

# Schooled in Magic Jumpchain

## by Wilder\_Fast

### Version 1.1

The Nameless World, a world filled with magic and potential, has gotten an otherworldly visitor. No Jumper, for once, I'm not talking about you. Plucked from Earth by a Necromancer, a young woman called Emily now calls this world her home, and she is using her knowledge to turn the world upside down. Widespread social changes, an Industrial Revolution within a matter of years. Now, you arrive with knowledge and ideas of your own, let's see how you try to change the world.

What, knowledge of an advanced world, world changing knowledge, is not enough for you?

Well, no matter your origin, you'll be able to use magic, though your origins may place certain restrictions on its use.

Furthermore, you get 1000 CP to use as you see fit.

## Background

If you wish to start this Jump in a school, your age is  $12+1d6$ , if you wish to be an adult Magician, your age is  $24+1d6$  or pay 50 CP to choose. Being an adult does not automatically convey a full magical education, knowledge must be gotten from the "Magic" section. You may choose your gender for free.

### Drop-In

For once, you're not the only one with this origin. You appear out of nowhere at your starting location, wearing whatever you were wearing previously. Don't worry, you'll still have access to a magical education, if you want to, someone important will take notice of your arrival and ship you off to an institution of your choice to learn to control your powers.

### Royal

You were born into the ruling class of a Kingdom of your choice. You will want for nothing, receive basic instructions on the use of magic and always hold one of the highest of social positions. From here you will be able to reshape the world with your otherworldly knowledge, or just invent firearms and conquer the world, you pick. Have fun with your life of privilege, and try not to get strung up in the street by an angry mob, would you?

### Mage

You were born into one of the great magical families, growing up in a magical house, with all the wonders of magic at your fingertips. Immense magical knowledge in

centuries old libraries, access to the rarest of ingredients and dozens of other magicians to ask for help will help you on your road to greatness, but beware, you have also inherited the various obligations, feuds and other problems your house has amassed over the centuries.

#### Necromancer (-300)

Why, oh why, would you pick this? You have an entire world to explore, one of the most flexible of magics to play with, and you throw all that away, for what? Power? I suppose that would explain it. Through human sacrifice, you have gained immense power, at the cost of your sanity. This overrides any and all perks or powers other than “Some Semblance of Sanity” that would keep you sane. You will regain it at the end of this jump, but your use of the local magic will forever be tied to the murder of sentient beings, and each sacrifice will temporarily reduce your sanity. You will be virtually guaranteed to survive this jump if you behave yourself, but what will you gain from it, really?

This origin comes with a home in the Blighted Lands, an army of minions and the option of appearing here instead another location, after all, Necromancers are reviled throughout the lands and you will be hunted by the entirety of the Allied Lands if you appear within.

#### Non-Human

So, you don't want to be human, Hm? Well, in this world there exist hundreds of other species, from once human creatures like the orcs to the mighty dragons, each powerful in their own right, but they are generally shunned by polite society. In future jumps, these are available as alt-forms. Pick a species from the list:

**Twisted Human:** A human exposed to raw magic twisted into an inhuman form. These poor souls sport visible mutations, like stone skin, claws for fingernails or additional limbs. These can be useful but will also be quite visible and make interacting with ordinary people difficult. I'll let you pick your mutations and the resulting abilities, however, they must be visible, obvious, and the abilities are the result of physical changes, like being extraordinarily tough due to having skin like leather. You want eyebeams or telekinesis, use a spell!

**Orc:** Humans twisted into a now form suited for war by the Fae during the war in ancient times. Orcs are extraordinarily strong but traditional magic and live in the Blighted Lands under the thumb of Necromancers.

**Vampire (-100):** Eternally young and physically powerful, but with a fatal weakness to sunlight and having a wooden stake thrust through their heart. People will hunt you if they discover who you are, but until then, have fun.

**Werewolf (-100):** Forced to transform into a Wolf under the full moon, they live in packs beyond ordinary civilization. Physically powerful, they can threaten even experienced magicians while transformed.

**Gorgon (-200):** Gorgons possess a petrifying stare that is incredibly difficult for others to undo. This gives you the ability to overcome most opponents with relative

ease, as long as you don't mind that they are still aware as a statue, slowly going insane. Due to this power, most people are terrified of Gorgons.

