

W.I.T.C.H.

Version 1.0



Welcome to the world of W.I.T.C.H. a world where the multiverse is a thing but not in the way anyone would think, where the only thing standing between tyrants and dimensional annihilation is hormonal teenagers, and where, I am not making this up, everyone would have died if not for a Dormouse. You arrive one week before the fateful day when Will Vandom moves from Fadden Hills to Hetherfield.

Good luck!

You may very well need it for your next 10 years here

+1000 CP

Location

You can roll a D6 for your location or pay 50 CP to choose where you start.

Heatherfield: You begin on earth, more specifically you arrive in the city of Heatherfield. The main earthly location and city, where the guardians of the veil live and go to school.

Meridian: You begin on the planet Meridian, in the domain of the wicked prince Phobos, who should in all actuality be removed from power in around six months time or so, if you choose not to interfere.

Kandrakar: Wait, how'd you get here? This is the realm known as Kandrakar at the heart of infinity, where the guardians of the infinite dimensions keep their aurameres, and where the council led by the oracle resides in exile since the erection of the veil. While just showing up here will raise a few questions the council would be more than happy to give you a place to stay till the veil is no longer needed. You know, as long as you're not evil.

Zamballa: This is what happens when you play, let's see it purple with a planet. And i do mean that, it's a purple forest planet inhabited by living trees, who are led by their queen Kadma; a former guardian, who while stern and standoffish, will be more than willing to put you up for a while, so long as you follow her rules and don't start any forest fires. (seriously that could kill the entire planet's population)

Nerissa's prison: Now this planet is something a bit more special. This is the desolate and snowy mountain planet where the council of Kandrakar imprisoned the former guardian Nerissa...except she's not here anymore. And personally I'd suggest you follow in her footsteps and get out of here too because this place is hardly livable, lucky for you somewhere on this planet is a hole in the veil...so get looking.

Free choice: Well now, who said these were the only choices, there are infinite realities out there you can choose any of the above or go for another world, but be warned the dangers beyond what is known can be grave and potentially deadly for even the strongest of warriors.

Origin

For starting age roll a 1d8 +10 for gender go nuts and choose your own

Drop in: It's right there on the tin, you just sort of appeared one day with no documents, no identification and that's the end of it. Not too much of an obstacle though so long as you're not on earth.

Guardian: You are a guardian and you have been chosen by the oracle and the council of kandrakar. Now don't let the title get you concerned, you don't have to be a member of the current roster of guardians, you could be a formerly retired guardian who suddenly got their mojo back, or you could join the team of **W.I.T.C.H.** as their sixth member. Either way I hope you like the color scheme of pink and green, because it comes with the powers and you're not getting rid of it easily. **Gain 1000 GP**

Citizen: You are just an everyday normal denizen of your home reality. Though that doesn't mean that you're not in the know of what's going on, or that you can't join in on the action.

Mage: you are a magic user in this vast and winding multiverse. While magic is intrinsic everywhere those who can use it freely are few and far between making you quite the commodity to those you chose to alie yourself with

Soldier: you are a soldier in the employ of your local military, you get rations, you fight in wars. That's really all there is to this.

Ruler: weather rightful or not you are the person in charge of your starting location, if its earth then depending on your choice you could supplant lillian hale as the heart of earth (you'd need to purchase mystical heat) or you are the rightful ruler in exile of your own dimension.

Villain: Who hurt you? Or do you simply want to take over everything? Because you are now a villain, you walk on the side of evil, whether you're some minion or the mastermind the forces of good won't stand for you doing your misdeeds so id suggest watching out. Oh and don't forget; when it comes to guardians divide so you can conquer.

Guardian powers

Okay so you took the guardian origin now you get to choose your guardian powers, from your elemental abilities to your additional magic ones.

Transfer CP to GP at rate of 1:2

Elemental power (Free/300 GP/+300GP): Water, Fire, Earth, and Air, not to mention Quintessence as well as Ice. Choose one element for free for use in your Guardian form, all subsequent purchases cost GP. also if you choose to be an additional member of **W.I.T.C.H.** fanwank how you can use their elements. Though this is optional you can take no elemental power for +300 GP, there have been guardians without elements before.

Magic regeneration (Free): as a guardian you have the ability to recover from major injury as well as health conditions at a rapid pace. This regeneration is so strong in fact that if you had a health condition such as blindness it would clear up completely over the course of a few transformations. As well as all the healing this power affords you it will also allow you to live well into your hundreds even in normal form.

Super strength (Free/100 GP): this allots you a level of super human strength enough to lift a car with some effort. You can purchase this repeatedly to multiply the limit of your strength.

Prime condition (Free): with this whenever you are transformed you will become a prime example of yourself in your late teens to early twenties. depending on how much power you have.

Telekinesis (200 GP): you now possess the ability to lift and move things with your mind, though your ability caps out at the movement of large vehicles, and forget about moving buildings.

Mind control (200 GP): oh yes lets not forget this morally dubious magical ability. With this power you can now push thoughts and desires into the minds of those with weaker wills than yourself.

Invisibility (100 GP): now just like air you are invisible to the naked eye, but be warned you can still be seen with infrared as well as be touched.

Telepathy (100 GP): you have the ability to establish two way mental contact between yourself and up to ten people, while normally you would get headaches from extending your power beyond five you will not because you are paying GP

Technopathy (100 GP): you and techno have this simpatico thing goin on. In other words If it has a current and runs on power it is now your best friend. Just a heads up though all electronics will gain personalities and wills of their own as well as choosing their own names.

