can import a preexisting companion or create a new one. Choose an Origin for them, the freebies and discounts of that Origin, and 600 CP to spend.

Canon Character (200 CP)

Can be purchased more than once. This option allows you the chance to convince a non-god character to join you as a companion, so pick it when you purchase this option. You'll be guaranteed to have multiple favorable encounters between the two of you and if you try and befriend them you'll find your efforts to be considerably more effective than they otherwise would be. Do note that some characters will be significantly more difficult to convince due to prior obligations in this setting.

Fragment of a God (400 CP)

Can be purchased more than once. This option allows you the chance to convince a god to join you as a companion, so pick it when you purchase this option, however, due to the nature of the gods in this universe, only a small portion of their total power will be coming along for the ride. Maybe the size of the chunk of Horus that was inside Carter, or the bit of Isis that was inside Sadie. You'll be guaranteed to have multiple favorable encounters between the two of you and if you try and befriend them you'll find your efforts to be considerably more effective than they otherwise would be. Since gods can bilocate, they are less likely to refuse due to prior obligations in this setting.

Drawbacks

Maximum +1000 CP

- +0 CP
 - Expanded Universe
 - This is just one of many times you may enter this world, though rarely will you enter at the same time. Perhaps you wish to carry over your time in another experience in this world? Taking this option acts as a continuation option for any time you have been in Riordanverse prior to your time here. Changes you make to the world in those times will carry over here, provided they were made before you entered. You will not be able to encounter yourself or change your own past from previous jumps however and changes made in the future of where you are in this jump will obviously not be present. Any changes carried over that would weaken or negate any of the following drawbacks, if those drawbacks are taken, will not be carried over or will do so in a sufficiently lessened level. You can make your time easier normally but you can't set up to negate the drawbacks.
 - The Old Days
 - You're not starting in the 21st century anymore. You're starting in some earlier age, whether it be the Age of Gods, the New Kingdom, the Ptolomey's Dynasty, or one of the other eras. You cannot choose the Renegade Magician origin if you begin any earlier than the New Kingdom. If you do, however, you will find that many of the ancient magics that will be lost in the modern age are not yet forgotten.
- +100 CP
 - Deformed
 - Power often comes at a price and most common of these prices is one the vain are rarely willing to pay. In the pursuit of your goals, you were forced to horribly disfigure your own body. In exchange for power, wealth or just to appease someone who would otherwise take your life. Your visage has become a truly hideous sight to look at for your time here, in addition to the aches, pains and uncomfortable movements that your twisted body now takes on. You are not hindered physically in terms of power, agility or

speed but your body will never be comfortable nor considered more than atrociously hideous in your time here

- Gone Native
 - Your out of jump memories are weakened to the point that they barely feel like your own and don't affect you anywhere near as much as those of your current Jump self. While you still remember everything you would normally, you are far more 'immersed' in this Jump's personality than normal, and your 'First Reaction's—your gut feelings, knee-jerk reactions, emotional responses, and general attitude—match the values and experiences of your new identity. This won't radically shift your alignment or even necessarily change how you act at all because you can always stop and moderate your actual actions. Nevertheless, you'll be far more disquieted by thoughts and actions your new self would find abhorrent, and far less bothered by things they'd accept, no matter how far from your normal values that may be.
- +200 CP
 - Poverty
 - No matter what sort of windfall you may find, something will come along to make sure your bank account comes crashing back down. Any bit of good fortune will be eclipsed by equally bad luck, and repairs and fines will eat up the lion's share of every reward, leaving you barely enough to put food on the table and fuel in the tank. If you're stuck dealing with other Drawbacks that put a pinch on your funds, you may not even have that much. Forget about upgrading your stuff and focus on keeping it running as long as you can; replacing it is going to be a nightmare.
 - Judgment
 - For some reason, the gods have become angry with you and decided to punish you. They've chosen to do this by sending their monsters after you, starting with the lesser monsters. But as you continue to defy their divine will, they will begin pitting greater and greater monsters against you, even eventually some of their most powerful beasts.
- +300 CP
 - Starting from Scratch
 - You don't know anything about Egyptian magic. Like, at all. Not even the stuff you could have - or did - learned from your home world's archaeology. Good luck learning it all from square one.