Cockatrice (-400): The little cousins of dragons, these creatures look like a cross between a dragon and rooster. Though they lack the ability to properly cast magic, they have an instinctual control of it, enabling them to remove any spell cast upon them, if it can get through their absurd level of magic resistance in the first place. You will retain this level of resistance in future jumps, even in your base form. Oh, and you can breathe fire. Just watch out for Alchemists wanting ingredients, and you'll be golden.

Dragon (-800): Here be Dragons! Immense flying lizards, capable of breathing fire and functionally immune to magic. Highly intelligent and capable of speech, but incapable of using traditional magic. Your base form in future jumps will retain the intelligence and magic resistance.

Mimic (-1000): The most feared beast in all the lands, the Mimic is capable of devouring the life force of living beings and then assumes their form while retaining their memories. It itself will be unaware of its true nature until it runs out of energy and returns to its base form of slow-moving rainbow-colored smoke. As you have purchased this with CP, you will be aware of your true nature though your mannerisms will be that of the person you are copying, allowing you to properly imitate them.

## Location

Roll a 1d8 or pay 50 CP for your starting location.

1. Whitehall – The world's premier magical school, it has produced some of the world's greatest magic users. If you are a Drop-In, you will find a willing ear in the form of the Grandmaster.
2. Benefice – One of the few independent City states in the Allied Lands, Benefice is a city of Innovation, boasting a large population of magic users.
3. Cairngorm Mountains – A wild mountain range filled with dangerous creatures. The few locals are unusual and dislike outsiders.
4. Zangaria – A kingdom deep in social turmoil even before Emily began introducing her innovations, you should probably get out of there sooner rather than later.
5. The White City – Home of the White Council that leads the Allied Lands and the most important city in the world.
6. The Blighted Lands – You end up in the Blighted Lands, filled with monster, raw magic and other hazards, a day's walk from the Allied Lands. You should probably get out of there.
7. Home – You will wake up in your own bed, be that in your family's mansion or the royal castle. A Drop-In will find themselves outside of Void's Tower while a non-human will end up in a thematically appropriate lair.
8. Free Choice

## School

Choose your School:

Whitehall – The world's premier school for magic, having produced some of the world's greatest magic users, but in the next few years, it will have a safety record worse than Hogwarts', and that's saying something.

Mountaintop – An old-fashioned school for the scions of the magical families, steeped in tradition and politics. Great for those with the Mage origin, but others are unlikely to have a good time.

Laughter – An all-girls school. While there are several ... interesting rumors circulating, there is little to distinguish this school, good or bad.

Stronghold – The martial school. This school trains mundanes alongside magicians to join the military for the war against the Necromancers.

Hedge – Instead of getting your education from a reputable institution, you are either self-taught or were trained by a single tutor. This takes you out of the spotlight but also limits your education.

## Perks

The 100 CP Perk matching your origin are free, all others are discounted 50%.

### General

Magic (free) - You are now capable of using the magic of this world, starting out with an average amount of magic.

Good Health (free) - In a medieval world like this, being physically fit is absolutely vital. You are now in excellent shape, capable of matching a Special Forces Soldier in any physical arena.

I don't know much, but I know how not to Blow myself up (free) - You have a sufficient grasp of your magic to not accidentally blow yourself up, as long as you don't try to do things you don't know how to do.

Just another Student (-100) – Your perks and purchased magical knowledge have the potential to put you head and shoulders above your fellow students. With this

perk, no one will notice anything unusual about your aptitude unless you deliberately reveal it, and you won't feel bored in lessons you've already learned via the Magic section.

Geographical Knowledge (-200) – The Allied Lands take up most of a continent the size of Eurasia. With this perk, you will always know where you are and be able to find where you want to go. You can also use this in conjunction with teleport to go anywhere on the planet.

The Secret that cannot be Spoken (-200) – A somewhat pretentiously named protection spell. With this, you will only reveal information willingly, nothing, neither torture, compulsion nor mind reading will be able to change it. This spell also prevents truth spells from working on you, which could get you into hot water as you might have trouble proving your words, but fortunately this version can be toggled on and off.

Mana Control (-200) – You are now very capable of controlling your own mana. This not only helps with spellcasting, it also allows you to mask your magic, almost to the point of passing as a mundane.