Guardian Senses (free/300 GP): you now have a mystically enhanced sense of smell, touch, hearing, taste, or sight. With mystically enhanced sight you are now able to see beyond the borders of your reality and into other dimensions, mystically enhanced hearing allows you to do the same but with the sounds of adjacent dimensions. With mystically enhanced touch you can now “feel” the past of an object that you are in contact with. Your mystically enhanced smell will literally allow you to sniff out danger and mal-intent. Finally your mystically enhanced taste buds...well they just sort of let you taste from a distance (i wouldn't take this one). You may choose any one of these for free but each subsequent purchase will require 300 GP

Teletransporting (300 GP): normally a skill a guardian would have to train for decades, you've picked it up immediately and it holds none of the risks that it otherwise would. For reference you can teleport to anywhere on the planet, but only one planet as other distances are out of your range.

General Perks

All origin perks are discounted for that origin with 100 CP perks being free

Everyone speaks italian er english (Free): Now no matter what world you're on, when you are in the timestream, what continent you're in, even in an alternate dimension. Everyone speaks your native language.

Dreamy (100 CP): you are now the dream of every teen, preteen, and young adult everywhere. That's right you look dreamy or in terms that aren't so vague on a scale of 1 to 10 your looks are now at an eleven. But this does nothing for your personality so...

Flower child (200 CP): your will is strong, very strong, strong enough to break yourself from outside control. That is so long as you have the will to do so. For example if you were to be placed under magical control, if you fought hard enough you would be able to break free and regain control of yourself. Believe me with all the mind controlling baddies in this universe you're going to want this.

Does a love life have to be complicated? (400 CP): well i don't think it has to be at the very least. With this perk your love life while not perfect will be far simpler, you have a crush on that girl? Walk up to her and tell her, she just might feel the same way. Those two boys fighting over you? Talk it out with them, they'll be just fine with sharing you. Your boyfriends' been secretly turned into an agent of evil? He'll break free just long enough to tell you what happened to him.

Mystic Heart (600 CP): what kind of power is heart? Oh wait, it's super OP here? Yes this perk is a capstone booster and believe me is it a doozy. Beyond simply boosting the other perks of this jump, this perk gifts you with an entire planet's worth of mystic might, and I'm talking about an entire planet's worth putting your magical abilities on a level comparable to that of a sorcerer supreme of a marvel earth. but that's only if you keep all the

power to yourself, you now have the ability to divide your mystical power equally (or non equally i wont judge) amongst others.

Drop-in Perks

Master of blending in (100 CP): wait what are you wearing? Eh doesn't matter, everyone thinks it looks fine. With this perk you could walk into a prom dance wearing power armor and your date would compliment you on the tailoring.

Who needs to drive (200 CP): it's strange that we hardly see anyone driving right? Well with this perk i don't see why you'd need to think about that because now walking to places has never been easier. You have to be across town in an hour? Walking at a leisurely brisk pace you'll get there with half the time to spare. **This is not superspeed** but its fiat backed powers get you places quickly just by walking. Nothing outside of whatever city you're currently in though.

The cops in this town suck (400 CP): they really do and with this perk that works in your favor like you would not believe! Now I'm not saying you should go out and commit a homicide...but if you did this perk would make it so the cops would have a hard time finding the body. And even if they do find the body the detectives wouldn't be able to find a link between you two. Out of jump this just generally makes local, state, and federal law enforcement incompetent when it comes to you.

The party scene (600 CP): yeah you can still go out and be a party animal, no matter what the circumstances but it's kind of weird you know all things considered. With this perk you are able to find social gatherings, parties if you will, so you can have a great time anytime.

Sorry for party rockin (Capstone boost): huh so you wouldn't think that this could possibly have a combat or practical application, and you would be right under normal circumstances but you arent normal. You can now locate any group of people so long as the group contains three or more members and you know two of them. This also bypasses shielding and dimensional barriers, wont help you get there though. So find your own transportation.

Guardian Perks

No other option (100 CP): trauma is a powerful thing but you will make it through it, not because you know it will be alright, but because you have no other choice but to make it through. And now with this perk you will make it through. You lose a friend, sure it'll hurt but you'll get through it. Lose a limb, it stings but you'll move past it, because now no form of trauma will last when it comes to you.

Wait you bought that? (200 CP): huh i guess you're not all that bad at lying. For some reason people just can't figure out what it is that's so weird about you. Disappearing at all hours of the day, breaking and entering, heck being caught in a blatant lie. People will brush all of that off because it's just the way you are.

Guardians Unite! (400 CP): you are stronger when you are united in friendship! Which in your case is far more true than just simple strength in numbers, because you and your allies now receive a tangible boost to your physical, mental and mystical abilities so long as you are united in the achievement of one goal.

Pure element form (600 CP): This is the peak of a guardians power where you unleash the truest and most powerful nature of your elemental power. This Perk will allow you to manifest the power of the elemental dragon with no drawbacks. Where once you could make water to soak your opponents with you can now summon tidal waves by swinging your arms. This form allows you to use the fullest extent of your mystical power without the worry of a mortal body to hold you back.

Quinto guardian (capstone booster): truly you are beyond the powers of a normal guardian. Take five extra purchases of Elemental power for free, as well as four extra free mystically enhanced senses.

