

The Darkest Tome

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Introduction

A Foreword

The **Darkest Tome** is a Celestial-Forge-style collection of Jumpchain perks, items, and rules, intended to be used as a checklist or source of randomised benefits for a BCF-style story. Unlike the Forge, the Tome seeks to collect not crafting aids, but much darker tools - those that allow the reader to summon lurking horrors and bestow cursed power upon them.

Put simply, the Tome is intended to be a collection of rites and rituals granting access to various summoning systems, along with peripheral perks and items that support that core function - stuff like buffs for summons, or ways to prevent them turning on the summoner. A character equipped with the Tome should, in theory, end up one of the strongest characters in a setting; not necessarily by way of personal might or equipment, but by way of the entities they can bring to bear against a problem.

The Tome is divided into Chapters; each Chapter is focused on a role that assists the overall purpose of the Tome. These are, in order:

Rites and Rituals, which grants access to summoning systems.

Surgery of the Self, which contains methods to create servants from yourself instead of by summoning that are still thematically appropriate for the Tome, and other general summoning options that are not done via rite.

Infernal Boons, which offers options to buff and enhance summoned entities.

Protective Techniques, which supplies ways to protect a summoner from their servants and rituals, including methods to control and bind, or to counteract corruption.

Dark Secrets, which provides relevant personal abilities that don't fit into other Chapters but are still thematically appropriate for the Tome.

Wells of Power, which includes sources of knowledge, mana, and reagents.

How an author goes about using the Tome is, of course, up to them, but there will be some suggestions in the next section.

On Leveraging the Tome

Tips for Authors

So the Tome is, as should be clear by now, a morally-questionable ‘mildly’ evil summoning equivalent to the Celestial Forge. A character wielding the Tome is going to have to make some hard decisions on what they use and how they use it, given that a lot of the things available are demonic or similarly dark in nature.

For those unfamiliar with the Celestial Forge’s use in rolled stories, the way it was used in the story that spawned the genre (*Brockton’s Celestial Forge*) was, essentially, that for every X words of story the character gains Y choice points and a random option from the Forge (or, in this case, Tome) is rolled. If the current total number of points available is enough to purchase that option, the character gets it - otherwise, nothing happens and the points are banked for the next roll. This document is intended to be used the same way, though the specifics should be tweaked to your preference (the original numbers were 100CP per thousand words, but some people might prefer a faster or slower gain, or to change the rate over time, such as by extending the time between rolls to slow down unlocks later on).

The form the Tome takes is determined by the author’s choice in the *The Darkest Tome* option at the end of this section. If the options presented there aren’t to your taste, feel free to make up something different.

The Tome is not so generous as to offer something like a Warehouse, Personal Reality, or Workshop outright (and certainly not freely), so its wielder will need to prepare suitable spaces to work and store their accursed reagents and such somewhere. This leaves the location of respawning items - and the destination of items generated by the Tome - up to the author, but the Tome will offer a solution of its own, the *Darkhold* item at the end of this section. *Darkhold* allows for a way to avoid random manifestations of material without trivialising the problem of where to store your ritual sacrifices.

In a similar vein, how to approach the problem of certain summoning systems requiring an intrinsic, low level investment of power to start is another thing the author should determine. The Tome offers its own solution at the end of this section in the form of the *Tapping the Tome* perk, which grants a small spark of magic with which to begin.

Speaking of which, some authors may prefer their wielders to have to work for their magical power and reagents. I might suggest cutting the **Wells of Power** Chapter if that’s your way of thinking - that way, the character is forced to get reagents the old fashioned way, and acquire power directly from the entities they’re summoning. A similar line of thinking might encourage you to cut **Protective Techniques** too, if you want a hardcore experience and want your character to need to really *work* to avoid being, I don’t know, possessed by their summons or whatever.

Something else to consider is the structure of the Tome’s Chapters. Unlike the Forge, for which every Constellation provides something that *can* be immediately useful (eg. rolling Magitech vs. rolling Quality), when rolling on the Tome not all Chapters are in fact useful.

This is primarily something to keep in mind in the early stages of a story - rolling one of the various blood supplies from **Wells of Power** as your first item would largely be useless. Consider weighting your rolls towards **Rites and Rituals** (and possibly **Surgery of the Self** or **Dark Secrets**) early on, or at least until the character has something useful to start on. Alternatively, it may be worth pre-rolling something from one of those Chapters before the story starts.

The one thing the Tome will *never* provide are *allies*. No perks or items offered will give you true friends or supporters; the closest you will receive are summons (from **Rites and Rituals**, and therefore probably demonic in nature) and splits (from **Surgery of the Self**, and therefore largely extensions of yourself).

For the rare perk or item that offers a discount on another perk or item, their listed price will not be discounted. It is up to the author to decide whether they would apply and how, if so (for example, if one perk in a bundle discounts another, and the former is more expensive than the latter, then the discount might only be applied if you roll the bundle with enough points to purchase both anyway).

What exactly is *written* in the Tome is, as usual, up to the author. The pages restored to the book when a new perk or item is rolled *could* be the descriptions, copied and pasted in directly, but that's straightforward and potentially unsuitable to narratives that aren't including other elements of Jumpchain - it is therefore suggested that each come with a description analogous to the Jumpchain description, but suited to whatever story is being told.

The Darkest Tome [Free] (The Darkest Tome)

This can optionally be taken as a perk or item, determining what form the Tome takes for its wielder.

If this is taken as a perk, the Tome exists in much the same form as the Celestial Forge; a sort of mental index that is accessed in the wielder's mind's eye. The Tome itself exists in some dark and distant place, inaccessible to all but the wielder. They can flick through its pages at will with but a thought.

If this is taken as an item, the Tome instead exists in much the same form as the Jumpchain Warehouse Key; a physical book kept on the wielder's person, indestructible and very difficult to lose. If it *is*, somehow, lost, it will find its way back to the wielder within a few minutes.

Regardless of what form the Tome takes, when it first manifests it will only contain pages with Chapter headings and, optionally, a foreword section containing the Tome-specific perks/items (ie. *The Darkest Tome*, *Tapping the Tome*, and *Darkhold*) that the author has chosen to use. Its visual appearance is up to the author, but my suggestion would be a collection of worn yellow pages bound in a cover of roiling shadow. Text and illustrations are all in black ink, except where colour is relevant (such as for diagrams).

Tapping the Tome [Free, Optional] (The Darkest Tome)

To facilitate summoning systems that require some level of magical potential or mana investment to function, the Tome will allow its wielder to draw a trickle of magical power from it. This provides a small pool of generic magical power that can function with any given

magic system (able to be substituted for mana, prana, personal power, etc.). It is very modest in output, but sufficient to get the Tome's wielder started - greater power sources await.

Any new perks or items the wielder gains that expand mana pools or grant magical potential may instead expand this generic pool's output by an appropriate amount.

Darkhold [Free, Optional] (The Darkest Tome)

In order to avoid manifesting difficult-to-explain items at its wielder at inopportune times, the Tome will allow its wielder to access the *Darkhold*, a buffer space connected in some way to the Tome intrinsically.

Any items that the Tome provides will be generated within this space, and any items that respawn will do so into this space. Once an appropriate physical location is available (such as one of the various libraries in **Wells of Power**), items will spawn/respawn there instead.

Items stored in the Darkhold can be extracted at any time by the wielder reaching into what is, to an outside observer, thin air. Once an item is extracted from the Darkhold it cannot be returned (except by respawning there). Items stored in the Darkhold are treated as existing in a form of stasis until they are extracted, and will not experience the normal passage of time for the duration; reagents won't expire, for example.

Rites and Rituals

Mechanisms by which to Summon Servants [9300CP] (22 Purchases)

Water the Earth [200CP] (Gemcraft: Chasing Shadows)

By scattering drops of your blood upon the earth and investing your mana you may give rise to monstrous servants. You may command them as you see fit across any distance, see through their eyes, and treat them as you wish for they are not truly alive. You are only limited by your levels of health and mana and the processing constraints of your mind.

For the moment you may give rise to Swarmlings, Reavers, and Giants, but in the future who knows what you could create. Do be mindful though that the stronger the creature the greater its cost, and some will demand more than blood and mana. After their creation you may also invest mana in monsters you have created to increase their power, but as with gems the cost quickly becomes prohibitive. Monsters you create will not resist your commands, but they are not strictly loyal as they do not have much of a mind of their own. Should your control over them falter they will likely revert to a primal state. If you learn to create more intelligent monsters they will likely follow you as long as you remain stronger than them, but what they would do when not under your control will be hard to predict.

Ritualist [300CP] (Dishonoured 2)

Even should you lack a Mark, you have more than sufficient ability to conduct the various occult rituals known in these lands. By setting up the correct circumstances and following the proscribed rites, you may contact the spirits of the dead through séances, bind gravehounds to dog skulls, craft wicked bonecharms from the bones of dead sailors or Leviathans, and even, if the conditions are right, bring forth a soul trapped in the Void to the land of the living once again. The difficult part, of course, is getting the right conditions, the right reagents, and the necessary components in order to make these rituals work – the opportunity to bring back a soul might come only once every few of years, and even the smallest deviances can have...catastrophic consequences.

You, Me, and My Friends [400CP] (Bayonetta)

Why fight by yourself when you can summon some other entity to do the work for you? That's what you made a pact for, right? By channeling your medium, you gain the ability to summon and bind supernatural allies in order to fight with you (or for you), thus changing the battlefield. Lumen Sages can summon lesser Angels while Umbra Witches can summon lesser Demons. All others summon specter-like Wraiths, but they are no less bloodthirsty than the other denizens. Just be sure you have the power to control them, for they may not enjoy being the patsy of another.

I Command Thee [400CP] (Constantine)

Well, not always. You can also charm, or request, or ‘request’ them. But you have a considerable, massive skill and talent for all magic involving the summoning, binding and commanding of angels, demons and other spirits. You know the right words to summon

them, the tricks they're likely to pull and also how to make them do what you want. You know the signs and marks that can compel them, and probably have them on you either in the form of tattoos or something else that helps you achieve the same effect.

While this won't help you survive if you call up something you can't put down, such as compelling a massively powerful archangel to reveal themselves against their will, you still can do it, and it's only with the Big Names that this screws you over. In normal cases, against lesser spirits or demons you find that they tend to be rather unbelievably obedient, almost always obeying you to the spirit and letter with very little effort.

Finally, this also helps you in manipulating these beings though simpler ways. You have an almost instinctive understanding into the minds of beings like this, knowing just what to say and do to influence and talk them into and/or out of pretty much anything. You can bluff and lie like no other, trick an age old demon into believing you'd send him to heaven, or similar tricks. Seriously, you could screw over the Devil himself without even knowing it at the time.

Necrotelicomnicon [400CP] (Discworld)

The Necrotelicomnicon, or Liber Paginarum Fulvarum, is one of the great Grimoires of the Disc. Written by Achmed the I Just Get These Headaches, it is a mystical tome of great arcane power, able to liquefy the brains of an unprepared reader. For the prepared reader (or one who can somehow survive their brains dribbling out their ears) it is an artefact of great power. It provides the necessary spells, rituals, and protocols to contact or summon gods, demons, the dead, and other supernatural entities, even ones banished to the Dungeon Dimensions, constantly keeping updated with the various states of gods and other beings. While it doesn't put them under the summoner's control, the ability to talk to the gods and force them to at least hear you is a powerful (and dangerous) tool.

Sympathetic Binding [400CP] (Gemcraft: Frostborn Wrath)

Simply put: this is a cheap way of summoning demons and binding them to your power, allowing you to extract energy or work from them. Demons are infinite in number, and are summoned from Beyond, so there is no risk of running out, and no penalty for their death. The price is easy; a drop of blood and an investment of mana. The more mana you contribute, the stronger the resulting pseudo-soul of the demon. Since the soul-like structure of the demon is tied directly to their body, it also increases their physical resilience, with no real upper limit.