Familiar (-200) – You gain a familiar, bound to you by a spell of bonding. It becomes more intelligent and intensely loyal to you. It will be intelligent enough not to accidentally hurt anyone, but if there is something inherently dangerous in its very nature (ex: toxic slime on its skin), that will still present a danger, though you will be immune to it. It will follow you on future jumps and can be transfigured into jewelry and the like to keep it with you in places familiars shouldn't be. It is smart enough to understand why you did this and thus won't be mad at you. Unlike ordinary familiars, this one will return to life 24 hours after it dies. You can take any non-magical animal (magic-touched animals like a Death Viper still count for this, only creatures with actual, wieldable magic are excluded) you want as Familiar, or let fate choose for you.

Mythological Familiar (-400) - Regular Familiar not enough for you? All of the information above applies here as well, except you can now take any magical creature up to a horse in size and up to, but not including a Cockatrice in strength. Also, you can take a magical creature regardless of any normal disdain it would have for your status as a magician or sex. Boys, here's the one unicorn that won't hex you into next week if you get to close.

Reputation for Excellence (-400) – “You killed a Necromancer? It must have been in single combat, because you wouldn't take the easy road.” Anytime you achieve something of note, people will assume you took the hardest path to achieving your

goal, giving you a reputation to match. With this perk, this isn't a bad thing, because people also don't expect you to replicate your feats for some reason.

Wards for Days (-400) – Wards are Mage's bread and butter for defensive purposes. Unfortunately for all your turtling fantasies, slapping on too many wards will eventually interfere with your spellcasting. With this perk, wards with different purposes no longer interfere with each other. Now, you can use general anti-magic wards alongside specialized anti-projectile wards (once you've designed them, anyway) and have specific counters to the most common combat spells active on top of that.

### Drop-In

Computer Knowledge (-100) – Writing spells is a lot like computer programming, isn't it? You gain significant knowledge of computer programming to aid you in modifying or creating spells.

I think I heard something about that (-200) – Somewhere in the back of your mind hides something, a piece of information that could save the day, but you just can't remember? You know the concept of an induction oven exists, but you don't know enough about it to model a spell after the effect to grill opponents wearing metal armor? No more, you now have an eidetic memory when it comes to science, engineering and spellcraft. Furthermore, you remember things that you did not consciously process, but nonetheless reached your senses, like that one University lecture you fell asleep in.

Meant to do that (-400): Experiments can go poorly. Sometimes they do so in a spectacular fashion. Sometimes the unintended results can be beneficial. This Perk allows you retrace the steps of your experiments with perfect clarity, allowing you to avoid repeating mistakes and allowing you perfectly and intentionally replicate any accidentally created effect, should you wish to do so.

May you live in interesting Times (-600): Trouble *will* find you. At first glance this sounds like a drawback, however it can be toggled on and off, and has a highly beneficial secondary effect. A Magician's magic grows with use, but extreme exertion can either significantly boost their powers, or burn them out entirely. Now, any particularly challenging fight will boost your powers. Furthermore, you will be entirely in control of your expanded well of magic and not suffer any negative consequences from this.

### Royal

Administration (-100) – A vital skill for any ruler. With this perk, you gain knowledge of all necessary skills, etiquette, bureaucracy and the like. You can now put your body on autopilot when doing paperwork.

Royal Tutoring (-200) – Royal children are taught the ways of the world the second they are old enough. With this perk, you have been taught by the best of tutors, who made sure not to take any backtalk even from a royal. You are significantly more skilled than most your age in all relevant subjects, you may also pick one 100 CP magical discipline for free.

Forethoughtful Ancestor (-400) – Social change is difficult and tends to seriously disrupt a kingdom. You, however, are in luck. One of your ancestors created a series of checks and balances, as well as a series of structures intended to smooth the acquisition of new technology and the like. Now, ushering your kingdom into a new era will be far easier.

The Family “Pet” (-600) – Well now, be careful with this one. One of your ancestors has managed to bind a dragon to your bloodline. It can be summoned once a year using a spell and an artefact in your possession and will stay around for either a week or until the reason for its summoning is no more, whichever is longer. A suitable abode including food will be attached to your warehouse after the Jump, which the dragon will live in. It won’t be a companion, but rather stay in the warehouse unless summoned, under the above restrictions.