Fortunately, if you haven't regained whatever power you bought here by jump's end, you'll get it all back then.

- Marked for Sealing
 - The House of Life is utterly convinced that you're a rogue godling affiliated with Chaos and will be attempting to seal or kill you. The House itself has many magicians and beasts at their disposal across the globe and will be working on countermeasures to any abilities you display against them.
- +400 CP
 - Set's Former Host
 - Remember what happened to Amos after he was freed from Set? That. Expect to be lethargic, weak, and in a depressive state and unlike Amos even the best magical healing won't help. Also, your magic burns red rather than blue or gold, making the existence but not the nature of your connection to Set obvious whenever you use magic.
- +600 CP
 - The Fall of Ma'at
 - Through some obscure method or another the god of chaos, Isfet or Apep has managed to escape his prison and spreading chaos in his wake

Ending

- Go Home
 - Are you perhaps homesick? Or maybe you've accomplished all that you needed to for your chain. Either way, it's time to go home.
- Stay Here
 - Take a liking to the setting, huh? Well, in this case all drawbacks are hereby ended and you can live your life in this new world without such troubles in whatever life you've crafted for yourself.
- Move On
 - Hm? Is it time to go already? Well, don't let me stop you. Say goodbye to your friends and allies here Jumper, as it's about time you depart to yet.

Notes

- Paths

- Bast: Combat Magic, Healing Magic, Animal Charming (Cats)
- Geb: Earth Magic, Sand Magic
- Horus: Combat Magic, Animal Charming (Falcons & Griffins)
- Isis: Divine Words, Elemental Magic, Healing Magic
- Osiris: Death Magic, Necromancy, Healing Magic, Animation
- Nekhbet: Combat Magic, Animal Charming (Vultures).
- Thoth: Divine Words, Elemental Magic, Animal Charming (Baboons & Ibises)
- Sekhmet: Fire Magic, Healing Magic, Animal Charming (Lionesses)
- Nephthys: Water Magic, Necromancy, Death Magic
- Anubis: Death Magic, Necromancy, Animal Charming (Jackals)
- Set: Chaos/Storm Magic, Sand Magic, Fire Magic, Combat Magic, Transformation (Fruit Bats and Storm Clouds)
- Apophis: Chaos/Storm Magic, Animal Charming (Snakes)
- Serqet: Healing Magic, Poison Magic, Animal Charming (Scorpions)
- Shu: Air Magic
- Sobek: Water Magic, Combat Magic, Animal Charming (Crocodiles)
- Ptah: Divine Words, Amulets, Animal Charming (Rats)
- Khonsu: Time Magic
- Ra: Fire Magic, Animal Charming (Scarabs)
- Neith: Combat Magic, Animal Charming (Bees)
- Tefnut: Water Magic, Rain Magic
- Khnum: Water Magic, Earth Magic, Wind Magic, Fire Magic, Statuary Magic, Death Magic, Animal Charming (Rams)
- Wadjet: Telepathy, Glamour, Magical Persuasion, Animal Charming (Snakes)
- Magical Specializations
 - Animal Charming
 - Animal Changers have a special asset (abilities) to control animals. Some animal charming magicians only bond with certain types of animals, for example, reptiles or sea creatures, but animal charmers all have the powers to bond with all sorts of animals.
 - Gifts that generally come with being an animal charmer include shape-shifting, talking to or controlling animals, they can also change other magicians and objects into animals, summoning animals, etc.
 - Combat Magic
 - Combat magic is a form of magic which consists of summoning weapons like swords and summoning magical shells of armor

around the body. A skilled magician may form an entire, massive avatar around themselves in the shape of their own body which possesses physical abilities many times greater than the magician's, and will only continue to increase with the magician's power.

