

Obsidian Tower Trilogy

The world is pretty normal, the city of Armethalieh rules a great swath of land under a magocracy that draws the energy for its magic from the populace, and has a really nice bell based time system. The outside lands have wild mages to help them if they help it. The elven lands are in drought and they are running bucket lines to water trees. Oh and demons are invading, YAY!

+1000CP to spend

Location

1: Armethalieh- You find yourself in in Armethalieh itself, lots of bells going off, lots of High Mages ruling everybody and taking energy from them in a ritual everyone does every day.

2: Armethalieh lands- You find yourself in the lands ruled by Armethalieh, relative safety under the magocracy, from everything except the magocracy.

3-5: Outside the City- You find yourself in the lands outside Armethalieh's rule, Wild mages tend to be popular here for their healing magic and their ability to help crops. Has a very wide range of locations to choose from.

6: Elven Lands- Currently experiencing a drought, also a possible invasion by demons seeking to enslave and rape them all, the two cannot possibly be connected.

7: Endarkened Homeland- Lots of torture, lots of rape, lots of screwing people over, only some of it actually to advance peoples interests, the rest is for recreation. Also, they are trying to bring their god back into the world.

8: Free choice- you lucky dog you.

Origins

Drop In: OCP

Dark mysterious stranger walks into a bar, loses his mystery.

+No obligations to seemingly omnipresent omniscient forces that seem really keen on everyone fitting into their plan

-No cool powers

Wild Mage: 100CP

Yay, Hippies!

+you can ask for some pretty big favors

- +Capable of being subtle or showboaty
- +Combined with High Magic you ignore magical resistance and immunity
- Everything has a cost
- Consistency a shit
- Seriously you basically ask it to solve a problem and then it makes you solve it with some minor guiding
- Even when it does the cool stuff it is not guaranteed to work how you want it too
- You can only pay the big cost once though
- Can split the cost of a spell to make the cost lighter
- +/- Expect to do a lot of humanitarian actions

High Mage: 100CP

Sciency Magic(if you autism over this I will, not slap you, but laugh in your face)

- +Powerful structured magic
- +Combined with wild magic you ignore magical resistance and immunity
- Everything needs to be structured beforehand or you are going to be suffering from a case of massive exhaustion
- Takes forever to do anything

Elf: 100CP

How do you not know what elves are?

- +You live a long ass time
- +Your crafts are so good they might as well be magical
- +Very skilled at what you set your mind to
- +Patient
- little too patient if you know what I mean
- everything has rituals, not even allowed to directly ask questions
- May not be anything other than a dragon mage
- Form is almost as important as function to you, if you have time to spruce it up, you will be sprucing

-Your lands are dying and a bunch of demons want to invade the world kill you, eat you, and rape you

Endarkened: 100CP

You a Demon.

+Gain power from pain and suffering

+Wide range of uses in their magic

+Physically impressive

+Good liar

-Everybody hates you

-I hope you like torture because that is the only sure way for you to gain power, the crueller the better

-Everyone around you is an asshole, especially your “friends”

-You look like a classic demon

Perks

Drive(200 Discount Drop in)

You are very dedicated to your cause and will push through even when you would rather give if you know it's what you need to do. You are also very easy to get started and keep going on any projects you have, do more and get them done to completion.

The Price We Pay(200 Discount Wild Mage)

You have a natural understanding of the costs of your actions and the actions of others, helps gauge how much is needed to cast wild magic

Logic (200 Discount High Mage)

Things flow easily to you and your preconceived notions do not get in the way of you understanding that something is correct. Helps you with engineering and High magic structuring.

Bedazzled (200 Discount Elf)

Appearance no longer impacts performance with your items and often times helps it, that little curve deflecting a sword meant for your throat or some such. It still needs to be shaped mostly like the item you are trying to use it as but having a few gold etchings on it will no longer make it unwieldy and the gems will no longer break off and throw the object off balance. There is a slight buff to usability if the object is something you consider aesthetically pleasing.

Impressive Specimen (200 Discount Endarkened)

You are more pleasing to the eye and embody your races strong suits better, a strong race will become stronger, a nimble race will become more coordinated. You may take the physical traits of the nobility of your race such as becoming a queen ant if for some ungodly reason you are stuck as an ant, or gaining wings if your royalty has wings.

In Due Time (300 Free Elf)

You do things right and do not needlessly rush. Make fewer mistakes like forgetting your to-do reports at home and become better at any craft or skill you put yourself too, learning the right way rather than the easy way. Ultimately things get done faster because you do not have to do them again.

Wild Magic (300 Free Wild Mage)

You can cast magic but it is not all that under your command, you might be able to start a fire with it but instead of a fire just happening it makes you go out and gather what you need to start a fire yourself and has you start the fire. Has what is called a mageprice that is required to accomplish the task. Generally you want to use as little magic as possible to lessen the mageprice, though it may be split upon willing participants.