## Mage

Connections (-100) – As a member of a powerful family, you have access to a massive patronage network. You will always have someone to lean on if you get into trouble or find someone with the necessary expertise to help you with your experiments.

Family Spells (-200) – Plenty of spells are publicly available or can be found without too much difficulty, but some spells are kept within the family or group that produced them, enforced by oaths. You gain access to a series of spells, superior to the commonly available versions. You will not be able to share these with others without the head of your family’s permission, though this restriction will be lifted after you leave. Taking this option with another origin will simply give you a collection of good spells, with no restrictions on sharing.

Runic Tattoos (-400) – Carving runes into one’s own skin has a fantastic potential, from an improved magical ability, to immunity to Subtle Magic. This has to be done oneself, without any form of anesthesia or painkiller, and any further additions can potentially ruin all previous work. You now have your choice of adding either five runes of your choice or enough to cover a quarter of your torso. This can be done

either right from the start or added later after you've already carved some on your own.

Early Bloomer (-600) – Magicians who gain their magic before puberty are extremely powerful. They also tend to die *while* going through puberty. But you survived. And now you stand head and shoulders above your classmates in power as well as everything else, easily the strongest of your generation.

### Necromancer

Loyal Minions (-100) – Any evil Overlord needs minions. Yours however are far more loyal than most, now you no longer have to worry about them stabbing them in the back.

Legendary Loot (-200) – Any raid you conduct is guaranteed to yield something awesome. While raiding settlements is guaranteed to cause the wrath of the Allied Lands, you are now in a position to gain many, many useful items and artefacts. You might even be able to make some use out of them after you regain your sanity.

Some Semblance of Sanity (-400) – One of the biggest drawbacks of being a Necromancer is your utter inability to think clearly. This perk mitigates this to a certain extent. You'll regain nowhere near your full faculties or be able to cast magic any better, but you are more capable of long-term planning and you won't decide that the minion, who is following you because you told him to five freakin minutes ago, is plotting against you ... because he is following you.

Proper Spellcasting (-600) – Ordinarily, Necromancers can't properly cast spells, usually resorting to massively overcharging spells any first year can do or simply throwing around raw magic. Now, you can cast most spells a second-year student can, and you can do so properly. Congratulations, you are now the single greatest threat the Allied Lands has faced in several centuries. Better not let them know, or they will throw everything they have at you ... except you actually might just win, so maybe tell them for a nigh infinite supply of victims to sacrifice?

### Non-Human

Let me explain (-100) – In a world such as this, people often conflate strange and foreign with dangerous, and you are all three. Where before you would likely find yourself chased by farmers with pitchforks within a few seconds of being spotted. Now, you have enough time to defend yourself. This alone does not ensure your safety, but it does in fact give you a decent chance of safely entering and navigating human cities.



Isolation Resistance (-200) – As a non-human in this world, you may lack for company. You may not be able to have meaningful interactions with others until the end of this jump, if worst comes to worst. Now, this will have no negative consequences on your psyche, nor will monotony bore you.

Terrifying Presence (-400) – People fear you. That is a fact. Now however, they are terrified of you. Demands for tribute, declaring an area your property, all will be met so long as they can be met and the person you are making demands of is not significantly stronger than you. You can also terrify your foes into simply giving up or not attacking you in the first place. This effect can be toggled on and off.

Local Deity (Can only be taken by Non-Humans that need to be purchased) (-600) – You aren't just powerful and terrifying, you're glorious. People now worship you as a minor deity, bringing you offerings and praying to you. This might be a bit blasphemous, but the local gods usually aren't ones to smite offenders, so have at it. Post Jump, this will turn into an aura that will make others perceive you as extraordinarily impressive.

## Magic

You come into this world with magic, but no real use for it. Yet. In this section, you may purchase which field of magic you already wish to be proficient in. In addition, you gain sufficient control of your magic to use any spell you learn, even if ordinarily only centuries old Charm's Masters can cast them (unless you are a Necromancer, of course). Necromancers cannot make purchases here.

