



After one thousand years, the sorcerer Balthazar Blake has located the Prime Merlinean, the inheritor of Merlin's power and the only one is who capable of permanently vanquishing the sorceress Morgana Le Fay. Unfortunately, David Stutler is an awkward college student who does not command especially great control over his magic.

Maxim Horvath, a disciple of Morgana and one of Merlin's former apprentices, has been released from the Grimhold – a magical prison that holds Morgana – and is now active in New York. He is aiming to gather other Morganians to his cause so he can release Morgana from the Grimhold's inner holds and cast a spell called The Rising, which will revive dead sorcerers and cause the collapse of the current world order.

This. Must. Not. Happen.

+1000 CP

Age roll is 1d8+18 years old for Student and Dork, and 40+4d8 years for Old Man and Morganian, and you may pay 50cp to change it to anything you like. You can swap your gender for 50cp as well, but it's so trivially easy to change with magic you probably shouldn't bother.

Origins:

Student (Optional Drop-In)

You're just... a nobody, really. Perfectly normal childhood, perfectly normal (even below average) grades. It was a shock to you as much as anyone that you were some sort of super-intelligent sorcerer at all considering how... *mundane* your life really is.

Dork

An obvious intelligence has followed you your whole life, which has been great for your upbringing considering the sort of stigma attached to that, but what's worse is the recurrent "hallucinations" that have followed you for your whole life. Consistently seeing things that nobody else can see has led to no small amount of ridicule. Honestly, the revelation that you were simply a sorcerer has only made you a bit more stressed, but that's fine, it's really fine. You can deal.

Old Man

Recruited from your family when you were a young child, you've been a sorcerer for the majority of your adult life, having long since completed your apprenticeship and become a full sorcerer. You've been around a while, and even if your dashing good looks haven't faded thanks to magic, a bit of that good ol' sorcerous insanity has snuck into your system. Can't say it's not an improvement, though.

Morganian

When you were a young and impressionable apprentice, your master or peers inducted you into the circle of Morganians – sorcerers who are followers of Morgana Le Fay. Morganians believe that sorcerers deserve to be the ultimate rulers of society, and serve Morgana for being the only one capable of casting The Rising, a spell that will resurrect every dead Morganian to aid them in taking over the world. Partially because of this, though, Morganians have a... blunt perspective on magic, often preferring to solve problems with brute mastery and strength than individual ingenuity.

10% Of Their Brain (Free All)

Sorcerers (they have other names, but this is considered the proper one) have the ability to manipulate matter due to having the use one hundred percent of their brainpower. This makes them much smarter than the average human, which is a boon as a sorcerer's power lies on the edge of science. Sorcery's core principles lie in science and the manipulation of matter, but also in esoteric things like the spirit, animate objects and otherwise ridiculous feats and transmutations. Feats seen include: post-cog, mental manipulation, transmuting of photos and costumes into the creatures they depict, giving life to inanimate objects, generating fire and plasma, moving matter and creating vacuums, transforming vehicles into different models, traveling to an empty mirror dimension, rendering an object invisible and summoning the dead. Sorcery doesn't have any inherent material costs other than a sorcerer's raw energy, and casting doesn't fatigue a sorcerer any more than any demanding mental task or thought would.

You Seeing This? (100 – Free Student)

In general, people tend to simply assume that you're not associated with anything weird going on, somehow applying a few steps of separation between you and events that don't fit into their worldview. You could be glowing and waving your arms, and it will just cause people to turn to you and ask if you're seeing the flying trash can.

Fantasian (300 – Student)

Unlike a certain mouse, you maintain impeccable control over any animated objects you create. While it's not like they're truly incapable of overdoing tasks you set, they'll definitely check in with you before doing anything drastic. Constructs with animal intelligence will also quickly and correctly interpret any hand signals you attempt to send, no matter how clumsy. This has some reverse application to non-magical applications, like machinery.

Prime-r Merlinean (500 – Student)

Somewhere deep in your family history, no matter how small, comes from the same lineage that Merlin did. Even if only a sliver, it means that you are destined to become an extraordinarily powerful sorcerer one day, to the point that the power within you is so great you no longer need a focus to cast magic. This applies to all of your magic as well- not necessarily making you anymore powerful, but freeing you of the need to use any sort of focus to cast. It also means that in future jumps, just like in this one, you will be distantly related to a magic user of major importance, like Merlin.