Citizen Perks

Everyone deserves one mistake (100 CP): well that's not a problem i guess everyone deserves one mistake. With this perk you can get a do over if you're late to class you won't be given detention, if you fail a test you can take a make up one later.

Sad music makes you feel better (200 CP): i don't know what it is but the depressing stuff makes you feel good. Seriously, even if you're suffering from ptsd put on some sad jazz or something and this perk will fix you right up, even physical pain will become more bearable with sad music.

Forgotten in the background (400 CP): wait where did you come from?! Yup it's not exactly the best perk out there but it's useful. From now on unless you consciously choose to make your presence known you can blend into the background.

Regent (600 CP): well this is interesting you are now the regent of a mystic heart. This gives you a high level of mystical power giving you power on par with the guardians. You now also possess the ability to take on an alt form (appearance up to you) that you can use your powers as a regent in.

Sole Regent (Capstone booster): well now isn't this a sight you are the sole regent to your worlds heart, making you the equal to not only one guardian but all five of them. You can now achieve feats of mystical power such as creating a glamor zone; a magical barrier that can alter the perception of all those within, and which in all honesty is localized reality warping.

Mage Perks

Hard work and study (100 CP): do you think people just wake up and find that they are magical? Okay some do,(i'm lookin at you Elyon!) but for the rest of you it'll take hard work and study! Or with this perk a modicum of effort and a bit more for memorization. You see with this you can pick up on magic like you had known it all your life.

BOOKS!!!! (200 CP): Okay let's be real here if it's in a book you can find it. If you're looking for a book it'll fall into your hand (with some help). But if you're looking for a spell, the first page you open you'll see it...the thing that will solve your problems, just be warned the toll of a spell isn't going to be waived. All you get is the ability to find what you need in books

Knowledge is power (400 CP): and man do you have a lot of it. With this perk you have been gifted with immense magical knowledge, putting you on the same arcane footing as some of the strongest mages.

Oracle (600 CP): well now that's just cheating! With this perk you have gained a form of clairvoyance, now this isn't all knowingness what it is is the ability to peer into other realities as well as sense the manipulation of magics and other exotic forces ie. chakra, ki, mana, etc.

All seeing eyes (Capstone booster): well now you've certainly got an upgrade haven't you? Now your all seeing eyes can be quite accurately equated to omnipotence, no one can hide from your gaze even spells and technology designed to block your gaze will falter. As an added bonus you also gain the ability to erect veils, now these aren't on the scale of the universe encompassing veil the guardians protect but it could protect a large country and with time and practice maybe even a planet.

Soldier Perks

Sword skills (100 CP): despite the name of this perk does more than just give you sword skills but combat skills with every weapon you could ever get your hands on.

Tactics over strength (200 CP): Who says you need immense strength to be a good fighter. Now you don't need strength to dominate a battle, all you need is your prodigious tactical knowledge. Wait you don't have tactical knowledge, well that's what this perk is for, you now have tactical know how that rivals that of raythor.

When words fail swords prevail (400 CP): wow you are really good at solving conflicts with weapons. Why is that? Oh right because you have this perk which gives you a near supernatural ability to read people's movements, but that is not all that this perk affords you. You now have the ability to resolve conflicts by fighting!...ok i'll admit that it's a bit of an oversimplification but when you fight someone you can now see their point of view as well as allowing them to see yours, which will allow you to come to a mutual understanding with those that you fight. Oh and as an added benefit if one of your friends is ever put under pesky mind control or something of the like, just hit them in the face a couple of times and they'll be back to normal.

Honorable warrior (600 CP): you are amongst the most honored and noble of those who have ever picked up a weapon. You instill respect and awe by your sheer presence and force of will. Your skills are also legendary, allowing you to lead armies and resistances with ease and experience. Your one on one combat skills are impressive too as you can now hold off an incoming platoon of soldiers by yourself without ever fearing being overwhelmed.

Unbeatable knight (Capstone boost): forget what i said about the platoon your skills are at a level now where neither magic nor trickery can make a difference in a fight. You are now capable of taking on

even the five guardians with just your weapon and your witts. Even those you train will be considered super soldiers compared to what would normally be achievable.

Ruler Perks

Free hand folding (100 CP): contrary to what the name implies this perk does not give you the power to hop dimensions with a wave of your hand. Instead it's actually much better because you have a gift, a gift that allows you to achieve feats that would require others to use talismans or magical artifacts. If someone would need a troll toe to perform a spell you would be able to perform the spell without the use of said ingredient.

The fun of being royalty (200 CP): you know how being in charge isn't all it's cracked up to be? Well neither with this perk you no longer have to worry about the responsibilities that come along with being the one in charge. Suig plans need to be signed off on? There's a committee for that. Civil disputes? Appoint a judge. Now you'll have all the time you need for balls and parties.

Regency (400 CP): sometimes a ruler requires to go away on diplomatic business, or they're indisposed for an indeterminate amount of time. When this happens they need a regent. Or in non flowery terms with this perk you gain the ability to bestow a portion of your powers onto others. When you do so instead of actually giving away your power you'll be giving them a duplicate power equal to about one fifth your own. Say if you were to give someone a perk that increased their strength, they would only be one fifth as strong as you with the perk. There is no limit on the amount of times you can give out your power, but only one person can only ever have one duplicate. You can retrieve these duplicates by simply commanding them to return.