At the time of summoning, you can bind them with a simple command, and they will try to complete the given objective, albeit with extremely limited intelligence. With advanced techniques, you can also provide more direct control, but that requires an ongoing effort, as well as the specialized training necessary to avoid damage from the corrosive mind of the demon.

A word of warning, while simple demons are dumb regardless of their strength, that is not the case for every type of demon. Simple swarmlings, reavers, and giants all lack the critical thinking necessary to rebel against your control, but if you try to get creative and summon anything more sophisticated, you may end up with a powerful enemy that resents your chains, and may very well possess the creativity to get loose from them. The greatest threat that the world faces was one such demon, once upon a time.

Eye to Behold | Eldritch Teachings [500CP] (Bloodborne)

Eye to Behold [200CP] (Bloodborne)

"The cadaver, so reminiscent of the living in all but spirit. Does flesh, regardless of life, not split under sharpened knife? Does blood not flow even if curdled? It seems so easy to imagine a time when the dead may rise if they can only think to do so. In our dreams, perhaps?

You have much greater skill with dissecting, pulling apart, studying, preserving, and stitching corpses back together. It matters little whether it's of an otherworldly nature or not, a corpse is a corpse, even if it still writhes. Perhaps you had a past as a mortician, but they usually look well when you're done too.

More curious, you have a knack for 'Making Contact' with otherworldly minds, consciousness with no form, and guiding them to the cold bodies you've been tampering with. Though it may be far easier in the dreaming lands, the fact remains, you may make the dream of the living dead a reality."

Eldritch Teachings [300CP] (Bloodborne)

"It could be said that magic does not exist within this world in any true capacity. Those who believe in mysticism are simply tampering with forces they have no understanding of. Yet, there are discoveries of rituals and methods that certainly resemble the arcane.

As with the witches of Hemwick, you may sacrifice harvested eyes to summon Stalkers, almost demonic beings armed with hand scythes, difficult to perceive by layman^[sic]. This is no specific skill, but the start of your abilities relating to human sacrifice and summoning of abominable wills.

All manner of rituals writhe in your mind, though they all share the same themes. You must sacrifice parts of a thinking being, and the manner in which it was taken, and in which it was sacrificed, causes the lingering consciousness tied to the sacrifice to create a new form for itself.

Harvested eyes create a being that carries the implement used to take them, and goes unseen. Numerous innocents boiled alive could create an animate slurry of limbs moving as one. A great and abhorrent enough sacrifice may even birth something greater, such as the One Reborn."

Preparation of Rites | Book of Life [500CP] (Duel Monsters - The Shadow Realm)

Preparation of Rites [100CP] (Duel Monsters - The Shadow Realm)

The rites to awaken the Ritual Monsters are hidden away, and there are so many incorrect or incomplete variants it can be a dangerous field to study without putting yourself at risk. However, you've managed to get the footwork out of the way: You have a number of accurate rituals and methods of both contact and appeasing Ritual Monsters, allowing you to get your foot in the door. Your summoning skill with similar entities is also greater, though you'll have to do the research in other worlds yourself.

Book of Life [400CP] (Duel Monsters - The Shadow Realm)

Part of a set of 3 Spellbooks, this book penned by the Heretic Gravekeeper teaches a set of spells that allow you to raise and bind spirits as undead, both skeletal and ghostly. You start off being able to raise Skull Servants with relative ease, and can expand to call upon all sorts of zombie and vampiric creatures as allies with time...

Demon Summoning Handbook [600CP] (Fate Zero)

This small handbook is a lot more valuable than it might immediately appear to be. Wrapped in human skin, and rather smelly because of it, this book describes a wide variety of summoning rituals and the methods and components needed to perform them. From various imps, ghouls and familiars, to the details for the Servant summoning ritual for sue^[sic] during a Grail War, to even theoretical research on how to summon a True Demon, though there are no details on binding or control methods in this book. It will update in future jumps to detail new summoning rituals. This can be imported into.

Dark Magic [600CP] (Hellboy (Cinematic))

Through profane spells and dread rituals your power has increased to the pinnacle of what most occultists could only dream of, or fear in their darkest nightmares. In addition to your greatly increased ritual powers (which include such spells as to revive and summon demons, or even to cause two more to arise when one is slain) you can step into the shadows to travel many miles in an instant, invoke horrible nightmares in the sleeping and even literally suck the life out of someone. Your dark life force is even more responsive to calls from beyond the grave, and you can be resurrected once per Jump- and not only will being revived in this way restore you to life, but your dark powers will grow in strength afterwards; each trip beyond the veil bringing more and more power with you each time.

Keeper of the Dead [600CP] (The Mummy Trilogy)

Magic is real, and with it comes the potential for great and terrible things. Naturally, the revival of the dead is one of them- one that might become quire^[sic] familiar to you, if it isn't already. You know the rites and rituals required to turn others into mummies, both in ways that let them retain their humanity and one that leaves them as little more than mindless husks. This is quite the complicated process naturally. In addition, non-sapient undead are easier for you to sway, so long as they don't already have a master- mindless ones will easily fall under your control, while smarter ones will give you a wide berth and won't dare to attack you.

SUMMON DAEDRA | BIND DAEDRIC PRINCE [700CP] (ELDER SCROLLS DAEDRA)

SUMMON DAEDRA [100CP] (ELDER SCROLLS DAEDRA)

This is the purpose of conjuration, not the mere binding of corpses but the calling of being of power to your world, like so many before you (and many after as well) you have chosen to walk the path of Daedra summoning. You are capable of bringing any lesser or greater Daedra to your world as well as the popular Atronachs but be careful more summoners are killed by their own would be servants than anything else.

BIND DAEDRIC PRINCE [600CP] (ELDER SCROLLS DAEDRA)

And then we get into the really dangerous stuff, you jumper have surpassed all Daedra summoners before you by learning to both summon a Daedric prince to you and bind them to your service, this can only be used on one prince at a time and if freed they will stop at nothing to kill you for the insult, but there is something to be said about having a being of theoretically infinite power in your service.

Magical Specialisation: Diabolist | Magical Specialisation: Valkyrie [800CP] (Pact)

Magical Specialisation: Diabolist [400CP] (Pact)

Someone who works alongside demons is known as a diabolist. Due to the destructive nature of demons, it is a very risky type of magic to use, and causes a great loss of karma, often into the negatives. Those that summon and utilise demons for their power, are looked down upon by almost everyone else in the world. Though the animus towards diabolists may seem like a prejudice, it is arguably deserved. However, the few that are successful will find great potential waiting for them in the capabilities of demons. Their powers are varied, but almost always more powerful than those of other Others. Demons can be hard to defeat, and equally hard to bind, so only the brave and un-fearing turn their head in this direction.

Magical Specialisation: Valkyrie [400CP] (Pact)

A Valkyrie is the term used to describe a practitioner that commands the souls of the dead. They call upon ghosts and wraiths, to rally behind them, forming an army as they march on. These ghosts will have an effect on the people they near, related to their manner of death. An old man who passed from a heart attack, may cause weak hearts to stop. A woman claimed by frost, may freeze those she touches. A Valkyrie will need to take note of significant nearby deaths, so that what is left behind can be called upon. They may also find trouble commanding lots of ghosts at once, and so would gain from having a related implement to guide them with.

(Editor's Note: Though these are the sole two *Magical Specialisation* options available in the source doc relevant to the Tome, those familiar with Pact may wish to consider expanding the list with something like *Magical Specialisation: Scourge*, or other appropriate specialisation)

Summoning and Binding | Necronomicon [1400CP] (Lovecraft)

Summoning and Binding [600CP] (Lovecraft)

You are trained in arcane rituals that will allow you to summon creatures from beyond the mortal ken and bind them to your will. Summon a Flying Polyp and send it to massacre your enemies or summon a spirit to tell you the secrets it took to the grave. Faster and easier than building them yourself, this option will also let you summon creatures far more powerful than simple Shoggoths. Your bindings will protect you from all but the most deadly monsters/ Try not to call up that which you cannot put down.

Necronomicon [800CP] (Lovecraft)

The accursed book of the dead. This hideous tome, bound in the flesh of some ancient scholar, contains all of Abdul Alhazred's forbidden knowledge, including much that was lost to time. Inside are instructions to cast spells that can ensnare minds, afflict illness, and (imperfectly) resurrect the dead. The magic it teaches you is powered by the book itself and will not function if you are not directly holding it. It also contains an account of the Old Ones, their history, and the means for summoning them. Comes with the original Arabic version as well as the Greek and English translations. This version, unlike the kind you would find in universe^[sic], will not erode your mind or corrupt you in any way.

The Potential | Demonologist | Demonic Lineage: Devil [1500CP] (Devil May Cry)

The Potential [100CP] (Devil May Cry)

"You're a wizard, Jumper." Chyeah, just like that, you can now use magic. Neat, right? Well, there's a bit more to this than there seems to be. You see, most humans can't naturally use magic. It's just... not in their making. Sure, you've got the odd psychics and magicians and other special cases running around, but they're the exception, not the rule. In short, you gotta be born with it.

You just happen to be one of the lucky few. Maybe your family has a long history in the business, or maybe one of your great-grand-somethings was an Oni. Hell, maybe you're just a fortunate anomaly. Whatever the reason is, you've got what it takes to magic the place up a little. As of now, you've only got the barest of basics of conjuring up some arcane energy, but through time and practice, you'll eventually be able to pull off all sorts of bizarre magic nonsense.

Demonologist [600CP] (Devil May Cry)

So, in case you're feeling like being cartoonishly evil, here's a little something for ya. You are now a demon summoner. Yep. Uh-huh. That's correct. You can do exactly what the above statement describes. If you manage to form a pact with a demon, you'll be able to summon and use them as you desire.

Keep in mind, however, that demons generally tend to be pretty damn rowdy, and they sure as hell don't like being pushed around. So if you get too bossy with your tropical friends, don't be surprised if you suddenly find them wanting to renegotiate their contracts.

Capstone Boosted: Or maybe you don't want to mess about with contracts? Maybe you just wanna skip ahead to the part where the demons work for you? Well, now you can.

Thanks to the sheer strength of your demonic heritage, if you manage to defeat a demon, you can try to impose your will over it and completely subjugate it, essentially turning it into a slave with no choice but to obey.

Naturally, there isn't a single demon alive who's gonna be cool with this, so be prepared to meet a lot of resistance when attempting this, specially^[sic] when concerning the stronger types of demons. Any and all demons you subjugate will be available to be summoned later on to any other world you may visit. Since they have to obey your commands, you won't have to worry about them going rogue, but don't act surprised if they start giving you lip.

Demonic Lineage: Devil [800CP] (Devil May Cry)

Rather than a specific species of demons, "Devil" is a catch-all term for the big guys, the movers and shakers of the Demon World. I'm talking about the likes of Sparda, Argosax and Mundus. By sharing their lineage, you're a step above the vast majority of demonkind.

Superior physical ability, powerful innate magic, the works. But, more than anything, this lineage will improve what you already are. Good will become great. Evil will become worse. Make sure to use the power of your bloodline responsibly, alright, Jumper?

(Editor's Note: *Demonic Lineage: Devil* is the Jump's Capstone Booster)

Surgery of the Self

Mechanisms by which to Divide Oneself [3300CP] (7 Purchases)

Shadows [400CP] (Gemcraft: Frostborn Wrath)

An innate ability of Wizard Hunters, it allows you to spawn a single use shadow about once per minute. This shadow bears a shadowy copy of your soul, and retains your abilities and perks. You can direct the shadow to make a single attack against a target within your line of sight at the time of creation, and they will proceed to do so to the best of their ability. Shadows are insubstantial until the exact moment of their attack, and can pass through nearly every type of defence. Any passive defense is worthless, and even most types of active defences aren't able to do much. A Shadow created by this ability cannot be used to damage you, even indirectly or through mirroring.