So Is Magic Science or Magic? (100 – Free Dork)

Sorcery occupies an essentially meaningless line between reality and nonsense. The core fundamentals of sorcery lie in science – the manipulation of atoms and matter, heat and reactions – but also includes things such as spirits, magic circles and raising the souls of the dead. Thankfully, there is a one-way transferable skill set, as any scientific knowledge you may possess can easily be used with sorcery and while magic is not terribly useful for pure science, a sorcerer's ability to perceive individual molecules is a great boon.

Okay, You're Fun (300 – Dork)

As a general rule, sorcerers don't involve civilians or let them know magic exists, not because of any moral or ethical concerns, far from it- the Morganians are attempting to enslave the world, after all. Instead, keeping things under the radar is mostly a tactic of convenience, as civilians for the most part can't see magical events and it makes it easier for sorcerers to work. That and the fact that all sorcerers are for the most part, massive nerds. Regardless, revealing your powers to someone isn't going to cause a mental breakdown, but instead engender a rather positive reaction.

I Brought A Little Science With Me! (500 – Dork)

A sorcerer's power comes from their nervous system – no matter how little sense that really makes considering it can be stolen – which is a double-edged blade, since nerves are vulnerable to damage from electrocution and chemical damage. When you're involved, lightning is always a viable anti-magic weapon, doing massive damage to magical entities without specialized resistance and cutting through a chunk of the resistance of those that do. Sorcerer's and other magic users who receive nerve damage from your lightning also find that they permanently lose part of their power without treatment.

BECAUSE I CAN READ MINDS! (100 – Free Old Man)

Despite probably being as fucking insane as the rest of them, people tend to believe you're reasonably trustworthy, and will afford you the same privileges and service as any other person, no matter how obviously nuts you are. They may still give you strange looks, though.

Old-Fashioned (300 – Old Man)

Living as long as you have, the things that were fashionable in your youth... simply aren't anymore. On top of just generally wearing suits well, you've got a collection of ancient spells in your arsenal - not necessarily powerful ones, but they're obscure, which immediately gives you the advantage of surprise. In the future, you'll always be able to readily discover some older forms of magic, if you care to look.

The Search (500 – Old Man)

Just like Merlin tasked his three apprentices with finding his heir, no matter how long it takes and no matter the risks involved, you can set an eternal task for yourself. Pick a long-term goal of some description: this could be anything from finding a fated individual to defeating a certain enemy or discovering something. As long as you have not achieved that goal, you will not age, and for every year that you pursue it, you will inch ever closer to it. Even should you cease the search for one reason or another, you will inch towards completing it at a slower rate, and continue to remain unaging.

Still A Terrible Liar, Dave (100 – Free Morganian)

While you are essentially a living lie detector, it's merely a tangential benefit of your startling sharp eye for details. Upon entering a room, you are able to quickly absorb the details of everything and everyone in the room with you, which gives you all the details you need to figure out what's going on with a bit of rational thought. Also gives more clarity to visions such as post-cog.

Old Associates (300 – Morganian)

Finding as much success as a Morganian as you have isn't something that just happens to you by chance- you have to be willing to put in the hard work to walk in high circles. You've got a natural rapport with people of the same stripe as you, and especially those that are lacking in moral and ethical principles. When you're involved, there is 'honor among thieves', as your allies will hold true to their word and spirits of the deal, and wouldn't dream about trying to trick you or stab you in the back.

You Were Hardly Using It, Anyway (500 – Morganian)

Thanks to a customized parasitic spell, you are able to steal the powers of other magic users with just a touch- but there are a few caveats to this. First of all, you must take their focus – this would be their ring, staff, orb and so on – and you must either kill them or place them in a coma, magically induced or not. If you do not kill them, your theft of their powers will be incomplete, and they will instantly return to said user as soon as they care to pick up another focus or exert their strength again. If someone does not use a focus, then there is only one option: you must kill them.

Items:

-Encantus, Pocket Edition (Free or 100)

Sorcerer's bible, it serves as a combination of textbook and historical document, detailing the art, science and history of magic. Essentially every Encantus ever created is patterned after Merlin's original text, although this means that most modern copies of the Encantus are missing several chunks after damage incurred during his fall – such as a copy of The Rising spell. It also details the history of previous owner of the Encantus or the original it was copied from, and as such you can trace your sorcerous lineage back to Merlin through this. Your copy is a modern copy of the Encantus, which means while it lacks spells such as The Rising, it does have many more modern spells that have been invented since his time. For an additional 100cp, the Encantus will continue to update itself in future worlds to include the basic relevant skills of magic, as well as tracing your magical ancestry, if applicable.