Birthright (600 CP): this is your right, this is what you were born into. It seems that people instinctively know that you're the right person to lead, not only that you have the right skills and the mind to lead.

Rightful ruler (Capstone boost): false regimes, pretenders to the throne, usurpers! These people are not the ones who should be leading,

you are! You have the social skills to charm the population to realize that you are their true ruler, you bring hope and cheer to these civilizations. Your mind as well is far beyond the common people allowing you to make decisions that will skyrocket the quality of life for those under you. Even those false rulers cannot deny the fact that you are far better, and more suited to the throne.

Villain Perks

Master of Disguise (100 CP): for a disguise to properly work you need more than just a different look you need to be able convince others of the lie that you are this person. Now with this perk you are able to, so well in fact that if you're not careful even you might find yourself believing you are the disguise.

Dear heart (200 CP): Well here's the thing you can't have a proper villain without the manipulative skill now can you? You now have the ability to not only confuse and cause conflict with words but manipulation is as simple for you as breathing. Your enemies keep escaping from fights? Convince them they won't make it to the next one. This perk will make people putty in your evil hands. Beware this is not mind control and if those you are manipulating figure out what you're doing it'll be much harder for your machinations to come to fruition.

Representation of spirit mind and body (400 CP): well this is concerning. With this perk you now have the ability to obtain physical representations of someone's mind, soul, and body. Now instead of just the way it was represented on screen you have some extra abilities. For a representation of someone's body you gain the ability to affect them with something similar to a voodoo doll; capable of controlling their movements, causing pain by proxy, and even causing death.

Threat worthy of a veil (600 CP): you are a truly powerful and dangerous being such in fact that civilizations will do anything to stop you. Now while that doesn't sound to good as a perk what it really does is squash the morale and drive of those who would hope to oppose you, even the strongest willed warriors would soon fall into despair

All hope lost (Capstone boost): well now that's just disheartening. It appears that civilizations truly do fear you, they don't even put up a fight anymore. If you were to invade a city it would surrender to you in

a few minutes, territory the size of the average state would surrender in a few hours, a country would fall in days, and the world in weeks.

Items

All items are fiat backed and will return to you in the event that they are lost or destroyed.

Room and board (Free): you need a place to stay in this world, luckily for you Yan Lin always has a spare room at the silver dragon, though she might ask you to go out on delivery runs every once in a while.

Tooth of the tonga (100 CP): the tooth of a creature with the power to pass through dimensions, now you can too through the use of this artifact you can open folds in space that will allow you to travel the infinite dimensions of this and other jumps. Outside of this jump is where this item really shines where once every ten years this tooth can be used to access a previous jump in your chain for a visit.

Horn of Hypnos (200 CP): this mystical horn has the ability to enthrall and control those who listen to it except for the player. With this horn you could turn a city of people into an army of mindless thralls within minutes.

Star of threab (200 CP): a mystical seven pointed star which has the power to find and return any one being, protecting them from anyone who would stop their return by mystically sapping their strength away. Be warned that the effect of sapping strength is temporary, and will end once the lost has been returned to you.

Seal of Phobos (400 CP): The mystic might of this artifact can not be understated this seal possessed the ability to open anything, no matter the scale or complexity, even able to open portals in the veil which was powerful enough to keep out even those who commanded powers of a mystic heart. As a side note the seal can only open something physical meaning you can't open a metaphysical concept like someone's heart, if you do try to do that it'll just kill the person because their heart is literally open.

Lurden army (200/400/600 CP): Lurdens are evil vile creatures but the one thing they truly regard is power and now you have that power, or at least the power to command your own lurden army. For **200 CP** your army is about half the equivalent to the one phobos amassed during his thirteen year reign as prince. For **400 CP** your army is the same size as the one that Phobos had and finally for **600 CP** you have a completely loyal army of lurdens that is double the size that Phobos ever commanded putting them at about 30,000 strong.

Heart of Jumper (500 CP/Free with Mystic Heart): this mystic jewel contains the pure magical power of a mystic heart, the power of which is enough to equal, and then surpass the mightiest sorcerers. If you have the Mystic Heart perk you can only get the one free purchase and cannot buy more.

Aurameres (800 CP): the mystical source of the guardians powers these five balls of pure light and power. These orbs have enough power in them to light up a planet for a good bit of eternity, though unless you can figure out how to link yourself to them they won't be giving you guardian powers anytime soon.

Fortress at the heart of infinity (800 CP): here you go, here's a floating fortress! Ok it's a little more complicated than just that it's a fortress filled with knowledge as well as power unrivaled in the infinite dimensions, inside you will find many books and documents that hold information that can help you greatly in your chain. This fortress is located in a separate dimension accessible through your warehouse with a door, or if you have the space (somehow) you can just have the fortress floating there.

Great Ring (1000 CP): What could possibly be worth this much CP? Why the ability to tear open a fold to different worlds the size of a skyscraper, large enough even to fit an entire army through, perfect for invasions as well as conquering. This item becomes an add on to your warehouse or equivalent though like the tooth of the tonga once this jump is over is when it gains its full fiat backed power. the ability to open a fold back to the jumps

that you have left behind, and while this power does not have a limit like that of the tooth it will require mystic might, so I'd suggest having someone with the power of a Mystic Heart on hand.