High Magic(300 Free High Mage)

Magic wards, lighting bolts and other cool things. This magic will let you direct energy in the way you need it. Unfortunately there is very little in the way of ambient energy, you have to get it from somewhere. You can have people give it to you or take it from places but you are unlikely to be swimming in power unless you have a large city or dragon to work with. Gets more complex the bigger the spell so given enough time you could probably do some pretty cool stuff but it's all pretty unwieldy and not the best of combat magic.

Demon Magic(300 Free Endarkened)

Power from pain, easy to wield and with a myriad of uses for whatever your needs, from corrupting your enemies to firing bolts of energy at your foes you have plenty of methods for exerting your will on others. You just have to gather the power from suffering first.

As You Are (400 Discount Drop in)

You can see the true forms of beings if you wish too, as well as a secondary sight that gives you an impression of what a beings true form is to avoid seeing a true form if you do not. You may choose who you apply these two with such ease it does not restrict your actions or require any focus on your part.

My Big Damn Hero's (400 Discount Wild Mage)

You often have your allies show up when you need them, like right at the right moment. What they do when they get there is up to them, and this does not mean you will feel particularly safe waiting for them.

He Just Keeps Going and Going and ... (400 Discount High Mage)

You never seem to fully run out of stamina, and curiously do not need sleep anymore. This does not mean you can sprint everywhere but even when you should be dying of starvation and over exertion you can still walk forever, or until your legs break, whichever happens first. Does not help you when you are not low on energy or from overexertion and even once you've burnt out your reserves and your reserve reserves you can still do SOMETHING. You need to refill your stamina to full yourself by other sources.

I Would Like to Know of Such Things (400 Discount Elf)

You know how to imply without implying, or by implying in a polite way, or just plain imply. Subtleties and nuance are not lost on you and you can always navigate a social situation no matter how rude you think the other party is being. Also helps you read the signs of people and their physical tells, nervousness or anger hidden well might as well be plain as day to you and you know how to maneuver around actions you see coming, and if that stupid orc ever wants to hit you he's going to have to learn to not raise his weapon over his head. Every. Single. Time.

Down with the Sickness (400 Discount Endarkened)

You know the location of beings directly hostile to your well-being by an uneasy feeling you can trace to them. This will also warn you of dangerous hazards such as poisonous mushrooms, poisonous swamps, poisonous frogs, and poisonous daggers heading straight for your back. If you are weak of constitution then this sick feeling might be too much but for those of sound constitution it will actually naturally guide you into the safest path for what you are doing, the one that just feels good. Now this also means running away gives you an euphoric rush but that's not an issue right?

Knight-Mage (600 Discount Wild Mage)

You become excellent at learning skills related to war and fighting, mastering the blade with ease and directing supply lines in the best way so long as you set your mind to learning them. Beat a larger force of individually stronger foes with your mastery of strategy and tactics. Fate will also guide you to best learn the things you desire to learn, find teachers of long lost arts and tomes one of a kind in the world. You will not learn these non-war related skills faster due to this skill but you will be able to learn them at a normal pace unhindered by things such as a lack of knowledge. Fate also protects you in battle as well, smiling on you when normally harm would befall you and the surety of purpose this status gives means you will never find yourself unable to face a challenge, physical or otherwise.

Cantrips (600 Discount High Mage)

You may prepare anything that requires a long time to complete, unleashing it all at a moment of your choosing rather than letting it go at once. Ready your time consuming transformations ahead of time to burst into action when you need to or ready that solar beam beforehand so you don't sit there staring at your enemy. If you spend a lot on prep time you can spam your most powerful attacks, though once a cantrip is used you must ready it again, though you can ready many cantrips at once.

Folded One Thousand Times (600 Discount Elf)

Your skills stop having upper limits, in that you just keep getting better and actually seeing results for it, though as you get better, you notice you improve slower. At the same time, what improvements you do make matter less and less. In time you might do things like cut the wind with your sword or actually curve bullets but that's a ways down the line.

Corrupting Corruption That Corrupts (600 Discount Endarkened)

Convert others and their power to your own, make them your servant and manipulate them as you need, change their body to suit your needs for war or otherwise, modify their mind to make them serve you willingly. Also works on the magic of others or their technology. Consume enchantments or manipulate them to your own ends or have a tank modified to go faster for less protection. At the upper end of skill you can eat fireballs meant to burn you to a crisp to get energy from them. Note that modifying something without putting energy in will generally make it weaker as they/it are used to fuel the magic that changes them.