-Focus (Free)

Magically made, focuses are objects that project the electrical energy of your nervous system into the physical world for you. Without a focus – which generally takes the form of a fairly ostentatious piece of jewelry such as a large ring, a necklace, cane and so on – a sorcerer is completely unable to cast. More focuses can be made by a sorcerer, but not without a focus themselves, so keep backups just in case.

Vintage Car (50 – Free Student)

A car from before roughly the 1940s, you acquired it in factory condition from an associate of yours. It should be an absolute piece of shit, but it runs just fine for you, and is one hell of a sleeper car, as well. If you don't have a particular taste for vintage, you can always just change it's shape with magic.

Pet Landmark (200 – Student)

Hopefully nobody saw you make off with this, but you've got an unusual 'pet', that is, an animated fixture from a famous landmark. Think of something like the Chrysler Eagle, or the Times Square bull. If it's an animal, it will have the full mobility it's shape suggests, including flight, and it will heed and obey your call.

The Grimhold (300 – Student)

Artifact shaped like a nesting doll, capable of perfectly containing anything sealed inside of it – provided it can be subdued beforehand, but once locked inside, it is a perfect, inescapable prison. After the first layer is closed, more and more people can be added onto the layers of the nesting doll, each also strengthening the protections on the innermost layer. While one layer might be easily breached by a novice or by accident, the more layers that have to be opened to get to the center, the more and more skilled and powerful the jailbreaker will have to be.

Merlin's Circle (50 – Free Dork)

Essentially a practice circle, Merlin's Circles are big, bulky inscriptions that focuses and contains the magical energies of anyone who steps inside it, effectively making them a better sorcerer. It's used as a training aid to help an apprentice contain and cast their first spells, and speeds up the learning process for anyone inside of it. Making a new one is a very simple process, and can be carried out by a sorcerer.

Subway Turnaround (200 – Dork)

An abandoned public transportation center of some kind – usually a subway in a city – you've got it all to yourself, and even better it's not on paper despite having power. It's a great place to fuck around and

get some privacy for practicing magic, although you could also use it to run heavy machinery, if that's your thing.

A Coincidence (300 – Dork)

This is essentially a one-time, very powerful twist of fate for you. Upon being 'spent' somewhere, you will gain a strongly fated meeting with someone of extreme importance, which will put you in the right place at the right time to benefit massively. Think the 'David meets Balthazar' moment levels of importance, that's where this can lead you.

Old Man Shoes (50 – Free Old Man)

Not just a pair of shoes, but also a well-tailored suit, optional arm warmers and a rawhide coat that looks like it came from before the industrial revolution. On top of being generally stylish, the coat is thick enough that it serves as portable protection against a variety of normal hazards and a limited amount of direct damage. The protection is mostly only useful against magical threats, which generally aren't designed to penetrate.

Antique Shop (200 – Old Man)

Nothing big or fancy, this is a little hole-in-the-wall store that you hold the deed to. Even if you don't make any money, the bills always seem to get paid from a few trickling in sources of money, and you get a slow trickle of customers who aren't too nosy about what you've got sequestered in there. What you've got, obviously, being antiques, but more than that, the store also makes a perfect location for storing any high profile artifacts you've got out of sight and out of mind.

Ring (300 – Old Man)

In a little box you have an animal statue of sorts – maybe a cricket, or a snake or something, but by giving it to someone, it will come to life and fasten to their finger or somewhere else as jewelry and become their focus. This makes them into a sorcerer, granting the various benefits like enhanced intelligence, although you may want to pick someone who was smart in the first place anyway. You can selectively hold off this function, so you can show it to someone without it automatically triggering.

Magic the Gathering expansion pack (50 – Free Morganian)

Cardboard cut-out, promotional cards and a complete portfolio- what the fuck? Somewhere along the way, you became the posterchild for the latest Magic the Gathering expansion. No, really, your face is all over the new block, and you've been added to their canon as a planeswalker of some description. It's not... *particularly* accurate to your life's story, but it's kind of neat, right?

Corner Deli (200 – Morganian)

It's not the most auspicious place, but it so happens that this little deli is where one of the last Morganians works, flipping burgers. Talking to the man working here will allow you to connect with the magical underworld – if there is one – and his fairly large spread of contacts. Depending on what circles you walk in, there's a chance he can get outright volunteers to serve as your lackeys.