Ritual Foregone [600CP] (Duel Monsters - The Shadow Realm)

The ritual arts may be well and good, but if you're far from a ground where you are capable of performing them or even in the midst of battle, they may fall flat...However, you have one ace up your sleeve. You've made a pact with a Ritual Monster (which can be decided now or changed later) that states if you would fall into a state of near death, the beast would be summoned into the world on your behalf and defend your very life. Whether it succeeds or not is not given, but it will try, and it will ignore summoning costs and rites entirely when it's called out by this.

Parahuman: Thanatos [600CP] (Worm)

At will you are capable of conjuring up a phantom whose appearance and nature seem to be influenced by your personality. This phantom is capable of being intangible, and begins with peak human physical capabilities. Anytime it kills a living being, it assimilates properties of that being to improve itself. Even adding new capabilities and shifting its form. Normal people typically only gain skill and small increases in physical abilities, while parahumans and those with unique powers or abilities will see those abilities integrated into the phantom. Killing a pyrokinetic would result in your phantom shifting into a more demonic or draconic appearance, and granting it the ability to conjure and manipulate flame for example. At all times you sense what your phantom does, including its mental processes, and control it as easily as you control your own body. Improvements are permanent and remain even if you dismiss it. Your phantom's range begins at around four city blocks away from you, and will increase with time. Note that the upgrades it receives aren't necessarily a one for one copying of the target's power (although that is also possible), simply an integration of aspects of it that improve the phantom. These upgrades are always good, but killing a god isn't going to make it a god, although a massive upgrade related to that god's domain would be perfectly viable.

Motes/Imps | Brood Mother [700CP] (Pact)

Motes/Imps [300CP] (Pact)

By sacrificing a great deal of energy, you can create a creature known as a 'mote'. A mote is the offspring of a Demon, with similar powers to their progenitor. The mote you create will start off fairly weak, with a few of your abilities, and limited usage of them. However, it will grow over the years through the destruction and chaos it brings upon the world. With enough chaos caused, over hundreds of years it will grow to the same level of power you had when spawning it. Optionally, you can make it so that if your energy is stolen, for example a creature drains your essence to store in a jar, that stolen energy will form a mote, and attempt to slaughter the thief. Your motes will be loyal to you, unless you bring harm to them.

Brood Mother [400CP] (Pact)

You do not work alone, instead calling upon minions to fight for you. Whether the creatures are your own offspring, creations, or called upon is up to you. Some may sing a song, that attracts lesser animals to work for them. Another may lay eggs from their own body, that hatch into vipers, or skittering insects. Some may tap the mud, forming from it creatures to serve.

You're Casting Shadows | I'm Casting Doubt [1000CP] (Gemcraft: Chasing Shadows)

You're Casting Shadows [400CP] (Gemcraft: Chasing Shadows)

During some particularly dangerous and lucky field research you were able to spy on a Shadow, and now after lengthy experimentation are able to create your own. Though Shadows appear as large black apparitions they are the most powerful monsters in this world. Their many abilities include: a massive pool of health, greatly increased speed, short range teleportation, minor independent intelligence and will, casting projectiles that can damage gems, towers, walls, etc, their armor rating increases constantly during battle, they can communicate telepathically with their creator across any distance, they can condense into a tiny and near invulnerable sphere to heal rapidly, and they can Mark, Twist, and Possess monsters you control should you have that ability. Additionally they are partially immune to any status effects that hinder their ability to act ie. slows, staggers, and even a complete time stop can only limit their speed by 50%. Such quality demands great cost however, and as such creating a Shadow permanently reduces your mana pool by the amount used in their creation.

I'm Casting Doubt [600CP] (Gemcraft: Chasing Shadows)

A dark ability this. You may now project a shadowy incorporeal avatar of your current form that you may control across any distance as well as see and speak through, but you are unable to physically interact with the world. No matter what it will always be subtly wrong in appearance. For example the avatar of the Forgotten is skeletal, strangely jointed, and occasionally has dark tendrils wound around it. You may however cast magic through your avatar, but with a twist. You magics^[sic] will strike directly at the mind of your targets having no effect on the environment. Monsters you create through your avatar will be illusory and unable to affect the environment, but should they attack a living being they do as much damage as if they were fully real. This also effects^[sic] out of setting magic, and for an example you could cleanse an entire city with great storms of fire without damaging the infrastructure. What point is there in conquering if there is nothing left to rule over after all?

Infernal Boons

Mechanisms by which to Strengthen Servants [5300CP] (18 Purchases)

Innate Talent: Enhanced Summoning | Specific Specialisation: Summoning [400CP] (Overlord (The Series))

Innate Talent: Enhanced Summoning [200CP] (Overlord (The Series))

You possess the good fortune to have an Innate Talent. Innate Talents are abilities that people are born with, and usually only one in two hundred people will actually have one. They can run the gamut of all sorts of things, though there is no certainty people will be born with an ability they will actually be able to make use of. For example someone born with an innate talent for learning magic doesn't actually help them find a magic teacher, and thus some innate talents may go to waste. Thankfully for you you can choose what Innate Talent you have from the following list. You possess the unheard of ability to have more than one Innate Talent, assuming you purchase more than one.

Enhanced Summoning - All summoned creatures you call forth will be 50% more powerful, stick around for 50% longer if the summon is duration based, and will cost 50% less magic to actually summon. Only works on creatures you summon with magic, creatures you create with magic don't count. [Discounted with Summoning Specialty](#).

Specific Specialisation: Summoning [200CP] (Overlord (The Series))

You can purchase this perk more than once, each time you do so you can specialize in a specific branch or theme of magic. You will then be capable of spells of greater potency, scope, power, or so forth within that specific theme. The spells and magics you learn via these choices will always be superior than the ones you could learn without them, often being cheaper to cast, more powerful, larger in scope, or so forth. Taking a specialization doesn't make you worse at things outside of your specialization, it just makes you better at the things you specialize in.

Summoning - You are really good at summoning magics. Creatures you call up are more powerful, longer lasting, and often tend to have special abilities they wouldn't otherwise have. Maybe you called up frost wolves that have a chill aura rather than regular wolves, or maybe that fire elemental you called up can spawn more of itself that will then also fall under your control. This explicitly works with summoning magic you know even outside of this jump, granting your summoned creatures extra strength and abilities thematic with their nature. If you were to purchase this alongside the Augmented Summoning innate talent your magical summons would be fearsome indeed. Why bother dealing with something yourself when you could send a disposable minion to do it for you? The perfect ability for masterminds (or the lazy). Summons made via the Ranked Magic system are perfectly loyal to you unto death, and you'll find that with this that loyalty applies even to summons via other magic systems. Creatures and beings of godlike power, however, may be able to resist the enforced loyalty clause. Summon Mab or Cthulhu at your own risk. Additionally most summons are temporary, and the enforced loyalty is only in effect while they are serving as your summon. Keep in mind when using summons from other jumps that some summoned creatures have long memories, and may seek you out on their own if they feel you abused your influence over them.

Summoner [400CP] (Rise of Legends)

This is perhaps the most famous talent that the Alin are known for; almost every major figure of the Alin has some summoning skills through their magic. You've embraced this oldest of traditions, and your skill at wielding this power is extraordinary indeed. Any abilities you use to summon magical beasts or elementals will be twice as effective, with the specific advantages chosen by you at the time of use. The most straight-forward advantage would be to summon twice as many creatures to your side, but you could just as easily choose to strengthen your creations instead, or perhaps grant them some limited magical powers of their own.

Red Lyrium | Better Red Than Dead [800CP] (Dragon Age - Inquisition)

Red Lyrium [200CP] (Dragon Age - Inquisition)

A wooden crate packed with twenty fist-sized chunks of red lyrium. Rocks will replenish within one week of use.

Better Red Than Dead [600CP] (Dragon Age - Inquisition)

There is no substitute for raw power. Technique is but a funnel, a means to channel that power. You now possess the knowledge of how to use red lyrium to drastically increase the power of any individual. Through your arts and with the right materials warriors will become behemoths on the battlefield. Mages will wield terrible might and near limitless mana. Oh, there may be some danger of drawing too deeply on the lyrium and pushing yourself or the person enhanced too far. And the side effects of over reach may be difficult to mitigate, but the power attained will be undeniable.

One Extra Line | Demi-Servant [800CP] (Fate Zero)

One Extra Line [600CP] (Fate Zero)

The cost and strain of summoning can harshly what^[sic] and whom a Master might summon as a Servant and moving beyond the Master's limits can have disastrous effects on them over time. Now, you at least may worry less on this^[sic] limitation. When you summon something, you pay only half of the initial cost in energy to do so but when it comes to maintaining and supplying energy to an active summon, your costs are only a tenth of what they would normally be. Your summoned being still receives the full benefit of whatever mana you would normally need to give to them but it ultimately only takes a tenth of that amount from you, no matter what they gain in the end.

Capstone Boosted: Rather than going through a lengthy ritual, possibly filled with horribly rare and expensive sacrifices, requirements and components...you can just choose to not bother. What really matters, beyond will, intent and raw energy? So long as you know what you wish to summon, you may bypass any ritual, material components, chants, durations or waiting times and simply supply enough magical energy to make up for all of them former^[sic]. The harder, more complex, more expensive or more powerful, the more energy it will take, but if you can pay. And if you can gather that energy up, then you'll also bypass anything that would normally block you from summoning something specific, though this will not allow summoning things from across jumps that you would not normally be able to summon.

Demi-Servant [200CP] (Fate Zero)

Through some form of tangling of time and space, you've undergone a more perfected process to create a fusion between a modern human and a Servant, making you

either a Demi Servant if you are human or a Pseudo Servant if you are a Servant originally. A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, skills and Noble Phantasms of a Servant they are bonded with. You know and are skilled in the use of all of these abilities and items, though you might not quite know all the tricks as the original did just yet. You gain the Servant Origin in addition to your original one, though you do not gain the 100cp^[sic] for free, as well as access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies. A Pseudo Servant is much the same as a Demi Servant, a Servant is summoned into a human vessel but in this case the Servant is the one who gains control over the body with the human spirit already discarded. In effect, you gain a free origin, including discounts and freebies, and 1000CP with which to buy perks and items, though none of this extra CP can be converted into SP. You will still be summoned as a Servant by whatever Master you chose, they were the ones to prepare the vessel you now inhabit or to have someone else do it for them. An important note, is that Pseudo Servants effectively count as having living bodies, for the purposes of Magical Energy regeneration and any other effect that might care. Whichever option you have taken, the changed nature, be it Servant or Human, has magnified the powers of certain perks you could take. Any 600cp perk will gain an upgraded form for you if you take them and this perk at once, as described in the Notes section at the bottom of this jump. Taking either of the above options does not lock you out of getting a Servant or Master if you normally would, these are entirely separate from such a thing.

You may opt into only paying 200CP instead to receive only the effects of the Capstone Booster, giving up any Servant related or Master related boosts. No extra SP or CP, only the boosts to capstones.

Spells: Bolt | Spells: Beam | Spells: Barrage | Mark, Twist, Possess | Beacons of Conquest [800CP] (Gemcraft: Chasing Shadows)

Mark, Twist, Possess [200CP] (Gemcraft: Chasing Shadows)

If there is anything you can rely on it is that there will always be those who will do anything for power. You have gained the knowledge of imbuing magic effects into the very being of any willing creature through the carving of a rune and an investiture of mana. Those who you Mark gain a single attribute, those who you Twist gain two, and those who are given three abilities in this fashion are called Possessed. However, those granted abilities find themselves increasingly loyal to you, and with those Possessed being fanatic in their devotion. As always the greater your mana investment the greater the effects.