Seal of Jumper (1400 CP/Discounted with MysticHeart): This seal takes on the appearance of a long ornate staff with a mystical gem on the top. This seal comes with the added bonus of a mystical heart (in addition to any you've purchased) giving you power equal to the guardians combined however this seals true power lies in its ability to assimilate powers of mystical artifacts and imprison sources of exotic energies (ie. magic, mana, ki, etc) giving you access to their powers and abilities. Additionally for each heart or equivalent power you absorb you double the potency of assimilated powers as well as cut down recharge time in half for each heart you absorb. Finally this staff holds the ability to forcefully absorb a mystical heart from its source.

Companions

Recruiter (Free): you can recruit anybody from this world to follow you on your chain.

Import companion (50 CP): for each purchase you can bring a companion (up to eight) from a past jump, and they gain a 600 CP stipend for perks and items.

Jumper's Familiar (50/100 CP): Now isn't this cute you found yourself a pet. Oh what's this? This isn't any ordinary animal they are now your familiar, capable of forming complex thought and hilarious sass. For **100 CP** however this familiar is not just capable of talking but also capable of fighting. Your familiar can now transform into a battle morph (similar to Napoleon and Mr.H) giving them a monstrous yet still lovable appearance, as well as physical power on par with a Guardian powered by an auramere.

Create companion (200 CP): you can create a companion with a background of your choice, and they gain a 600 CP stipend for perks.

J.U.M.P.E.R. (300 CP): you can now import four companions from previous jumps into the guardian origin with a stipend of 800 CP and a discount on the purchase of Mystical Heart for you and them. Each companion must choose a different element for the guardian power section. **You cannot import any other companions if you choose this option!**

Blunk (Free): This passling is in all honesty not the best example of the species, but that doesn't matter. Why? Because what he lacks in fighting prowess, or people skills, or even in hygiene etiquette he more than makes up for with his loyalty as well as his sleuth abilities and his bartering skills. Not to discount his loyalty either, once your Blunk's friend there's nothing he won't sacrifice to help you, he might even take a bath.



Alchemy Ethel (Free): Alchemy ethel is one of the most loyal and unselfish people you could hope to meet at Sheffield (you know for a teenager). She puts her friends' needs beyond her own, and has shown to be one of the most loyal friends you could hope for. By taking her on as your companion you're making a friend for the rest of your chain, even if her music choice is suspect and she lacks the deductive reasoning to realize she was friends with a group of magical girls, she'll have your back as long as you have hers.



Love interests

W.I.T.C.H. was as much a story about fighting for the protection of others and magical fairy girls fighting for what's right, as it was about relationships. Relationships between parents and child, relationships between siblings, and yes relationships between two people in love. So in honor of that I created the love interests section.

Now I can already hear those of you who are confused as to what this section is for. Well there's a simple explanation: this section is basically a separate scenario section dedicated to getting members of W.I.T.C.H. as well as Elyon and Caleb as romantic interests for this jump. Not only will you win the hearts of the protagonists, but they will also join you in your adventures at the end of this jump.

Now don't get it wrong merely selecting them does not mean that you two are going to fall head over heels in love, but at the very least it will give the two of you a favorable first meeting with which you can then start building your relationship on. Once you have cemented your bond of love they will automatically become a companion capable of following you on your jumps.

And yes for those of you out there who build interdimensional harems (you know who you are) there's one in the scenario section for getting all five members of W.I.T.C.H.

Also sexual orientation doesn't matter just love

Will Vandom

Will Vandom is a tomboyish stubborn girl with a love for frogs and ultimately the most lovable out of the **W.I.T.C.H.** team. Meeting Will might actually be the most embarrassing moment of both your lives depending on who approaches who first. While Will is strong willed and head strong she is ultimately shy and unsure of herself, especially when it comes to a cute boy who might have an interest in her. You'll find her confidence in herself quickly becoming shaky as she attempts to flirt with you, which means that it'll be on you to meet her halfway on these things. Once you two move past that she'll also try to keep you out of harm's way and keep you out of guardian business if you aren't powered in any way. She does it because she loves you, but you'll need to show her that love isn't you standing behind her as she deals with a problem, it's the two of you working together to solve that problem. While she may start out with a few trust issues, the two of you can work through and past that.



Irma Lair

Irma is most easily defined as a spunky and cheerful sort, most comfortable making jokes and cracking wise. Though don't let these personality traits trick you into believing that she's ignorant, or doesn't care about the tough situations before her. When you first meet her it'll be a bit like trying to love a cat, with all her sass and self assurance she'll be tough to approach with romantic intent as too much will simply push her away and too little wouldn't be viewed as interesting by her. Don't let that discourage you, because once you two have gotten together there isn't a force on earth, meridian, or Kandrakar that can separate you. Now that aside, being with Irma in any relationship much less a romantic one would instantly put you in the position of responsibility, as you will now have to deal not only with Irma's quick temper but also her selfish tendencies. But dealing with that will be well worth it to have this hot latin beauty by your side.