Pranks (free/-100) – Most magical schools encourage their students to play pranks on each other, to encourage them to develop their magical skills. If there are any significant power disparities between parties, or this slides into outright bullying, they will come down on the perpetrator like a ton of bricks, but you really should learn some basic spells. These spells are all idiot proofed, meaning unless one royally screws up their casting, they won't have any serious or permanent consequences. For free, you get a basic ward, a Transfiguration spell for an animal of your choice, a basic freeze spell and a basic dispelling charm. For 100 CP, you receive knowledge about every single spell classified as a prank in Whitehall's library.

Charms (-100/-600/-1000) – The workhorse of magic. Charms refers to creating one's own spells or modifying existing ones. For 100 CP, you get the basics, essentially the first two years' worth of schooling, 600 CP gets you a graduate's knowledge, while for 1000 CP you can become a full-blown Charms Master, making you one of the most versatile and dangerous individuals in the Allied Lands, practically a Lone Power.

Alchemy (-100/-400/-800) – The art of using the inherent magical properties of materials to create magical concoctions. For 100 CP, you receive basic training, including the knowledge of how to ward your workspace against accidents. For 400 CP you gain significant alchemical skill, enough to write your own ticket by producing much used but hard to make concoctions such as Manskol. For 800 CP you become a Master Alchemist, capable of making anything up to and including Wildfire.

Subtle Magic (-200/-400/-600) – The art of inscribing runes. These runes slowly charge with ambient magic, creating various effects. These can range from making items more durable, to repelling insects and insidious mind warping effects that, gone unnoticed, can change person's entire personality with enough exposure. When placed on a person these runes can protect from mental effects, improve mana channeling, and generally enhance oneself, but must be carved under no form of anesthesia by the user. 200 CP will buy you a basic education on object-based runes, 400 CP will give you the education of a fourth-year student, 600 CP will buy you a Master's knowledge, which includes the ability to create your own runes.

Teleportation (-200) – A tricky spell, capable of transporting the caster and several passengers across the globe. It is incredibly difficult to learn and easy to disrupt, but can take you anywhere you've been before or anywhere you know the precise location of, relative to yourself.

Warding (-100/-300/-600) – Protective magic to protect oneself and one's property. For 100 CP, you gain knowledge of rudimentary personal protection, for 300 CP, you gain the knowledge of warding structures as well as a significant increase in your ability to ward your person, while 600 CP make you a fully-fledged Wardmaster.

Enchanting (-100/-600) – The art of giving ordinary items preternatural qualities. This can range from a simple knife that can cut through most normal materials, to portals and bags of holding. 100 CP you can get the basic skillset, 600 CP will make you a Master Enchanter, capable of finding work anywhere. This includes the making of portals, extradimensional spaces (though these require an ungodly amount of magic to be permanently habitable) and almost any other magical item.

Martial Magic (-200/-800) – You have combat training, Jumper. This option doesn't just give you knowledge of magical combat, but a full military education. For 200 CP, you receive the equivalent knowledge and experience of a graduate of Whitehall's two-year program, while 800 CP make you a fully-fledged Combat Sorcerer.

Healing (-200/-800) – Ah yes, the art of healing, so useful, so missusable. For 200 CP you receive a basic education in such things, from spells that speed up the body's natural regeneration, to conducting surgery with your mind. 800 CP will buy you the equivalent of a Healer's knowledge, including several incredibly dangerous

spells that can be used to terrible effect in the hands of the wrong person. Buying the 800 CP version without also taking the “Healer’s Oath” Drawback will result in you being hunted if others learn of your knowledge.

Soul Magic (-900) – The most mysterious and dangerous of magics. Masters of this particular skillset are capable of manipulating the very essence of a sentient being. This allows for the removal of even the worst compulsions and read memories, but it also has a far darker side. The least of evils one can do with this is create nigh irremovable spells. One of whom is a bog-standard hex that forces the victim to make animal noises whenever they try to speak, except it will stay with them for the rest of their lives. Furthermore, it allows the user to twist the very core of a person’s being. You can even rip a mage’s magic potential from them. Rouge soul mages are as terrifying as Necromancers, though less dangerous to the Allied Lands as a whole. Taking this without the “Healer’s Oath” drawback will see you hunted if your abilities become know.

## Items

The 100 CP Item matching your origin are free, all others are discounted 50%.

### General

Box of infinite Chocolate (-50) – Magicians need food to fuel their magic. This small wooden box contains 24 chocolate bars, which refill at a rate of one every hour.