Known runes and their attributes include:

- Sanctity: A triangle within a diamond, those marked with Sanctity have increased maximum health.
- Resolution: Appearing as a kite shield slashed by two diagonal lines Resolution increases the natural armor rating of any creature.
- Risen: The rune of the Risen is a simple upward arrow and triangle that bestows a powerful regeneration effect to a creature's health.
- Swift: As you'd expect the rune Swift increases the speed of those who bear it. It appears as two right-pointing arrows.
- Martyr: This rune is a simple diamond of bold straight lines. On death a martyr releases an aoe pulse of healing energy centered on them that only affects allies.

- Disunite: One of the more complex runes. Disunite consists of three triangles over a line divided vertically by a downward arrow. Upon death the body of those who bear Disunite dissolve into swarmlings that continue to attack enemies.

- Awry: On death its bearer emits an aoe pulse that causes gems to resocket themselves. Looks like a stylized tower with a solid circle floating above the top, and is one of the few runes that could be passed off as a tattoo rather than random markings.

- Refutation: Your greatest discovery, the rune of Refutation was made by the Forgotten herself to combat the wizards of this world. Those that attempt to banish one bearing this rune must pay a vastly increased mana cost. After this jump this rune negates any instant death effect, hostile teleportation effect, or similar spatial warping/banishment of any energy level less than or equivalent to the mana used in this rune's creation. Though blocking such effects weaken the rune. Despite the refinement of its name it is simply three long and savage slashes carved into the bearer.

Spells (Gemcraft: Chasing Shadows)

Spells do not cost mana to cast and instead build up a charge over time up to a max of two held charges. Levels in wizard skills and bonuses from talisman fragments may increase charging speed, allow for extra levels of charge, or increase the effects of the spell. Spells are used differently by each origin. In order to reflect their deeper connection to magic apparitions also get any one spell for free.

(Editor's Note: Included in the Darkest Tome presuming that the ways these spells can be applied are not exclusive between origins, and merely additional ways of using them beyond the in-game gem buffs)

Spells: Bolt [Free] (Gemcraft: Chasing Shadows)

The bolt spell is the first any wizard learns. When used on gems they gain 50% increased range and their attacks completely ignore armour values for twelve shots, and when used on traps their attacks gain the permanent ability to bypass all armour. Forgotten Aspirants may use this on their monsters to give them a twelve use ranged attack or to empower a ranged attack they already have. Apparitions may cast this on themselves to form bolts from raw mana with same^[sic] properties.

Spells: Beam [100CP] (Gemcraft: Chasing Shadows)

The beam spell allows a gem to fire a constant low powered beam for a short time. When used on traps it permanently increases the rate at which the re-arm themselves (attack speed) by roughly a third. Forgotten Aspirants may use this on monsters to temporarily increase their movement and attack speed and to modify their ranged attack into a beam if they have one. Apparitions can cast this on themselves to fire raw mana in a destructive beam for a short time.

Spells: Barrage [100CP] (Gemcraft: Chasing Shadows)

When cast on gems it gives them a number of barrage shell attacks equal to their gem rank times two. Barrage shells deal moderate damage in an aoe on impact and have nearly a third greater range. Traps enhanced with this spell gain an increase to the special abilities of any gem socketed within. Forgotten Aspirants may use this on a monster to permanently enchant them to cause it to detonate violently on death with the explosion scaling to their level. Apparitions may cast this to enhance a gem bomb to do much greater damage and have a greater blast radius based off its rank

Beacons of Conquest [400CP] (Gemcraft: Chasing Shadows)

You have detailed knowledge on the creation of Beacons. They are much like Shrines accept^[sic] that they do not require any further input once they are created, and

instead apply their effects at steady interval^[sic] with a pulse of energy in a circular radius. The more mana used in their creation the greater their effects, the wider their aoe, and the more often they pulse. Their loud and steady tempo reminds all who hear it of your power.

Known Beacons Include:

- Healing: Each pulse heals for a percentage of max health.
- Shielding: Grants a single layer of shielding per pulse with each layer negating the damage of a single hostile attack of any strength. Max 10 layers
- Cleansing: Each pulse removes negative status effects from allies.
- Speed: Grants a significant but temporary increase in speed.
- Dissonance: Each pulse causes nearby gems to be resocketed.
- Static: Prevents manipulation of the immediate area through magic that does not originate from its creator or those they have attuned to it. This is a constant effect rather than a pulse. Can only block magic of power less than or equivalent to the mana used in this beacon's creation, and takes damage based on the level of energy blocked.
- Beacon Protector: Reduces the damage dealt to other nearby beacons and structures.

Summoning Sinatra | Summoning Singalong | Eyes of the World [900CP] (Bayonetta)

Summoning Sinatra [200CP] (Bayonetta)

All these demons, and angels, and other such entities... you know what's a pain? Keeping them bound. You ever see one go out of control? It's not pretty. Fortunately... by selecting this, you've got some help. Your summoning techniques are reinforced, with magic efficiency directly related to summoning improved significantly. You could potentially use this to summon multiple of the same summon... or go for something bigger for the same cost you'd give for the original. Be a summon master today!

Summoning Singalong [200CP] (Bayonetta)

Some see the role of summons as mere tools, fodder to be used and abused as needed for the sake of the task at hand. But you know that good help is so hard to find these days... after all, if you wanted fodder you'd just get other people. Your summoning abilities are tweaked somewhat, allowing any summon materialized by your hand to benefit from a significant intelligence boost so they can recognize patterns and better assist your needs. Organization can make all the difference.

Eyes of the World [500CP] (Bayonetta)

Your eyes... such beautiful eyes you have there, traveler. Pristine. Gorgeous. Along with your eyes looking how you wish for them to be, you gain a rather large boon. These aren't the actual Eyes of the World, but even as a pale imitation these eyes give an incredible boost to your magical abilities, enhancing their potency and efficiency while allowing you to decide the appearance of your eyes to whatever you wish it to be. It is this gift that allows you to decide whether you want to create, or destroy... it is Aesir's gift to you: The gift of Choice.

Eyes of the World is a Capstone Booster, and provides the following benefits:

- 'Summoning Sinatra' is enhanced, not only increasing your summoning potency and reducing the time needed to summon, but you may now engage in a shared summoning ritual with another summoner in order to pool your magics together, ensuring whatever is brought to you will be a formidable foe indeed.

- ‘Summoning Singalong’ is further tweaked, making it so your summons learn more about you with each successful manifestation. In time they will understand your preferences and ideals, making them more competent helpers for your cause.

Beacons | Omniaecon | Chromafactor [1200CP] (Gemcraft: Frostborn Wrath)

Beacons [600CP] (Gemcraft: Frostborn Wrath)

A wizard hunter’s answer to gems. They are structures of smooth black stone that are warm to the touch. There are two ways of summoning beacons, paying their mana cost directly to summon them in your line of sight, or by paying their mana cost during the summoning of a demon and binding them to the demon’s pseudo-soul. When the demon dies, the beacon will form on the ground close to where they fell. Beacon effects can be customized based on strength, range, and the frequency of pulsing their effects, since most beacon effects are active. By spending more on a Beacon, you increase its durability and armor as well. You can make the following types of beacons.

- Heal: Restore a set percent of health to all friendlies within range of pulse.
- Haste: Makes time run a set percent faster for all friendlies within range of pulse.
- Shield: Adds a single layer of one-time-use invulnerable shield to all friendlies within range of pulse.
- Discharge: Disrupts enemy spells within range of pulse. Gems require several seconds to work again.
- Static: Disrupts all active enemy magic within range from forming, preventing building or moving via magic.

Omniaecon [with Chromafactor] (Gemcraft: Frostborn Wrath)

Allows you to combine the effects of two beacons into one, and drastically increases the area of effect, though, of course, Omniaecons are considerably more costly to create. Also, you can design custom beacon effects using any magic you understand to a sufficient degree.

Chromafactor [600CP] (Gemcraft: Frostborn Wrath)

Different wizards use different colors of gems to enact different effects. This perk allows you to create new gem colors based on any magic that you understand at a fundamental level. The gems can then be used as inflexible but incredibly potent foci for those effects. If a normal sleep spell could cause a strong foe to become drowsy, the applications of a gem that can send entire armies into eternal slumber are hopefully obvious. This also acts as a capstone booster, providing additional benefits from each origin’s capstone perk.

Protective Techniques

Mechanisms by which to Protect Oneself [9400CP] (32 Purchases)

So Noble [200CP] (Constantine)

You have an innate goodness, a nobility that stands you good in all things. Your moral fortitude and willpower are all massively boosted, so much so that it's virtually impossible for even the strongest demons or influence peddlers to corrupt or break you.

This also protects you from being driven insane or otherwise being mentally hurt, from all but the very strongest attacks, which are in turn heavily reduced and weakened against you.

Self Geis Scroll [200CP] (Fate Zero)

This scroll is a fairly complicated magical artefact known as a Self Geis. Used in contracts between magi, they are able to ensure both sides will stay true to their words or pay a dire price. When an agreement or deal is put in writing on this scroll and both parties agree to it, the contract is sealed and the price for breaking that contract is the permanent loss of all supernatural abilities. Both parties must be aware of this clause and indeed will be, as it is enforced by their own powers rather than the magic of the scroll itself. This contract respawns a month after it is used.

(Editor's Note: Included on the presumption that the effects of the contract are not limited only to magi making deals, but that it can be used to contract with nastier summons too)

Command and Conquer | Blood to Bleed [200CP] (Gemcraft: Chasing Shadows)

Command and Conquer [100CP] (Gemcraft: Chasing Shadows)
There is little point in having an army if one does not have the skill to command it. You may now split your^[sic] mental processes effortlessly to better manage your minions. You also receive a small boost to your mental processing as well thus allowing you to command more monsters than before. Go forth and let the world know your name.

Blood to Bleed [100CP] (Gemcraft: Chasing Shadows)

Watering the earth was not metaphorical, and while bleeding yourself to make use of your powers has been draining it has increased your body's healing factor appreciably. Having to constantly replace blood has also strengthened your immune system, and it is near impossible for you to ever suffer from mundane illness so long as you don't intentionally wallow in filth.

Familiar Master [200CP] (Kara No Kyokai)

Most Magi are not fighters or soldiers. While they're certainly threatening in general, many lack experience in war and most see risking their lives like that as barbaric. So they rely on others. Most commonly, they rely on familiars, a category of being that you are oddly gifted with. Outside of just a specialisation in magic, you appear to get significantly greater results than normal in anything regarding familiars. Your efforts to create them result in more

powerful creatures made for less costs, while attempting to attract existing creatures to become your servants most often ends in a quite powerful new ally who is rather lenient in their required contract. You'll quickly become well versed in using multiple familiars in your goals, particularly making use of them in combat instead of fighting yourself, and even find that maintaining familiars is relatively cheaper for you.

A weak magus might not be much of a threat but if he had ten loyal spirits aiding him, they could most certainly take down even much larger game. In particular, any magecraft you know will soon reveal to you ways that it can be entwined with any familiars you have, sometimes stretching the boundaries of what's normally possible in those disciplines when used for your focus here. Often methods to enhance your familiars during creation or battle, it may also show ways to create entirely new kinds of familiars. Perhaps a Doll Making specialist would learn to make familiars out of their own selves with this, an army of one!

Stoic [200CP] (Lovecraft)

You have an ironclad hold on your emotions, and practice perfect self-control. Additionally, many sights that would drive normal men mad with fear will hardly faze you (not guaranteed to work against greater cosmic entities). Also note that this ability won't prevent supernatural emotion manipulation.