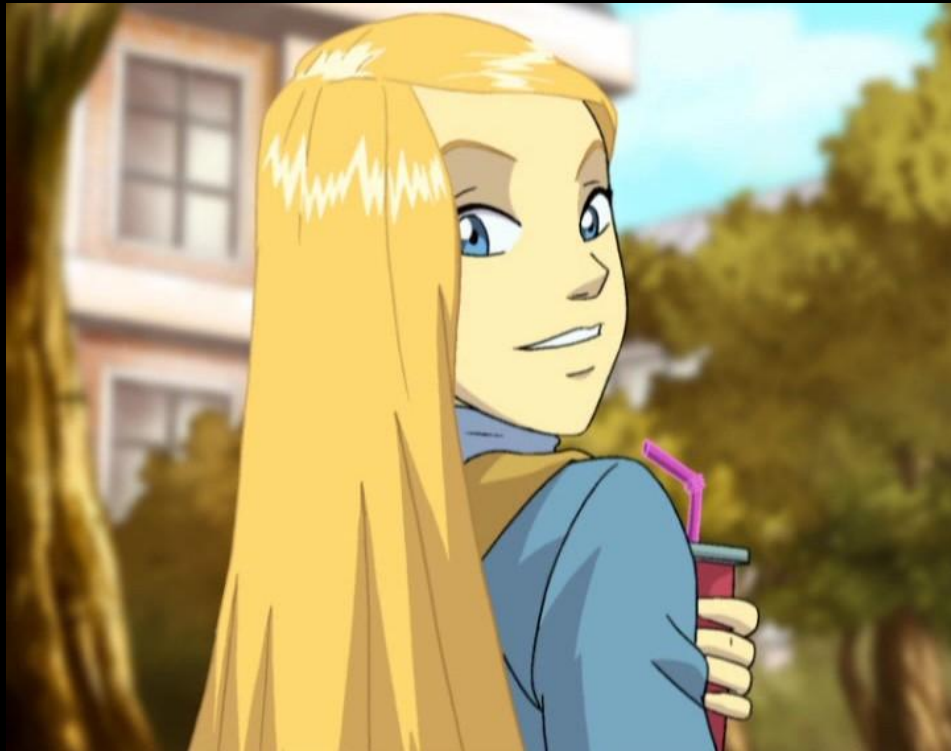
Taranee Cook

The smartest girl around, as well as the daughter of a well known judge in the city of heatherfield. This is all not to belabor the point that like everyone else she wants to be loved but more than that she wants to be noticed. Taraneh has a fear of being forgotten and left alone compounded with her feelings of being unseen and in the background. The first steps in your relationship will in all honesty be you noticing her beyond her smarts but also her beauty. The hurdle after that will be her family, her father and brother will be a bit protective but will come around in time. The main issue will be her mother who will more likely than not forbid your relationship. But Taraneh is no quitter as she will take on a more rebellious attitude, you on the other hand will need to reaffirm that even parental disapproval won't stop you two. Eventually you two will strike a balance with the rest of her family, until then have comfort in the fact ya'll probably have the most stable relationship of all of your friends.



Cornelia Hale

The best way to describe Cornelia is that, well she can be a bitch. Now that's not to discount the fact that she cares about people and is really a considerate person once you get past all the designer clothes and daddy's money attitude she has. Though even further behind that is her romantic side combined with the fact that she very much knows what she wants, and that is a boyfriend (or girlfriend). Now the only question is have you caught her eye? Now being in a relationship with Cornelia will take more than just taking her to an ice rink and buying her gifts (though it can't hurt). You'll need to be able to help her with her negativity qualities, such as her stubbornness and belief she is always right. She may not like it but she will love you for it.



Hay Lin

By far the sweetest and most kind girl you could ever hope to meet in your omniversal travels she is also easy on the eyes. Hay Lin while not the smartest, or the most athletic of **W.I.T.C.H.** is certainly the heart of the group, being the most kind and empathic of its members. Though she won't yet be ready for her first romantic relationship when you first arrive, she and you will be drawn together in friendship rather than romance...at least at first. Though Hay Lin will most certainly be the first one to make a move given she is more honest with her feelings than her friends, she will more than likely over do it and may discourage herself from further pursuing if she thinks she messed up badly enough. Though she is the first to cheer someone up, if this happens it will fall to you to make her feel better and help her work past her easily discouraged nature. Dating her will be one windy and wild ride, but it'll be fun.



ElyonBrown

The rightful heir to the meridian throne, teen queen of her home dimension, and hopeless romantic looking for a prince(ss) to sweep her off of her feet. Now don't be discouraged if you're not actually royalty, she could care less about that. What she really needs is someone who will be completely honest and truthful with her at all times, but also someone who can support her and get her through those long days in the throne room handling the civil projects of meridian. Though being with Elyon won't be a cake walk, you'll have to help her move past her self doubt, her minor inferiority complex, and her accidental trust of villains. But the two of you will work it out.



Caleb

If brooding bad boy was a person, then it would not be Caleb because while you can find him brooding over his home, his work, even cafeteria seating arrangements he is far and away from being a bad boy. Concerned with everyone but himself he has a bad habit of carrying the weight of the world on his shoulder. That's where you come in! While your first meeting will probably be on the field of battle that isn't entirely indicative of what your relationship will be like. While Caleb means the best, you will have to battle to get him to take time off from his work, whether it be leading the rebels or being captain of the royal guard. Also a bit of advice: don't get too jealous over him working so much, he had to grow up fast.



Drawbacks

Aged up (toggle): With this drawback all of the characters here have been aged up by three years, putting most of the main cast at the age of seventeen at the start, with the exception of Hay Lin, who is now sixteen. Though with just a thought you can age everybody back down, returning the story to its middle/high school setting.