Money (-50) – You receive a pouch filled with enough gold to live comfortably in your average city for a year while conducting small scale experiments.

Staff (-100) – A Combat Magicians weapon, a wooden, iron-core staff to whack people with. It can also be used to easily channel magic and store spells for later use. Furthermore, it can shrink down until it can easily be concealed in one’s sleeve, or just down to ordinary wand size. Ordinarily, using wands or staffs runs the risk of becoming dependent on them and thus crippling one’s magic. You won’t run that risk with this one, but you should still practice using magic without it. If lost or destroyed, you receive a new one after 24 hours.

Magical Chest (-200) – A mage’s standard storage space. A larger-on-the-inside chest that can pack away everything you could reasonably need, can also be locked so that only you may access it.

Magician’s House (-400) – Your new home in this crazy world. A small house set up for habitation by a magic user, including all necessary rooms and equipment. It was

also purpose built for easy and efficient warding. The wards are already in place when you move in, but you may, of course, modify them once you have the requisite skill.

Spellbook (-600) – A spellbook containing every Spell, Rune and Potion recipe you have ever learned. This book is constantly updating. If you learn information about a spell this information will also appear within its pages and turn into the spell once you have reverse engineered it. If you use this book to create your own spells within its pages, it will alert you to any mistakes once you are finished. This book cannot be lost, stolen or destroyed. Spatial magic also ensures it will never be thicker than your average novel while a glamor ensures that others can only perceive or read it with your permission.

### Drop-In

Soda Cans (-100) – Doesn't sound like much, doesn't it? Well, allow me to remind you, Soda Cans are made of Aluminum, something completely unknown in the Nameless World. You now possess samples of several materials common on Earth, but extraordinarily rare and valuable here. These samples will return to your possession after being fully analyzed or destroyed. You may also recall them at will.

Phone (-200) – Yay, you have a Smartphone. But ... you don't have anywhere to plug your charger in. So, you have to use magic to charge the battery. Here's a table with all of the formulas for various forms of energy, have fun calculating the proper voltage so you don't blow it up. And yes, the calculator app will continue to work even after the battery runs out, I'm not a complete monster.

Firearm (-400) – You gain a single modern firearm, guaranteed to stay in working order, along with 2 spare magazines. If you lose or break the gun or magazines, they will reappear back in your possession 24 hours later. The magazines refill every 24 hours.

Anything for Dummies (-600) – You gain a small spatial chest containing the complete "Anything for Dummies" series, 12 science and engineering textbooks, either of your choice or random but guaranteed to be useful. Furthermore, at the start of every jump (including this one), you will gain a single comparable book containing useful information. If the jump contains any unique mechanics such as magic, this book will contain the information necessary to understand it.

### Royal

Crown & Scepter (-100) – Your mark of office. These artefacts can be used to prove your identity and make you look the part of ruler once you ascend to the throne. In future Jumps, they imitate badges of office and the like, but they will be fake and can

thus be found out by checking whether the real thing is still exists separately from them.

Royal Armory (-200) -As a member of the royal family, you have access to its armory, filled to the brim with enchanted gear for any purpose. This attaches to your warehouse after the jump.

Royal Treasury (-400) – Unlike traditional treasuries, this one will fill with wealth according to how well you do your job. It will accompany you on future jumps, and always generate the local currency. You will never earn more than an average doctor's salary unless your job would naturally pay more, but you can earn an excellent living even as a parttime janitor if you're good enough at cleaning. This needs to be an actual job for this to work, though. It will also fill with money as your kingdom prospers, in addition to the taxes you collect.

Sword of Silver (-600) – The sword of the long-gone Emperor. This is the real, long-lost artefact, having it in your possession entitles you to the Empire's throne. You'll still have to convince the other rulers to acknowledge you, but between ancient laws and any progress with your own kingdom will likely allow you to ascend to the throne.

### Mage

Spellchamber (-100) – A decently sized chamber spelled to keep magic in check, designed for the safe use of magic within. Be it to duel or test out new spells, this is the safest place to do so. Place wherever you want, it attaches to your warehouse after the Jump.