Rules Lawyering | Anti-spirit Materials | Silver-lined box [300CP] (Bartimaeus Sequence)

Rules Lawyering [100CP] (Bartimaeus Sequence)

Spirits are treacherous things, cunning and deceitful. You need to be careful in how you give orders to them, as they will hear your orders, and then use their millennia of experience to find some loophole, some trick that will allow them to fuck up your plans while keeping within the letter of your commands. Well, now you're always two steps ahead of them. You learn how to think in the winding, convoluted ways of spirits, and how to give instructions that cover every little loophole and shore up every possibility. Although sometimes it's just neater to summon the less problematic ones. Taking fifteen minutes just to order a foliot to run a bath can get tiresome.

Anti-spirit Materials [100CP] (Bartimaeus Sequence)

A small sack filled with about a pound each of mid-to-high quality spirit-repelling materials, such as rosemary, St John's Wort, iron dust and other such materials. Refills itself after 24 hours of being empty.

Silver-lined box [100CP] (Bartimaeus Sequence)

A small(1.5ftx1ftx.5ft) box with a silver lining and warded with ancient sigils and spells to be even more magic and damage resistant than normal. Can contain up to a high-level Djinni with no problems, and trying to contain higher level spirits, while possible, is ill-advised and risky as there is no guarantee that it will be able to hold them. Can be an amphora from the Mediterranean, if you wish.

Welcoming Host [300CP] (Bloodborne)

"Vermin, wriggling root of man's impurity found within tainted blood. They are but one form of parasite running amok in this world, where serpents coil within the entrails of

puppeted corpses, and more eldritch things writhe in the kosm. Perhaps, then, they may be used.

Parasites that make their way into your form, squirming and corrupting as they bury themselves deeper, are attacked indirectly. That is to say, those that attempt to possess you, twisting your body into a more suitable host, are instead subdued and taken over in turn, made symbiotic in nature.

While this aids with many parasites, the kind that simply eat their way out after implantation are harder to deal with. Survive for at least one week, and this talent even bend those though. For any filthy creature that tried to use you for their own ends, a most ironic fate awaits.”

Faust Schmaust [300CP] (Dragon Age - Inquisition)

Power and knowledge are costly, and you know how to get the best price. When dealing with otherworldly entities and spiritual beings of power, particularly those of malevolent intent, you always get what you came for. There will be a price, and a foolish deal will still be foolish, but the cost will be much less for you than it would be for someone else.

Behind the Scenes [300CP] (Worm)

The truth is more dangerous then^[sic] anybody could possibly know, and keeping people in the dark is all too often the only way to keep things from falling apart. Thankfully you always have an innate feeling of what you need to sweep under the rug, conveniently conceal, or do in order to make sure things stay in the dark. Stay on the ball and even if there are loose ends then anybody following them is going to find you waiting for them.

Magical Monocle [400CP] (Bayonetta)

You are a being of the sun. A sun which lays all sin bare. Let no evil escape your sight. Once every 24 hours, you can activate the enchantment on this item to bind a spiritual being of terrible power, thus assisting you in your battles... even if it can only hold one at a time. As a plus, wearing this item will repel a fair amount of evil beings and the corruption they may attempt to force upon your body or mind, which will let you walk about in peace.

Direct Control | Resist Corruption [400CP] (Gemcraft: Frostborn Wrath)

Direct Control [200CP] (Gemcraft: Frostborn Wrath)

This allows you to direct the actions of those that you have summoned. You can select the level of control, and it scales from a minor change of existing directions all the way up to full possession and sense sharing. Note that the more complex the control you exert, the more attention it takes, so issuing many minor changes is easy, full possession would be limited to a single summoned minion barring some extraordinary ability to multitask.

Resist Corruption [200CP] (Gemcraft: Frostborn Wrath)

Demons are inherently corrupting, so a wise demon summoner will perfect their own protections prior to performing any summonings. This perk allows you to resist all but the strongest of corrupting effects. This applies to corruption of the mind, body, and soul. Choosing this perk allows Wizard Hunters to retain their human form in this jump, although it will come at the cost of additional scrutiny from your masters.

Summoning Circle [400CP] (Marvel Studios What If... ?)

This glowing circle of somewhat ominous red runes is actually a good thing... for you. Firstly, it greatly aids in any sort of summoning magic or rituals, making it much faster and easier to do so. Secondly, should you summon any entity, or even different versions of yourself if you can do that, into this circle, they will be unable to escape or use their powers on anything outside of the circle. Even a Sorcerer Supreme wielding an Infinity Stone would be unable to do anything to anything or anyone outside the circle if you summoned them into it. You can breach the circle at any time or allow other things out of it freely if you really want to.

Oh, My King [400CP] (Solo Leveling)

Much like the soldiers of the Shadow Legion, the personal army of the Shadow Monarch, you command an absolute loyalty and control over any beings created by your powers. This does not simply extend to those you personally created from scratch, but also covers those such as summons or those revived by your necromancy. Any such being will not only gladly follow any of your commands, but will also be completely incapable of harming you. Some of your smartest followers may be able to be convinced to 'attack' you if they are utterly convinced that the chances of them actually hurting^[sic] you are zero.

As another bonus, you also form a telepathic link with those under your control, capable of sending orders through telepathy instantly, regardless of the distance between you and your soldiers, even if you were to be in another different dimension. With training, you may even use this link to share the feelings and senses of your troops, allowing you to see through their eyes and hear through their ears regardless of where you are.

Keep Out [500CP] (Pact)

Humans are so overly curious. Every topic must be researched, and every location searched. Your locations seem to be the exception to this. Any place where you work with the unnatural, odd, or magical, humans will happily ignore and keep out of. Now no one will stumble into your mystic, cave warehouse.

Cerebral Voiding | Ethereum Protected Room [500CP] (The Miskatonic)

Cerebral Voiding [100CP] (The Miskatonic)

That's funny. Not in the haha kind of way, mind you. Well, unless you're some kind of abomination, I guess. Or just not human, really. I mean, if you think about it, humans are the weird ones in this situation. They're the only creatures in all of the universe that block out anything too freaky. Like the dunwichers, for example. You and I, and every other human, only see a living shadow rather than their true forms, which are so horrific that if we could see them we'd go permanently catatonic. Fun! So, just to be clear, during your visit to this dimension you'll automatically ignore the worst of the worst, the stuff that'd instantly render you a useless meatsack. And all for free! Now, the rest of the stuff, the stuff that causes you to slowly go mad over the course of weeks, days, and hours, won't be affected by this. Unless you pay 100CP, of course. Do that and I can give you a decent resistance, bordering on immunity as seen in one Charlotte LeStrange, to all of the madness inducing aspects of this reality. How much madness inducing stuff is there? Lots. Lots and lots.

Ethereum Protected Room [400CP] (The Miskatonic)

Damnit, Charlotte. The fucking Ethereum won't stop yelling anymore. Fuckin' giant as mass of blackness and mouths yellin' shit. It's just supposed sit there and keep shit in its giant ass room from destroying half the country. QUIETLY! You know what, you take it. No no, it's fine. Just gotta talk to the motherfucker occasionally, and everything done inside that room won't wreak havoc on the world outside. Explosions, plagues, whatever you throw at'em. Don't worry, he's a tough S.O.B. Could probably keep everything short of a black hole inside. Maybe even worse stuff, who knows, no one's tried yet.

Virgin [600CP] (Cabin in the Woods)

What a loser! Well, maybe not, but we have to use what we got, and what we got is you. When it comes to rituals of all kinds, you can skimp out on some of the requirements and make sure they go off without a hitch. Whether it be using the blood of a goat instead of a lamb or using a drop of blood instead of a whole person, you can use either different ingredients or less of the required version without affecting the ritual at all, however the more requirements a ritual has the less you'll be able to use alternatives, with some rituals being essentially the same as before with only a minor alteration.

Book of Amun-Ra [600CP] (The Mummy Trilogy)

Also called "The Book of the Living", this golden tome has power over the living and the undead, containing spells that can take control over non-sapient undead creatures, and even removing the immortality or invincibility of them if they posses it- allowing them to be killed like any other mortal. Spells that end or drain life are also most likely found within its pages.

Second Solomon [600CP] (The Order)

One day your name will be synonymous with demon magic. Not only do your summoning spells transcend jumps, you're pretty much perfect at them and their periphery incantations, never making the slightest error, whatever magic system they come from. You will never fumble one of their incantations, forget a protocol, be tricked, or otherwise make any of the other fatal mistakes a summoner needs to fear no matter what sort of being you're summoning, invoking, or channeling or how complex the requirements, though this is no guarantee that they won't be willful, hostile, and doing everything in their power to take advantage of any moments of weakness, nor that you'll be powerful or skilled enough to cast the spells in the first place, merely that you won't make any mistakes when you do so. You may also set aside this protection at will, and when you do so the dangers and difficulties involved - including the being's cunning and competence if your own are enhanced - scale to your own power and whatever superhuman traits and transhuman gifts you've acquired, but so do the potential benefits and rewards.

Blood Barrier | Spiritual Storage | This Is Who I Am Now | To Bind and Call [1300CP] (Pact)

Blood Barrier [200CP] (Pact)

All magic has a cost, much of which being a cost of self. Every person has some magical potential in them, in the worth their name carries to the spirits. In many contexts, it is said that makes a person who they are. In genetics, in family, in every step you take, until a

stray arrow on the battlefield relieves you of it. All that carry it consider blood to be a constituent of self. This can all be seen in a blood barrier. This is a circle drawn in blood, with the original owner of the blood not being of any particular importance. Once this circle is drawn, anything that wishes to harm you will have serious trouble crossing it, especially if they are monstrous in nature. It does well to ward away creatures, but bear in mind that there is nothing stopping them from simply throwing an object, or shooting through.

Spiritual Storage [300CP] (Pact)

Some Others are more easily bound to an item. This object will allow for that, taking on the form of whatever object is needed to store an Other, being almost impossible for them to escape from once inside. It acts as a conduit, making it easy to draw the Other back out, or channel their energies for other uses.

This Is Who I Am Now [400CP] (Pact)

As a vestige, you are but a commodity to some. Easy to twist and alter, at the hands of malicious Others, an almost blank template to become the creature that others want from you. If this situation were forced on you, transforming you into a terrible beast, you could easily come out on top. Regardless of the changes to your body, you can fight to maintain the right to autonomy. Your new limbs will move for you as your previous did, and the feral thoughts they have filled your brain with can be forced back down with the reassertion of your own. Even the new powers are your own to command. Regardless of changes, your body is your own.

To Bind and Call [400CP] (Pact)

Your skill at summoning and binding Others, is far beyond what most would expect. You own dozens of books stating the bindings that would work best for different Others, as well as names and information about those that can be called. On top of this, you are exceptionally skilled at deal making, when it comes to Others. You can find exactly what they want, and know how to have them work for you with minimal personal sacrifice. It would be no issue for you to have tens of bogeymen on rotation, summoning them in waves, as your enemies mow them down. Great beasts can be tamed by your abilities and assurances, letting you gather a small army in very little time.

Parautilitarian | Anti-Hiss | Black Rock | Object of Power: Ashtray and Cigarette | HRA Maker [1500CP] (Control (Remedy Entertainment))

Parautilitarian [Free] (Control (Remedy Entertainment))

You are now a 'parautilitarian', a person with sufficient mental power to be able to link to Objects of Power and utilize their abilities. Even without linking, you will gain a vague empathic sense for the emotions of those around you, and strong but unfocused telekinetics, which can mainly be used to execute a force telekinetic shove or push. Your main ability will be the ability to link to Objects of Power, forming a connection that can allow you to borrow their abilities, which can range from levitation to mind control and more. In future Jumps, objects with strong supernatural powers or links to the combined human subconscious can be treated as Objects of Power and bound for abilities as well. Upon binding an object, you can be transported to a temporary mental space, where you can go through a brief 'tutorial' on how to use the object's power.