- Charm Magic
 - The magic concerned with the enchantment of permanent magical devices and objects, such as a magician's tools and the ritual implements required for complex and powerful spells(many such implements are single use and highly specific) as well as pre-prepared spellcasting.
- Divine Magic/Hieroglyphic Magic
 - Divine words is another term for Egyptian Magic commands. These are also called hieroglyphic spells or Words of Power. They are called 'divine' because they enable the magicians using the commands to wield godly strength and powers. Magicians speak them to create or tweak reality. To use them, no papyrus or other equipment, such as amulets, potions, shabti, and statues are needed.
- Divination
 - Divination is a form of magic used to see bits of the future. It is said to be incredibly rare. However, it's extremely tricky and not perfect.
- Death Magic
 - Death Magic is a powerful form of magic and the opposite of Necromancy. Death magicians can turn things into dust or rubble upon physical contact or through a beam of gray light and if used on a living target, it sends them to the Underworld. Death Magic can also be used to increase one's strength by applying Death Magic around the target. The power of this magic is gray and can be used with a wand to channel this magic in the form of a gray bolt.
- Elemental Magic
 - Elemental Magic is one of the paths a magician can follow. A magician with this particular specialty is known as an Elementalist. An Elementalist has the ability to control a specific element; usually according to his or her choice of God or Goddess. Elementalists are generally skilled magicians, for it requires a lot of prowess to direct a path of a god into an element. However, magicians in training to become an Elementalist do not need to focus on just one element, nor are they only able to choose one specific element. Magicians

may choose others or all the elements to control, even if they specify in a specific area.

- Healing Magic
 - Healing Magic, also known as Sunu, is a form of magic used to heal people. Healers can cure all sorts of diseases and wounds. Healers can also control famine, plague, and bau.
- Music
 - Music Magic is a form of magic that Elvis Presley used to become a world famous magician.
- Necromancy
 - Necromancy, also known as rehket or seer, is a powerful form of magic. It is used to call upon the power of the dead. Necromancers can summon skeletons, ghosts, and mummies; all of which are undead. The spirits that they summon can attack people, defend people, answer questions, or even haunt in dreams. These creatures can also heal by sacrificing themselves.
 - If powerful enough, the user can make the corpse tell the future.
- Statuary Magic
 - Statuary Magic is a form of magic used to create perfect shabtis or transporting armies.
- Storm Magic
 - Storm Magic, also referred to as Chaos magic, is a branch of Elemental Magic that specializes in summoning weather disasters. With Storm Magic, magicians are able to use extreme winds, lightning, tornadoes, cyclones, hurricanes, etc. Storm Magic also enables the user to summon deserts and sand-based disasters as Egypt experiences many of these.
- Capstone Boosted Capstones
 - Godling
 - You may merge with your god and find a balance. When you act as the host of a god you are merged into one perfect whole. You have the power, skills, knowledge, etc. of the god while hosting them and are considered a god for the purposes of any magic that might affect mortals adversely.
 - All effects of the path of the gods are boosted.
 - God
 - You are no longer some petty god of the order of Mekhit or Bes. You do not equal the power of the most powerful gods,

like Ra, Set, or Horus, but you are still a major god, on par with Bast, Ptah, or Sobek.

- Choose two extra domains.

- God Slayer

- After many years of practice and study, you have mastered battling gods to an almost impossible level. All effects of God Slayer are boosted, and though you cannot necessarily kill a god, by casting an execration spell you may banish them so far into the Duat that they might never rise again.

- The Rosetta Stone

- Even if you can't totally rewrite the metaphysical nature of the universe, certain facts of reality might change as a result of unleashing gods and magic into it. For instance, if you take the stone to Death Note and unleash the Egyptian Pantheon, you'll find Osiris tending to the souls of the dead, even though canonically, there is no afterlife in Death Note. Even the souls of people who died before you changed things will turn up there.

- In the context of the Kane Chronicles(and the Riordanverse as a whole) mortals generally can't see magic or supernatural things due to the first layer of the Duat - what others might call the Mist - which obscures it from their view, either making it invisible or superimposing it with something else. How you choose to handle this - and the Duat in general - post-jump is up to you. Perhaps the illusion fails in worlds with public magic, or maybe it doesn't. Spells to enter the Duat should lead to any local spiritual or magical dimensions though. Perhaps a local Duat is imposed upon any world without any such native dimension, and perhaps the illusion persists only in such worlds.