Multifunctional Cauldron (-200) – Alchemy is a tricky subject to master. Precision in every step of the process, exceedingly pure, rare and expensive ingredients, and your potion still might blow up if you look at it wrong. Furthermore, you'll need different kinds of cauldrons for different potions, you need to scrub them utterly clear after each use and they tend to get wrecked. A lot. Point is, this is the first, last, and only cauldron you'll ever need. It's indestructible, self-cleaning and can work for all potions, regardless of normal requirements. Comes with a set of charmed bottles that can keep any potion useable forever.

Financed Experiments (-400) – Some disciplines of magic can be practiced for very little cost. All Charms require are a few sheaths of parchment and a pencil, ... and maybe a knife to sharpen said pencil. Others, not so much. Alchemy and Enchantment in particular require materials to do, which can be ruinous unless one is in a position to sell the results, which is hard when experimenting. With this, you will be able to request an effectively infinite amount of materials, who exactly is fulfilling your request varies depending on your origin, but someone will. Post Jump

this turns in a chest that will provide any materials that you need. Materials gained due to this perk cannot be sold, the finished products however, can.

Nexus Point (-600) – The most coveted thing in the Allied Lands. An infinite well of mana, albeit hard to control and bound to a single geographical location. This one will fall into your control a month after your entrance at the latest. If you cannot take possession of it by then, it will manifest in your warehouse. No matter what, it will be sufficiently leashed for you to be able to work with it. If not already in your warehouse, it will be placed there after you leave.

### Necromancer

A worthy Abode (-100) – You gain an abode suitable for your might, located in the Blighted Lands. This is a castle or something equivalent, fully set up for human habitation. Of course, being a Necromancer you're batshit crazy, so I doubt it's going to stay that way for more than a few weeks.

Monstrous Armies (free for Necromancer/-200) – As an evil overlord, you need an army of minions. As a powerful Necromancer, orcs will flock to you, in awe of your power. For 200 CP, you will gain an army containing various monstrosities who make their home in the Blighted Lands.

Malice (-400) – A dark tome, containing some of the darkest spells in existence. Only six copies exist. Well, existed. A new, seventh copy has been made just for you, which, unlike the others, does not slowly drive you to use the terrifying spells within.

Bound Demon (-600) – An extradimensional being, possessing infinite guile and malice. As they exist outside of time and space, they can see the possible futures. They will not volunteer this information, you will have to request it each time. Demons cannot lie, but any answers will be designed to mislead, so phrase your questions carefully. Ordinarily, summoning a demon is incredibly dangerous and might just cost you your soul, but this one has been pre-captured for your convenience. You will still retain access to this demon post jump, but it is possible other entities will screw with its sight in other worlds.

### Non-Human

Lair (-100) – This is where you'll live for the next two years. This is a place of your very own, perfect for the kind of creature you are. It comes with a replenishing supply of food, likewise adapted to your species. It will attach to your warehouse after the jump.

Superior Glamor (-200) – Even with the "Isolation Resistance" Perk, you might still desire human contact. This is a fantastic glamor that is functionally impossible to see

through, unless you reveal your true nature. Once broken, it will start working again after a week, though you will still look the same. It won't work if your body has a significantly different shape than a human's.

Dragon's Domain (-400) – Your new home doesn't just consist of a boring old cave, you know. This is a thousand-acre area, filled with natural beauty. The biome will match your species' requirements, insofar as you have any. No one other than you will have a claim upon this area, and no one will try to take it from you unless you provoke them. Attaches to your warehouse after the jump.

Dragon's Hoard (-600) – A Dragon's treasure hoard, steeped in magic. Items placed within this cave will slowly gain magical properties, according to their purpose. Armor gets stronger, swords gain the ability to cut through defensive enchantments and more. However, it will attract attention, and you will likely need to defend it from plunderers. It attaches to your warehouse after this Jump.

## Companions

Import Companion (-50/-100 each, or -200/-400 for a maximum of 8) – You can import companions for the listed price, they have the "Drop-In" origin and gain 600 CP to buy perks and abilities. Paying the higher price will allow them to gain magic and earn them a 200 CP stipend to be used only in the "Magic" section.