Anti-Hiss [300CP] (Control (Remedy Entertainment))

Jesse Faden was made immune to the Hiss via her relationship with Polaris, and now, you have the same immunity, with the source being this perk instead. You are able to

travel through Hiss-infected areas without becoming infected yourself, and if you selected the Infected Origin, this Perk is what allows you to retain your mind while still gaining some powers from the Hiss or whatever other phenomenon has infected you. If you spend 300CP, this immunity will continue with you into future Jumps, and expands to all forms of possession, corruption, and mind control, rendering your will inviolate by any external force, and even if you do allow someone within your mind and soul, you can still perfectly isolate and ignore any influence they might try to exercise over your will, and expel them at any time.

Black Rock [600CP] (Control (Remedy Entertainment))

Comes with a free Ashtray and Cigarette Object of Power. Black Rock. A frankly miraculous material that can suppress almost any paranatural ability, acting like lead for paranatural ‘radiation’. It is the key to many of the FBC’s security procedures, and now, you embody its effects. To start with, you are simply far tougher than you actually should be, more resistant to damage or impacts. But more importantly, your mere presence severely dampens the effect of paranatural effects around you. This can include supernatural effects from other sources than the “resonances” that you encounter here, but the moment that they come close to you, they will be severely weakened. And that is not all. You can choose to ‘close the Firebreak’ and render yourself entirely immune to such effects, allowing you to simply no-sell supernatural effects the instant they make contact with you. The cost of doing this, however, is that you will have to severely weaken any supernatural abilities that you yourself possess (excluding the Perks associated with this Origin).

Object of Power: Ashtray and Cigarette [free with Black Rock] (Control (Remedy Entertainment))

A steel ashtray and a constantly smoking cigarette. When this Object of Power is activated, an impenetrable maze will form around the ashtray and the space it occupies, up to the size of a moderately large building. The maze itself will appear to externally take up the same space as the inner sanctum it guards, but within will create an infinite array of shifting corridors to prevent passage, and it can even redirect teleportation or dimensional travel effects that would try to bypass it. Only the binder can allow passage through the maze, typically by summoning the cigarette and giving it to someone to hold as they move through the maze.

HRA Maker [600CP] (Control (Remedy Entertainment))

The HRA is a marvel, allowing for the influence of a specific paranatural resonance to be mimicked and spread, to provide an extremely thorough protection against hostile forces and possession. You now have a stockpile of resources and technological know-how that would allow you to create your own HRAs. These devices don’t rely on the specific resonance of Hedron to function, instead being able to replicate both potential functions of the original devices separately. Your version of the HRA can either mimic the effects of some sort of paranatural or extradimensional energy and provide those effects (or a useful subset thereof) to the wearer, or they can provide a comprehensive protection against possession, alteration, or manipulation by some other paranatural or extradimensional energy. It is entirely possible for the device to do both functions at the same time.

Dark Secrets

Mechanisms by which to Better Oneself [6100CP] (16 Purchases)

I Ran the Numbers, and I'm Awesome | Measured in Exponents [200CP]
(Gemcraft: Chasing Shadows)

I Ran the Numbers, and I'm Awesome [100CP] (Gemcraft: Chasing Shadows)

Power is nebulous^[sic] thing more often than not, but now you are able to numerically quantify yourself and your abilities. After all how are you supposed to properly measure yourself without numbers to guide you? Consider this an internal stat sheet for yourself, your spells, and your abilities that updates itself automatically.

Measured in Exponents [100CP, requires I Ran the Numbers...] (Gemcraft: Chasing Shadows)

As above and so below, except now you may quantify other beings, magics, items, etc. Though do remember that such things change over time, and your internal stat sheet for other beings, magics, etc is only as current as the last time you looked at them. This also only tells you their current stats and not what they can do with them. At least now you know how much health that giant has, or how much damage your gems do on hit. Be careful with trying to get a read on crazy shit or absolute concepts as you're going start seeing exponents and infinity signs if you're lucky, and start taking san damage if you're not.

Unorthodox Parts [400CP] (Bayonetta)

Most people think of metal carved with tools to create a weapon. You laugh at such simple notions, for you have learned to create weapons out of spiritual entities. Demonic forces make for good parts surprisingly, and can impart unique abilities upon the weapon during its creation. If you study a creature or entity long enough, you just may know how to create a weapon out of their parts too. Naturally the more powerful the creature, the better quality the item.

Ritualistic Obsession [600CP] (Bayonetta)

There are dark secrets in the world, friend. Whispers of the occult, of beings who command the living to sacrifice themselves to ascend... of the connection humans share with a world that most of them cannot even see. How fortunate of you to help them along. You have gained knowledge of how to initiate people to this strange side of the world and awaken their inner connection, granting unique spiritual powers... by perverting the rituals of the Paradiso, imbuing them instead of killing them. It will not grant incredible power off the bat, but the potential tools they gain might help them find their own path.

Mental Monologue | Insane Power [600CP] (Control (Remedy Entertainment))

Mental Monologue [200CP] (Control (Remedy Entertainment))

You never need to be lonely when you can have conversations with yourself. You can, at will, hold a conversation within your own head. This can include any entities or beings who you might happen to be hosting, but even if you are the only tenant within your

brain, you are able to basically make duplicates of your own mind that you can talk to and bounce ideas off of. Even better, this mental discussion can seem to take several minutes as you deliberate, but will only take a second or so on the outside, leaving those watching you none the wiser that any such discussion took place.

Insane Power [400CP] (Control (Remedy Entertainment))

The egg cracks and the truth will emerge out of you. Paranatural power relies on viewpoint. A subjective view is needed to truly make the most of the gifts you have been granted, but the purest view can only be seen when one releases the tired strand of the chain known as sanity. You can allow your mind to slip into madness, distorting your view of the world, and in so doing, vastly increasing your ‘parautilitarian’ powers. Other powers that rely on supernatural forces can also benefit from this descent. Or perhaps it would be better characterized as your mind rising to a new vista of maddened clarity?

Fulfilment of the Contract | Advanced Ritual Art [600CP] (Duel Monsters - The Shadow Realm)

Fulfilment of the Contract [200CP] (Duel Monsters - The Shadow Realm)

Summoning Ritual Monsters is often a costly endeavor in terms of magical reagents and whatever else the creature will desire. You may not want them around, either, but...you've found a workaround at least. You can create a “Contract” with a Ritual Monster or a similarly powerful and alien beast, now. This mystical pact will grant you a measure of that being's power as long as you stay to the precepts of the contract, which is often decided by the Ritual Monster themselves (though you're free to bargain with them safely.)

Advanced Ritual Art [400CP] (Duel Monsters - The Shadow Realm)

“Preparation of Rites” may grant you the knowledge and theory, but you've got ritual magic down to a science! You can easily prepare and execute a summoning ritual, no matter how specific and easily-flubbed, as long as the materials are available to you. Not only that, but with this you can guarantee that the Ritual Monsters of the Shadow Realm are capable of answering your call, no matter how far you are from the world itself.

Shadow Magic | Greater Shadows [600CP] (Gemcraft: Frostborn Wrath)

Shadow Magic [200CP] (Gemcraft: Frostborn Wrath)

Having no body can be a bit of a problem... for some. For you? Not so much. See, lacking a body means phase through solid matter with nary a twinge of discomfort. For a small amount of mana, you could even phase through energy barriers or magical defenses. If you happen to have a body, well, that's no real detriment, since you now know how to temporarily convert your body to that of an Apparition, though that process takes a small amount of mana. Incidentally, the same process can be reversed by those without a body to transform an Apparition into a Wraith temporarily. Same ghostly appearance, but made of flesh. You may, at will, cause a localized disturbance in any remote viewing device aimed your way, or even aimed at an area you're currently heading towards. The strength of this disturbance depends entirely on how much energy you put into it, but at the very least it will appear as static, and could simply black out all but the most powerful of scrying methods entirely.

Greater Shadows [400CP] (Gemcraft: Frostborn Wrath)

The Forgotten can be said to be the Queen of Shadows, for her most powerful servants are known only as Shadows. Shadows possess many terrifying abilities, and this

perk unlocks them for you. Not only can you now liberate a gem controlled by another Wizard from its socket, but you can craft projectiles and even pseudo-demons out of pure shadow (and mana). These Shadow Projectiles and Shadow Spawn will always head directly for the most powerful energy source in the area and attack mindlessly, but they're incredibly cheap to produce, so what do you care if they die in droves?

However, this is not the limit of your power, for you possess a trio of unusual abilities. First, you can expend some of your energy to disperse yourself into a cloud of shadow that is immune to all forms of direct damage. In this form you can rapidly travel long distances, but the longer you maintain this form the more draining it is. Second, you can collapse into a tight, virtually undamageable, ball of shadows in which you rapidly recover from damage you've suffered, but you're unable to take any action or move while in this form. And last, you can use your shadow powers to "possess" any soulless creatures around (such as demons) and grant them increased health, boosted defenses, and speed... plus potentially shields, regeneration, or other buffs that you might know how to grant. You can control those you've possessed, but it is a clumsy control and requires a constant application of will.

Let the Wrong Ones In [600CP] (Omnibus New World of Darkness)

You don't quite fit into the world, but between the two of you, the world will give out first. You're a walking doom, aggravating the nascent horrors of the world and opening cracks to a realm beyond, cracks through which strange and nameless things will creep into this world. Places you stay will become uncanny and cursed, every crime begetting monsters and every wrong step letting horrors proliferate. The essence of the land will be subverted and poisoned, and in time true monsters will inhabit every shadow. Those who enter a world through your power, or who are twisted by your stay understand their debts and will pay them back. Your dreams will be filled with insights gleaned from madness, misfortune and disaster will plague your enemies, and things will quite literally break in your favor again and again. You can stop harming the world whenever you wish, but you'll stop accruing debt when you do.

Ptolemy's Disciple | Ivory Summoning Horn [1200CP] (Bartimaeus Sequence)

Ptolemy's Disciple [600CP] (Bartimaeus Sequence)

You have mastered Ptolemy's technique. Through the use of a benevolent demon and the simplest of magic circles, you may leave your body behind and travel to the Other Place, a swirling maelstrom of essence containing the collective experiences, consciences and power of all unsummoned demons. Here you may ask questions, make requests and converse with the whole of demon kind at once. They will be bound to at least consider your questions and requests and the merits of answering them. Unlike Ptolemy your body does not degrade while you are gone and the time dilation of the Other Place doesn't affect you unless you want it to. In other jumps this allows you to travel to any Astral or Spiritual realms, and interact with the entities dwelling there freely and without interruptions.

Ivory Summoning Horn [600CP] (Bartimaeus Sequence)

So, you did it. You bound some of the biggest and baddest out there to your will. Now how're you going to call them when you need them and your friends aren't around? For your needs, this Ivory Summoning horn. Blow on it, and it makes...no noise at all. Here, that is. In the Other Place... it gets a hold of the essence of everyone you have a sort of 'tether' to, and

yanks them straight to where you are without the need of long summoning chants. Be careful, this one still has some of the skin and blood of the last, careless user sticking to it. Oh, and don't try to use it without a pentacle. That was what the Atlanteans did. And the Chinese dudes at Shangri-La. And the guys in Lemuria. And the last owners. (Outside of the jump this will allow you to use any summoning magic you can use by simply blowing on the horn without need of an incantation, gestures or long rituals)

Insight | Vileblood | Bloodborne [1300CP] (Bloodborne)

Insight [300CP] (Bloodborne)

"You've seen things, heard things, learned things, fairly strange things at that. There's something more going on here than a plague of beasts growing out of control. These experiences have given you insight into existence beyond most, allowing you sense that which others cannot.