Soul Price 800(Discount Drop in)

The Wild Magic knows of you and would offer you a bargain. Your very presence means wild magic cannot sit idle in its own world anymore and must acknowledge worlds other than its own. Wild magic would offer to help you, at a price. It knows a life is too great a thing to ask of you, so it asks for your service instead. You will be its messenger, its herald. You might not be able to use wild magic yourself but when you would share in the price with another your own mageprice is free and you may use wild magic. From then on the person you shared the price with is a wild mage and the power of wild magic in the world you are in will grow. The spells you cast this way are not your own to dictate how they satisfy your request but it will be satisfied in a way that advances wild magic, the spell serving as a conduit for wild magic into the world. Wild Magic will always attempt to have life thrive and if a race would kill off all others and die itself it will oppose them. However it is fine with subjugation so long as you do not actually reduce the life in a realm with how you act, though the wild magic is fine with you hurting things if it can fix them once you are gone, necessary evils and all that. For now on the Wild Magic will ride with you and any companions you cast such a spell with, aiding you to ensure you will move onto other worlds. Though the amount it may passively help is limited by how strong the Wild Magic presence in a world is. This aid comes in fate and good fortune, always meeting the people you need too, in full tilt you will run into the person you need to meet as soon as you enter a crowded metropolis you do not know their location, or will have

the tools you need to fight a foe if you could not possibly succeed without them. It seems to grow a personality over time to interact with you, and the spells tend to be more like calling in a favor for a favor.

Items

Weapon (Free All)

A weapon of your choice made of a low grade steel. Not perfectly balanced but it will work better than nothing.

Basic Elven Make (200 Discount Elf)

You gain an excellently made Elven item specifically fit for you, a weapon or tool will feel just right in your hands and armor will work like a charm. Elves however will laugh at you because it is undecorated.

Hideaway (200 Discount Wild Mage)

You gain a location safe from normal trespass and where you can easily make a short weeks trip to get anything you might need.

Lost Knowledge (200 Discount High Mage)

Powerful and secret things lie in these tomes, techniques tried and tested by others to near perfection and shortcuts that only a madman would try blind. They also teach how to apply this knowledge to other disciplines and given time you will become a master of one art of your choice.

Magic Focus (400 Discount Wild Mage)

This will grant you greater control over your magic and let you control magics normally well beyond actual control.

Energy Holder (400 Discount High Mage)

This trinket will hold a great deal of energy that you put into it, though it will not generate energy itself. The item also shows you how to make items similar to it.

Actual Elven Make (400 Discount Elf)

This item is very, very pretty and very well made. Weapons will cut or smash through things like butter, armor will move so well you can breakdance in it. It will always have an intricate design that you like but will not suffer for it.

Companions

Any companions bought in this section may be a previous companion at no extra cost

High Mage (200 Discount High Mage)

High Mage Companion dedicated to you with 300 points to spend on everything but companions, may take drawbacks.

Wild Mage(200 Discount Wild Mage)

Wild Mage Companion dedicated to you with 300 points to spend on everything but companions, may take drawbacks.

Drop In(200 Discount Drop In)

Drop In Companion dedicated to you with 300 points to spend on everything but companions, may take drawbacks.

Endarkened(200 Discount Endarkened)

Endarkened Companion dedicated to you with 300 points to spend on everything but companions, may take drawbacks.

Elf(200 Discount Elf)

Elf Companion dedicated to you with 300 points to spend on everything but companions, may take drawbacks.

Dragon(600 Discount Drop In)

Power, lots and lots of power that is easily shaped by your hand into whatever kind of magic you wish. This guy, or girl(this is a cyoa not a dictatorship), dragon has decided to bond to you and grant you access to their power at the cost of bonding your lives together. As they die you die, as you die they die. To a peasant you are basically a god, though you do have limits. Try to make a stable portal across the continent? Probably going to run your power dry, and even though it refills and there is a lot of it when it runs dry you die. There is also the possibly nasty fact that you and the dragon are basically the same being now, you live in each other's heads. You are now more akin to a force of nature than a mortal. As a side effect your dragon radiates heat and you do too to a lesser degree.

Drawbacks

Take only up to 2

+100 Mage Price

You have some ritual you must partake in every day as a mage price, failing to meet this action will make you sicker though this sickness will not stop you from completing the action. The mage price will not hurt you if you cannot complete the action.

+100 "Lucky" Fates

You will always find yourself in a place and time your desired actions coincide with the actions of the needs/wants of others. This may not be necessarily bad but you do lose some control over your destiny.

+200 Isolated

You may not draw on energy from outside sources, if it must be generated by something else it still can, but you must get it directly from that source.

+200 Wasteful

You draw extra energy for your workings that does not really go anywhere, anything you do seems more tiring and your mage prices are harsher.

+200 Sadist

You find yourself fascinated with the pain of others to the detriment of your normal activities. You will never just shoot the hero.

+300 Soul Price

You will die at the end of your ten years here right before the end of the jump, for 21 years you must deal with the fallout of your actions in the jump as you are reborn and raised by a companion or ally in this world of your choosing without your powers, though your actions will be your own, a new you will not be born.

+300 Ugly Without or Ugly Within

Your chosen faction hates you and will try to kill you on sight. For Endarkened this means they will do away with the games if you want to join the good guys they have received word you are to be killed with steel on sight. You will enter the jump with everybody trying to kill you, though you can convince them otherwise they think talking with you corrupts their mind.