Always by your Side (Royal only, -50/-200) – Most servants are only loyal to their masters in the sense that they do not betray them and sometimes not even that. This one however, is a true believer. They will steadfastly follow you anywhere and would lay down their life if necessary. They can be any kind of subordinate you want, from a maid to the captain of the guard. For another 150 CP, they will gain magic of their own, a Master (costliest version of that type) in the type of magic most suitable for their job.

Childhood Friend (Mage only, -200) – Children of the magical families are often simply expected to befriend the children of allies. Of course, expectations like that are hardly conducive to the development of true friendships. For the two of you however, things just clicked. They gain the 100 CP version of "Pranks" for free. They gain 600 CP to spend on perks and Items and have the "Mage" origin.

Favored Minion (Necromancer only, -100) – While most of your minions either follow you due to fear or greed, this one is ... a little more interesting. For some reason, they are a Zealot for your cause ... of sacrificing as many humans as you can get your hands on. They have the "Non-Human" origin but can only be of a type up to and including "Gorgon". They possess magic, but very little knowledge or skill. They have 400 CP for Items.

## Drawbacks

You may only gain up to 600 CP via drawbacks. Necromancers cannot take any drawbacks; their very existence is drawback enough.

Healer's Oath (+0) – Healing magic can be used for truly horrific purposes, so the Healers Oath was created. After taking, you can no longer use magic offensively, even magic from other worlds, unless you are actively in danger, and even then, you may only retaliate proportionally to the threat given. You may no longer be involved in politics or receive any reward for your work. In exchange, few people will harm you, you will always find a place to sleep and a meal wherever you go and can learn Healing and Soul Magic without fear of the authorities. In future Jumps, the restrictions only apply to the use of Healing and Soul Magic.

The Path of least Resistance (+100) – Anytime you achieve anything, people will assume you had some kind of advantage, that you had it easy, that your achievement was only achieved through luck. You could kill a Necromancer in single combat, in front of a hundred witnesses, and people would still assume he was poisoned and keeled over just as you won. This applies to everything from academic achievements to magical discoveries. Don't expect to get anything on merit either, no matter your actual achievement, people will see you as barely average at best. Cannot be taken with "Reputation for Excellence".

Embarrassing Fame (+100) – People love to write stories about heroes or other famous individuals. For some reason, music will always be changed to songs about you when you're around, and fully half will be crude enough to make a punk rocker blush. If you haven't achieved anything of note yet, people will, for whatever reason, still sing about you.

Unfortunate Encounter (+200) – You will meet another Magician in an unfortunate way. They will *not* appreciate this and spend the rest of your time here working against you as much as they can. This will start out as simply messing with you, but they will escalate every time you retaliate. If you decide to go to school, they will be a fellow student, if you aren't, they will nonetheless be someone you interact with frequently. This drawback can be taken twice for two Nemeses, and they each will be more dangerous.

Terrifying Visage (+200) – You have glowing red eyes, just like a Necromancer. This cannot be covered up with a glamor and will persist throughout shapeshifting and alt-forms. If you shift into a sufficiently inhuman form, they won't see you as a Necromancer, they will just see you as a monster. You might not actually be a



Necromancer, but good luck explaining that before you get blasted to ash by a scared Magician.

Unhelpfully helpful Demons (+300) – Demons are hard to summon properly and will take advantage of the slightest mistake to devour the summoner's soul. They may however decide to let themselves be bound if they foresee this being beneficial in the future. Now, Demons will let themselves be bound and answer questions helpfully, if doing so hurts you.

Friend turned Evil (+400) – Someone close to you will eventually feel so bad that they decide to become a Necromancer. This can be a feeling of inadequacy or maybe you're just a bad friend who made one to many jokes at their expense. If you have no friends, a random Necromancer will come after you some time during the jump. Necromancers are incredibly dangerous despite their inability to plan long-term or cast spells properly, single-handedly endangering kingdoms.

## Notes

The Schooled in Magic series belongs to Christopher Nuttall, who is nice enough to let people use his works to create fanfiction. That being said, this is my favorite series, and I can only encourage fans of fantasy to try it out.

This world has several ways to change one's gender, so there really wasn't much point charging for it.

The reason being a Necromancer sucks so badly because it really is a bad choice. At its core, it is a deeply selfish art that gains you power, but you will be too insane to use any of it. You will have the power to change the world, but not the will or drive to do so. I put this in here for the sake of being thorough, not because I think it's a viable choice.