Dolls may appear to move, babies heard crying in the distance, and beings that some would call divine can be clearly seen clinging to the buildings all throughout Yharnam. Even beyond this world, in the ones that follow, your senses may now perceive that which mundane folk cannot.

Beware, for even though awareness is a boon in preparing one's self against the unknown, some truths may be too great for the human mind. Your learned nature does provide a boon in dulling your baser instincts, or in other words, your inner beast now has a tougher time influencing you."

Vileblood [600CP] (Bloodborne)

"Years ago, Castle Cainhurst was visited by a scholar of Byrgenwerth, one who had smuggled something most forbidden into the hands of the nobles there. Blood that Byrgenwerth found beneath Yharnam, but not the kind the Healing Church held up on a pedestal, it was forbidden blood.

Descending from these decadent lunatics, who have been nearly wiped out in retaliation for their grisly hunting of man, you have qualities reminiscent of the forbidden blood that flowed through their veins. Curious, most curious, at first glance it is simply decent for blood ministration.

Continued research shows that it behaves as a stimulant however, rapidly recovering the stamina of yourself, and those it's administered. The true nature of your blood is what it does to Great Ones, their kin, and other beings of an eldritch nature, causing them to take a keen interest in you.

Most will be more receptive to your calls for aid, and protective of you. It is as if you inspire a kind of parental urge, most likely due to the fact that so many Great Ones lose their children.

Beware, for certain beings of this persuasion cannot be influenced from their true nature, and their interest can be more threatening than desired. Great Ones are notably sympathetic, others not."

Bloodborne [400CP] (Bloodborne)

"Before the healing church was founded, there was a man named Laurence. Laurence, a scholar of Byrgenwerth, had the same ambition of ascendance as his fellow scholars. The only difference was the desired path, one placing faith in the power of the old blood.

Laurence never found the means to evolve by way of blood, never uncovering the hidden depths of the old blood's miraculous qualities. In you, is a trait unseen in this world,

one you alone will acquire if you so choose to pay appropriately; a trait that awakens latent potential in your blood.

The effects of Bloodborne are variable and many depending on the kind of blood you possess. As a hunter however, no matter what other choices you made, you will find your innate abilities relating to Blood Bullets to be vastly improved.

Instead of being limited to a hand full of bullets at a time, you could make four times as many. Instead of just bullets, you could make caltrops and knives that could handle combat. Instead of just the creation of objects, you can enhance weaponry, extending the edges of blades or faces of hammers.

The Bloodborne trait also enhances your latent healing qualities somewhat, Good Hunter. It is nothing you would notice day to day, but you will recover lost blood far faster. The losses incurred from making blood bullets may be healed up in a matter of minutes with no external aid.

If you have some other form of special quality in your blood, even something small, previously hidden or dormant facets of those qualities will come to the surface. It is because of that power, that Bloodborne acts as a 'Booster'.

As a 'Booster', Bloodborne will unlock new powers relating to any Tier 3 Talents you purchased. Those of 'Vileblood' may gain near magical qualities relating to their forbidden blood, while those with 'Beast's Strength' could gain more wretched traits. For full details, see the 'Notes' section at the bottom."

Bloodborne + Vileblood: "You've been gifted with two very strange abilities. The first allows you to make functional clones of yourself out of blood, though the amount of blood this costs means you should only be able to make one or two at a time. These can use any of your blood related abilities, but are much less sturdy compared to yourself.

The other allows you to summon giant spears of your blood via self-inflicted damage, causing them to shoot up from the ground somewhere nearby at the location of your choosing as a means of attack.

The more visceral the damage you inflict on yourself the bigger, faster, and stronger the spear summoned will be. Gutting yourself would produce a stronger spear compared to slicing your wrist, as an example. Spears recede into the ground and dissipate after a few seconds after doing their job."

Wells of Power

Power, Knowledge, and Resources [6900CP] (30 Purchases)

Blood [50CP] (Pact)

People without other means of fuelling their magic may resort to desperate measures, such as drawing their own blood to use. Never again will you need to go that far, as you have all of it that you could need here. A tapped, replenishing barrel of your own blood.

Bucket of Blood [100CP] (Fate Zero)

It's a metal bucket filled with blood. Just your average, normal, any blood type you want blood. No yucky bits. If you ever empty it, it'll fill up again the second you look away. Use it for some dark ritual or just give your walls a scarlet coating.

Late Nights and Dusty Tomes [100CP] (Dragon Age - Inquisition)

Magical research is your forte. Given enough time and the proper resources there is little to nothing you can^[sic] uncover, discover, or learn.

Eldritch Lore | Impossible Dye [200CP] (Lovecraft)

Eldritch Lore [100CP] (Lovecraft)

Most of mankind knows nothing of the ancient creatures and arcane entities that inhabit this world. Not you. You know all there is to know about the history of the cosmic entities and inhuman races in lore, and by itself won't let you learn magic or summon monsters. However, there is power in knowledge...

Impossible Dye [100CP] (Lovecraft)

A liquid paint whose colour can only be described by analogy. This odious colour does not belong in the human visible spectrum, and causes normal people to panic. Surfaces painted with this will be immediately visible, even through effects that would normally make it invisible or unnoticeable. Useful for making summoning circles and confusing the hell out of people. Comes in a 4 gallon bucket that refills daily.

Tome Worm | Living, Or Dead, Fuel [200CP] (Pact)

Tome Worm [100CP] (Pact)

Often, the practitioner who comes out on top, is the one who has spent the most time with a book in their hands. Information is power, and with so many Others and forms of magic to combat, there is never enough time to learn it all. This perk allows you to read at three times the speed, without ever getting bored or restless. You will also remember the grand majority of what you read, as if you had studied it many time^[sic] over.

Living, Or Dead, Fuel [100CP] (Pact)

You in some form or another gain fuel or useable^[sic] material from creatures. The majority of bogeymen find that causing people fear invigorates them, recharging their magical energies. Some take from a body, such as melting a person's skin into mouldable^[sic] wax, to patch up holes in their own body. There would even be some that could sap the fear from a person. The person would die soon after, with nothing to stop them walking in front of a car, and the Other would grow stronger.

Historian | "The Bembridge Scholars Never Wrote About This." [200CP] (The Mummy Trilogy)

Historian [100CP] (The Mummy Trilogy)

In whatever line of work you've gone into, the ancient past is important in some way-thankfully, you have a great deal of knowledge about history, as well as knowledge of how to read and even speak in several ancient languages, as well as their modern equivalents.

"The Bembridge Scholars Never Wrote About This" [100CP] (The Mummy Trilogy)

Not all knowledge is perfect, of course- and falsehoods are bound to be seen as fact when the truth is obscured by the passage of time. Luckily, you're much better at discerning when things don't match the common knowledge, and will therefore be able to adapt to this new information easier.

Ritual Knife | Necessary Sacrifices [300CP] (The Order)

Ritual Knife [100CP] (The Order)

A small, easily concealable knife that is always as sharp as it needs to be to cut through a sacrifice, whether that sacrifice is a restrained animal or your own arm. It's a pretty normal knife if you try to use it in a fight, and it won't kill anything a normal knife won't, but this can be surprisingly useful.

Necessary Sacrifices [200CP] (The Order)

You have a collection of animals, such as goats, owls, and chickens, as well as other basic magical reagents. When sacrificed as part of a ritual or spell, even those from other worlds, these will significantly enlarge the margin for error and do a great deal to alleviate the dangers and costs involved, in addition to serving their basic role. Replenishes weekly.

Womb of All Evils [400CP] (Fate Stay Night)

You discovered an immense cavern years ago, which you laid claim to upon realising the unnaturally powerful aura that was embedded into the very ground. Hidden underground near your starting location or on a property you own, this huge cave amplifies the power of any 'Evil' magic four times over when the caster is inside, including rituals for dark purposes or spells to summon evil beings. The enhancement is quite clear cut and intending to use evil for good will not take effect, only evil magic used for evil purposes will be enhanced. The cavern emits a terrible aura even beyond the cave itself but at that distance it only serves to ward away anyone not specifically travelling to the cavern.

Orb of Presence [400CP] (Gemcraft: Frostborn Wrath)

The cornerstone of a gemcrafter's power. The Orb of Presence is a single, perfect sphere of mana the size of a large house. It acts primarily as a mana battery and mana generator with synergistic effects on the mage that is connected to it, as well as the stable spells that are within range of it. Casting the spell that creates an Orb of Presence is physically and magically exhausting and takes several minutes of intense concentration, regardless of your power level or expertise. It starts out with a mana regeneration rate and mana storage limit similar to the caster, but its strongest power is that it is self improving. Any time the orb fills with mana, it collects the spillover into a spell of self improvement that will increase its capacity and regeneration by about a third. This improvement is permanent, and will compound with future improvements, until the orb is destroyed, or the wizard unlinks from the orb in order to create a new one or by traveling too far out of range.

The secondary power of an orb is to act as a foci, allowing spells to be cast on a much larger scale than would otherwise be possible. While gemcraft is normally performed within about 100m of the wizard if they do not have access to an orb, connecting to an orb will grant the wizard an awareness and casting range boost of nearly 100 times their personal range. This boost applies to any magic cast through the orb, so any spell known by

the wizard can be cast on the field of battle within range of the orb. The wizard can also safely store a few spells within the orb, ready to cast, and can re-absorb existing spells on the field into the orb. The most common use of this ability is to reposition the massive gems on the field of battle, but the wizard can also just absorb the mana from the spell directly into the orb in order to get most of the mana back.

While the Orb of Presence is incredibly powerful, it is also quite fragile. Other than a single defensive ability called banishment, the orb remains unprotected from attack, and can be shattered by a single strong blow. Banishment is an automatic defence that teleports anything striking the orb to the outer edge of the field of battle at the cost of some mana. The mana cost scales with the strength of the soul of the attacker. Fortunately, this means that most ranged attacks are basically free to banish, but it also means that if a powerful enemy gets close to your orb, it can cost an exorbitant amount of mana to prevent destruction, and if you do not have that mana available, the orb shatters.

Occult Library [400CP] (The Miskatonic)

Libraries are great. The smell of books, the taste of knowledge, the sound of a fireball spell shooting out of a book and into someone's eyes. That last one's real, by the way, so be careful. Some of the spell books can get kinda crazy. On the bright side, there's thousands of books in this place, each related to the occult or some other eldritch weird stuff. Overall, I'd say it covers just about every topic available for study at the Miskatonic, and just so happens to have the original necronomicon. I'd suggest not spilling any coffee on it.

Prior Findings | Case of Operations [500CP] (Bayonetta)

Prior Findings [100CP] (Bayonetta)

Obscure knowledge of myth and legend are your forte, and if you don't know it yet you'll learn it soon. After all, that's why you got into this job, right? To learn about this kind of thing? You have a knack of picking up information, learning it faster and retaining it much easier than normal. Expect to match other intellectuals quite soon, if not baffle them with your wealth of knowledge. You could have nerd wars!

Case of Operations [400CP] (Bayonetta)

In order to get information, you need to start somewhere. This briefcase contains all the scrolls and books that allow you to research the angels and demons you might encounter, all while having a fair amount of obscure information on the realms of Paradiso and Inferno. This ranges from information on each side, the denizens of each realm, and even self-updates its information when you witness angels and demons do battle... a perfect item if you wish to use their strengths for your own.

Poor Man's Grimoire | Magical Lodge [500CP] (Devil May Cry)

Poor Man's Grimoire [100CP] (Devil May Cry)

A collection of arcane texts, detailing some basic instructions on alchemy, sorcery, and, of course, demonology. Any dabbler in magic could use this to further their art.