The Prison (300 – Morganian)

This isn't something that you receive so much as it is something that you can seek out. Somewhere in jumps after this, there is a containment vessel for some great threat – not necessarily pure, unadulterated evil, but not a great person and a threat nonetheless. This could range from something like the Grimhold to a stasis pod or simply a prison. *If* you manage to break this person out of their prison, they'll get their bearings before graciously offering to teach you what they know. What'll

happen after your little apprenticeship is anyone's guess, but you can know they won't hold back on anything.

Companions (50)

You may import or create two companions, giving them a free background, as well as 600cp to spend as they choose. All companions receive the free sorcerer's perk, same as you do, but may not purchase companions or take drawbacks. Can be purchased multiple times.

Drawbacks (Maximum of 600):

Awkward (+100)

You're not particularly good in social situations. First comes the stuttering and the tripping on your own shoes, and a supreme lack of self-confidence that makes you a terrible liar. Sure to cause you social inconvenience, but some people find those traits admirable anyway.

PAR-TI-CI-PAT-ING (+100)

You are not having any sex. This might not be so bad considering you actually ended up becoming a wiza- sorcerer like they said, but the people in your life just cannot seem to stop bringing it up over and over again.

The Bench (+100)

Someone has caught your eye. And your heart. Mostly the h- point is, you've got your eye on someone and it's a dumb, stupid, young love which is quickly firing up on both sides. Downside is that all your enemies seem to know who this person is, and... _you're in love,_ with all the stupidity and bad decisions that brings.

I was NINE (+200)

There's an event from your past that you absolutely cannot live down, and little reminders serve to throw that back in your face every day. Not a huge inconvenience to you, but when it gets brought up you tend to get hung up on it, distracting you and stressing you out temporarily, which can be risky, when you're a sorcerer.

Pulling a David Stutler (+200)

People far and wide are convinced that you have mental issues after a breakdown, maybe stemming from a magical incident, but it's well known and people have shunned you like they would for any mental patient. It doesn't mean that everyone on the street will automatically know about it, but people who do know about it have a hard time taking you seriously.

Are You Insane? (+200)

You approach the world with a sort of serene, single-minded dedication to things. While this makes you great at handling your issues and staying calm, it also makes you a bit... strange and prone to weirding out normal people. What you think passes for a sly excuse might come off as exceptionally strange, or a white lie that actually is a convoluted dissertation into european history.

The Apprentice (+300)

Like the Morganians, you have a tendency to overly rely on your power for things, using it to complete even the most mundane of tasks that would often more easily completed if you just got off your ass and did it with your hands. This makes you impulsive and occasionally leads to you completely losing control over a spell and letting it run wild, which is... a _bad_ thing, to put it lightly.

On the List (+300)

If you're a Morganian, then bad news- Balthazar has caught wind of you and determined that you're too big of a threat to let roam free, which means he's coming for you with the intent of sealing you inside the Grimhold. Upside of that is that the Grimhold has been changing hands a lot lately, so he may or may not have it when he encounters you. If you're any other origin, the Morganians have targeted you in order to steal your power to aid in reviving Morgana - specifically, Horvath and Drake Stone.

Cage (+300)

You are the David to Nicholas' Cage. You know his acting technique. And everything. Is. Just. Fine.

Ending Choice:

I Think I'm Good: Return home with everything you have gathered up until this point.

My Task Is Finally Complete: Stay in this universe. With Nicholas Cage.

Wanna Get On My Eagle?: Continue onto the next jump.

Notes:

- The magical damage done by I Brought A Little Science With Me! doesn't reduce the amount of power you can steal with You Were Hardly Using It, Anyway.
- You Were Hardly Using It, Anyway requires physical contact with someone's corpse, so you can't just blow their head off from a mile away and call it a day.
- Old-Fashioned's future benefit can manifest in whatever particular way you feel would be most appropriate: maybe you just go looking in some dusty libraries, maybe an even older practitioner than you can teach you it or maybe you simply gained the spells in your background.
- Depending on how wildly unachievable a goal is, using The Search to complete it will take comparatively more or less long. Consider Balthazar's objective that took him a thousand years to complete: he had to find a specific person on the entire planet, who could be of any gender, any ethnicity, any social class, any nation, in any location, and it was entirely possible that if he took too long tracking one lead down they would die from old age. He had three things going for him: they would be a sorcerer and thus unusually intelligent, they did in fact exist and he had a simple litmus test in the form of Merlin's ring. Additionally, about eight hundred years in the number of people on the planet increased several times. Doing that entirely by himself took about one thousand years.
- The MTG expansion pack doesn't actually insert you into the Magic canon.
- You can make more of the Ring item the same way you'd manufacture any sorcerer's focus.