Comics? (Toggle): yes you read that right the series was more than just a two season TV show it was actually based on an italian comic book (much like another fairy centered show) with this toggle you can choose to either switching over the continuity of the show for the books, or you could combine them in such a way that they don't conflict with each other and for that...Fanwank it.

Cut short (Toggle): Now this is sad, apparently there was a mix up with the paperwork when you were sent here, apparently instead of the scheduled ten years that you should be here you're only going to be here for two. Coincidentally ending around the time that season two wrapped up. I hope you got to do everything you wanted to because you're going away early. **Incompatible with extended stay and Stay ending**

Modern day (toggle): Ok lets level with each other. This series is old. You know it, I know it, we know it. And that means that their tech level, as well as other things are just not up to modern day standards. With this toggle however you can push **W.I.T.C.H.** into the modern day with all that that affords. Seriously, these ladies saved the infinite dimensions. I think they've earned their smartphones.

Extended Stay (100 CP): for every purchase of this drawback you stay an extra 10 years in this world though after you purchase this drawback for the tenth time you will no longer gain CP

Who makes up these rules (100 CP): ever hear that you can't skate on an empty stomach? well now you can't use your powers unless you've eaten within the last hour, hope you packed snacks.

meant as a compliment (100 CP): well here's the thing, now for the rest of this jump every compliment or sweet thing you say has the very likely chance that it'll be taken out of context or worse. Now don't panic, it's not a 100% thing, meaning that if you try real hard, and are very clear with your meaning, you can compliment someone.

Transformation is no free action (200 CP): Yeah you know how everyone in this world transforms during a fight? well now if you can, you won't be able to at least not without being attacked mid way through or immediately before you initiate the transformation.

Swear on the heart of jumper (400): why do you keep saying that!? From now until the end of your jump, anything you say you'll do you are turning into a promise. And any promise you make you'll be forced to keep your word or risk losing your power to the one you made the promise to

Government target (600 CP): huh well would you look at that apparently the government knows about your secret jumper, and not only that, they are eager to get their hands on you as well as all your other dimensional powers and items. Now the government won't just send an army after you, instead they'll send trained operatives to discover your secrets, then they'll try to capture you. Hope you don't mind sleeping with one eye open.

Tracked (600/800 CP) well this isn't good, apparently prince phobos has caught wind of your existence in the infinite dimensions and he has sent the tracker after you! For **800 CP** the tracker has been enchanted by phobos with a spell that will increase the trackers power in scale to you. If you can toss houses over your back, expect the tracker to be able to toss mansions.

Grounded (800 CP): did...did your benefactor just ground you? In other words you can't use any of your out of jump perks or powers. Nuff said just be grateful you don't have to do the dishes

Altamere (800/1000 CP): okay this is a little freaky you have an altamere! And if you don't know what that is, it's basically a clone with all your memories and skills, but also your powers! Now luckily for you this altamere only has your in jump powers, but they are still coming for you and they will stop at nothing until they have killed you and taken your place as the jumper! But for 1000 CP they now have all your out of jump powers too making them just as strong as you are!

Veil (1200 CP): this is shocking though in fairness not completely unwarranted. The council of Kandrakar have deemed the items as well as your companions to be a danger to the infinite dimensions! So they have erected a veil around the dimension in which your warehouse resides, imprisoning your companions inside as well. This drawback means no outside of jump items or companions.

Imprisoned in the seal (2000 CP): well this is odd to say the least, you have been imprisoned in the seal of Nerissa...about two years before it was even made. Oh well looks like you better get comfortable because you're not going anywhere, at least not on your own. And I would suggest leaving because if you're still in the seal when your time runs out it will result in a chain failure. It's not entirely hopeless though you may be able to escape...if you find harmony.

Scenarios

Friend from Fadden Hills

Requires taking Will for love interest and Comics? toggle

Okay so this is a neat thing apparently you already know Will from your old school in Fadden hills, you two were actually friends but now something different. Will doesn't trust you, in fact she's downright hostile towards you when you first arrive. Why you may ask? Because apparently she read her other friends' minds and found out they didn't really like her, and were being mean about her behind her back. Since they were also your friends she thinks you must feel the same which is why she can't believe she used to have a crush on you. Now your goal is to not only repair your broken friendship but also rekindle that crush and spark a relationship between you two. This won't be easy as even getting to have a polite conversation with her is a near impossibility, with W.I.T.C.H. running interference, and her hostility but if you can work past that and form a relationship your rewards will be great.

Rewards

First for completing this scenario you will gain two unique perks.

The will to love: love lost is a terrible thing, a love never had is far worse. With this perk no matter the situation between you, no matter what circumstances you may have, you and whoever will be willing to try to make your relationship work. You two (or more) could be on opposite sides of the planet, fighting on opposite sides of the same war, and you'd be able to leave that all behind for a night out at a restaurant. **This perk does not make it so a relationship will work it only makes it so that circumstance won't be what ends it.**

Bonds reformed: nothing is ever truly gone, and your bonds are never truly broken. With this Perk any relationship be it friendly, fraternal, even confrontational are not beyond your ability to repair, or even reform into something different. You can unite warring nations, reignite lost love, rebuild the bridge of lost friendship all by dedicating yourself to helping and

solving what went wrong. Once you find that fixing everything up will be child's play.

Merchant between dimensions

Oh what's this? You're going into business with Blunk? Okay i guess if you can stand the smell you'll survive. By taking this scenario you will help Blunk not only sell his wares but help him establish a permanent place of business where he can operate out of. There is no time limit but you need to accomplish this before the jump ends.

Rewards

Bartering: you ever notice how blunk is never actually used or is given any form of currency? Well now you don't need to use money either, with this perk you now have the ability to barter a dirty old shoe for say a magical amulet. Don't worry it doesn't only work with shoes you can barter anything for something of equal or lesser size. So if you have a beet up old chevy take it to a dealer and barter for a corvette!

Good trade!: you are a respectable businessman! And that rusty old hammer I sold you is perfectly good and usable! You see with this perk you have a supernatural ability for convincing people that what they're getting in exchange for what you got is actually better.

Angel of Hate

Recommend Flower child perk

Uh-oh you're in trouble. By taking this scenario you've been infected by the spirit of the knight of destruction Shagon the hate. You start the jump still in control of yourself but you'll soon find that slipping away the more time passes, soon you'll be losing time. Now what are you to do? You need to confront Shagon in the center of your mind, there's only one problem. Shagon needs to have fully overwhelmed you before you can face him. Don't worry, Shagon overtaking your body won't end in a chain failure even if you do stay that way for the rest of the jump. But if you do succeed you will gain some powerful abilities.

Rewards

First for defeating your inner demon of Shagon you will gain the following unique perks

Fed by hatred: Hatred is more than an emotion for you, it's a power source. With this perk you gain the ability to draw power from the hatred of those around you. How much stronger you become is dependent on the person who hates you; you can gain equal to one tenth the strength of the person who hates you even if the hate is more like mild irritation, but if they really do full on hate you, you could gain strength equal to at least half of their own power.

Drive the ladies crazy: yeah you do though maybe not in the way you wanted. You see with this perk you gain the ability to discover exactly what to say to push someone's buttons, and when i say push someone's buttons i mean they'll be cursing your name by the end of the first sentence you share if you use this perk correctly.

Finally you also gain the ability to use Shagon as an alt form that increases the power of Fed by hatred.

Romancing the W.I.T.C.H.

Requires taking all of W.I.T.C.H. as Love interests

Well well well look at that you decided to take the harem route. Hey I'm not judging but I've got little idea on how you're going to accomplish this on sheer charisma alone if you don't have a social perk but if you do succeed you will gain this reward.

Rewards

Love in five parts: love isn't a finite thing, it's infinite and boy did you prove that with these lovely ladies. With this perk you have the ability to bring out the love in people. Someone who has no love for anything in their heart will find themselves with a longing for a loved one. Someone who thought they only had enough room in their heart for one person will find that there is love enough for at least five others. Your love is infectious, and perfect for building a harem. Just saying!!!



C.H.Y.K.N.

Well look at this by taking this scenario apparently you've somehow been sent back in time at the start of your jump don't worry you arrived about 50 years before the proper start of your jump where instead of W.I.T.C.H. as the guardians it's their predecessors C.H.Y.K.N.. Now this generation of guardians have only been at it for around a few weeks or so, meaning that they can still be saved and kept on the right path. To do this you will have to grow close to the group of guardians, not only to complete this scenario but for their own good as well. Now to save C.H.Y.K.N. you will need to not only keep Narissa from killing Cassidy, but keep Narissa from ever being corrupted by the heart of Kandrakar in the first place.

Rewards

First and foremost for completing this scenario you will gain all of C.H.Y.K.N. as companions from their younger years, complete with powers and heart of Kandrakar.

The second reward to be gained from this scenario is you gain the option to take any one or all of C.H.Y.K.N. as love interests for this jump

Finally you get this special perk

Incorruptible: Absolute power and all that, but for some reason you seem to be the exception. No matter what it is, magical gemstone, world conquering power, hell even the ability to teleport down the street. You don't feel the temptation to use these for personal gain, but that's not all you are now also rendered completely immune to outside control or influences. Also you have a similar effect to those around you, not sure whether that friend of yours is going to go to the dark side? Have a conversation with them, they just might dissuade your fears of that happening.

Ending

Guardian of your home dimension: well i guess you must have had your fill of adventuring haven't you? Time to head home and guard your own world for a change.

Guardian of the veil: I guess you are aren't you? You're staying here to continue the work you started.

Guardian of infinite dimensions: now i guess it's time for you to continue onward into the infinite dimensions.

Notes/References

Ok this is basically me explaining the hidden jokes and references i put in the doc as well as clarifications for some of the perks and items.

1. Special thanks to the Fool who helped me with corrections in spelling and grammar.
2. Ok first up for the references is the flower child perk, this is because in the comics Caleb was actually a flower person created by phobos who rebelled and joined the guardians.
3. Yes Irma is latina, Will is also theorized to be middle eastern.
4. For Regency you could give someone the perk BOOKS!!! But you would not be able to give out that same perk twice unless you retrieved the first duplicate.
5. I don't care that I'm showing favoritism to Will. She is my second favorite character and also the best girl.
6. If you absorb enough power with the seal of jumper recharge times can become as low as a minute, just keep that in mind.
7. The veil is basically a magic barrier that is boosted by magic in the area. If your in a setting with low or no magic your veil will be weaker than normal, in a setting like DC with a lot of magic in general you could hold superman with ease, but in a magic hotspot i think superboy prime would struggle to break out.
8. The Shagon morph basically doubles the power of fed by hatred.