Magical Lodge [400CP] (Devil May Cry)

A place something for^[sic] the more intellectually-minded among us. This private library contains more instructional manuscripts, legends about demons, and reagents than you can shake a stick at. It's pretty reasonably secluded, to the point where most normal folks won't

be able to find it, but from time to time, you might get a couple visitors looking to exchange knowledge.

Toolkit | 'Mana Batteries' [500CP] (Fate Apocrypha)

Toolkit [100CP] (Fate Apocrypha)

You are equipped for your specialities. If you're a Necromancer, maybe you have a set of heart grenades, a shovel and a pistol that shoots magically guided bones. If you're an Alchemist, you have a few useful chemicals and a repair kit for any Homunculi. Whatever it is, it's about the size of a suitcase and while not a workshop by itself it could be the starting point of one, or a useful field-kit. Refills every hour.

'Mana Batteries' [400CP] (Fate Apocrypha)

You might want to keep these in a basement or something similar, otherwise it could raise awkward questions. What you have here are approximately 1000 large tanks filled with green fluid, each containing a high-quality homunculus with large amounts of Magic Circuits in good condition. The lot of them would be enough to keep 7 Servants with reasonably high mana costs active during a full Grail War, freely able to use their Noble Phantasms as long as it isn't too ridiculous, and you can key this network to any allied Servants or anything else that requires large quantities of magical energy. For those concerned of moral implications, this is a bit of a Schrodinger situation – while they're just being used as batteries they might as well be mindless and soulless husks, and you don't even need them to look humanoid if that's a problem. If, however, you decide you want to take them out and treat them as people, only then will they begin to actually have minds and souls of their own with free will and all that entails, if that's what you want. Any you take out won't mind about their condition or any that you won't take out, and they could be used for staffing a reasonably sized facility if you like since they seem to have basic maintenance capabilities programmed into them, and they're 100% loyal. I suppose you could use them in combat, but honestly, they'd do poorly at the moment even up against largely mindless enemies with no real ranged weapons. Maybe you can change that? They'll still count more as Followers or NPC's rather than Companions, unless you have some way to change that.

Ritual Knowledge | Methods of Obsession [600CP] (Control (Remedy Entertainment))

Ritual Knowledge [200CP] (Control (Remedy Entertainment))

The most basic method of containing Altered Items is through the use of rituals. Turning a light on and off three times. Spinning in a circle on each landing in a stairwell. Tapping a doorknob before grabbing it to open. You now have a comprehensive knowledge of various ritualistic behavior, and can, with a bit of study, work out what rituals might be needed to placate or control some paranormal phenomena.

Methods of Obsession [400CP] (Control (Remedy Entertainment))

It sometimes feels like, if you could just push a little farther, that the mystery you are researching would simply unfold before you. For you, obsession is a rabbit hole that leads to a hidden realm of new understanding. By fixating on a topic or concept, you can leap forward in your understanding of your target, and this understanding can bleed over to other topics linked to it. New vistas of understanding will open up as you dive into your obsession, but it will do little good if you lose yourself completely. Task those you trust to reel you back, bring back with you the knowledge you've managed to pull from the depths.

Occultist | Occult Texts [700CP] (Hellboy (Cinematic))

Occultist [100CP] (Hellboy (Cinematic))

You have a great deal of knowledge about the occult; perhaps you learned from pouring over ancient texts, or maybe your mind was touched by something greater than yourself. In any case you are formidably knowledgeable about the supernatural goings on of this world, enough to identify or understand most books on the subject. You know how to protect yourself from certain types of beings through the use of charms and other trinkets.

Occult Texts [600CP] (Hellboy (Cinematic))

You have a set of occult texts, two of which were in the possession of the BPRD and third belonging to Rasputin; the first contains a ritual that can temporarily resurrect dead beings, and forces them to aid you. The second is the List of Avignon; a list of all demons that the Catholic church has uncovered or discovered, which will update with the true names of many demons in future worlds you visit- especially the higher profile ones. The last is the Des Vermis Mysteriis, a book that is said to contain every prophecy ever told within its pages.

Bloodfly Nest | Raw Whalebone | Whalebone Blade | Grand Library [750CP] (Dishonoured 2)

Bloodfly Nest [50CP] (Dishonoured 2)

Made from woody pulp and the bodies of former hive guards, this large bloodfly nest hums with the wings of dozens of adult bloodflies, who pay you no more heed than a rock. If regularly supplied with blood – or the bodies of your victims – this nest will continually produce chunks of valuable Blood Amber over time, which can be carefully harvested without destroying it. Blood Amber can be traded for coin or used in jewellery like a semi-precious stone, and the amber and bloodflies themselves seem to have an occult significance. The nest may be installed in your warehouse, or in another of your properties.

Raw Whalebone [100CP] (Dishonoured 2)

Several pieces of pristine whalebone, ideal for crafting bonecharms, runes, and other occult paraphernalia that sing with their resonance to the Void. While you could trade this collection for a reasonable sum at any black market dealer, I wouldn't advise it – only pieces that were expended in crafting will be restocked in your warehouse.

Whalebone Blade [200CP] (Dishonoured 2)

An ancient blade, carved in one piece from the jawbone of those sea creatures and scrimshawed with vine-like designs. This blade has a number of curious features, as the great whales themselves are said to exist in both the real world and the Void simultaneously. While you carry this blade, it resonates with other bonecharms, producing marked improvements on all of them – a charm to increase your mana will deepen your well further, a charm to improve your swimming will see you swim like a fish.

Yet when it pierces the flesh of an enemy, the blade will curse their charms to blacken and turn against them; a lucky bonecharm becomes unlucky, one for fortune will produce loss, a charm for sweet dreams will create nightmares; a truly unfavourable fate.

Grand Library [400CP] (Dishonoured 2)

Built of dark grey stone and the rich wood of Serkonos's mountain forests, the grand library seems embedded with a chasm, crossed with catwalks and bridges. It contains thousands of books, painstakingly hand-written on occult and metaphysical topics, and hundreds of years of research on the astronomy and metaphysics of the world can be found

in their leather covers. While rare diamonds of practical knowledge are scattered between the books, the more academic literature is likely to help you in developing your own magics or rituals.

The Grand Library updates for each new jump, adding further shelves of books along grey stone escarpments, and providing a comprehensive academic knowledge base of the metaphysics, magic and dimensions of your local setting, though it will not contain books which already exist. The Grand Library attaches to your Cosmic Warehouse or other pocket dimension.

The Library | Meh, Indiana Jones was a hack [1000CP] (Bartimaeus Sequence)

The Library [400CP] (Bartimaeus Sequence)

A magician is only really as good as his knowledge. Well, now you're the best of them, then! You get a fullsized library, containing just about every book you need to go from a complete novice to a Magician of the highest degree. Names of Demons, summoning and binding techniques, the whole nine yards. Not just that, your library also contains books on how to make artefacts like seven league boots, Golems and magical weapons. Mind you, while this gives you the knowledge to make them, doing so is still a very strenuous and draining process, quite possibly even for you.

In future worlds, this library will fill up automatically with the local magical knowledge, and there will always be enough to give you a sound, thorough education, in whatever the subjects may be.

Meh, Indiana Jones was a hack [600CP] (Bartimaeus Sequence)

You seem to be particularly practiced in the various arts of subterfuge, smuggling, research and archeology. You find it exceedingly simple to research, locate, travel to and obtain objects and artefacts of great power and myth. Old ruins welcome you into themselves, and ancient scriptures with winding, complicated riddles read like straightforward instruction manuals. With a few weeks of research and adventuring you could find the holy grail.

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Freebies

An Index of Free Options (Sorted by Alphabetical Jump)

Depending on how you decide to use the Tome, your characters may or may not gain access to available free perks or items from the setting they gain an option from. For those deciding to grant those freebies, this is a list of such perks and items from each doc. This only includes options that are free for *everyone*; options that are free for a specific background are not included in this list. This list will *not* include free perks or items already mentioned elsewhere, such as those required for paid options to function.

Inexplicable Innuendo | Jingle of Jazz | Classy Contortionist (Bayonetta)

Inexplicable Innuendo (Bayonetta)

You're not sure how, but just by being here you've gotten the jive of things. Any time you want to come off as sexy or just talk in a lightheartedly dirty manner, it's easy as pie for you. Want to make some people squirm with an implication? Done. You can even implement this in your battle quips, throwing them off their game for that moment of distraction you need.

Jingle of Jazz (Bayonetta)

You've got a soundtrack now! Whether you want it to be peppy and sound like something out of a club, or go to the other end of the spectrum with ominous latin chanting and heavy orchestra, it's up to you! Go nuts and remember to keep it how you like it. Heck, you can make it a soft jazz note fit for a bar if you wanted.

Classy Contortionist (Bayonetta)

-Um... this is something. You've got an innate sense of posing that you can utilize, whether it be to show off your sexiness or simply throw people off their game. It's got all kinds of applications, and no matter what you're always going to look good. Throw it into your battle styles or something.

Small Beginnings (Bayonetta)

Maybe you didn't have a weapon starting out, or you just want to start something new. There's a nice feeling to trying to start a legend, after all, to go into the world with a unique weapon all your own. You start with a single melee or ranged weapon, to be used in the Weapon Customization Table.

(Editor's Note: This appears to grant 1000SP for weapon customisation specifically; that won't be listed here, but if you decide to give your character *Small Beginnings* feel free to go dig through the document to your heart's content)

Rally | Blood Bullets | Visceral Attack (Bloodborne)

Rally (Bloodborne)

"After being injured in some fashion, you have a short window of time where bathing yourself in the blood of your enemies will trigger mild recovery. Something to the effect of the blood spraying out from viscera hacking into a target will do.

It's never very much healing, and you're unlikely to fully recover from anything too significant, but every little bit helps. You don't have to be drenched in blood, but the amount required to trigger Rally will be quite noticeable."

Blood Bullets (Bloodborne)

"At any time, you may sacrifice a significant, but not life threatening, percentage of your blood to create a small supply of five blood bullets. When loaded into a weapon, they will change shape to match the necessary ammo type, and function as normal.

A blood bullet loaded into a pistol will match the caliber, become a shell for a shotgun, and even fuel for a flamethrower, though is unable to become anything too complex. This ability is unable to make blood bullets in greater numbers, as using it again will cause previous bullets to lose cohesion.

A single blood bullet is unable to take the shape of significantly larger projectiles, such as cannon balls, but if multiple bullets with a combined mass equal or at least close to the desired projectile are placed together, they will fuse and assume the proper shape."

Visceral Attack (Bloodborne)

"Due to the use of blood ministration on you, or just because your status demands it, your inner beast has awoken. As with almost all hunters, and no matter which Aspect you chose, you have the ability to draw on some of this power with great focus and strain.

This allows you to perform very minor feats when given time, such as partially transforming your arm into a stronger, clawed form to deliver a terrible strike. The amount of focus and strain this requires means it's often useless in battle, outside opportunities you create however."

Basic Kit (Dishonoured 2)

The following three items – The Outfit, Bullet & Blade, and Elixirs – are offered for free. Further purchases of the Basic Kit are 100cp or each item for 50cp each.

The Outfit

A little of this world's fashion and utility rolled into one. The outfit itself, through an ingenious array of pockets, pouches, straps and belts, can hold a small arsenal worth of weaponry and gadgets without bulking it out. It also includes a mask – to keep dust from the mines out of your lungs, of course. Otherwise, its appearance is to your requirements - an aristocrat's frock and face mask, an Overseer's habit, a working man's shirt and trousers, a Grand Serkonan Guard uniform, a leather body glove, or something more exotic.

Bullet and Blade

It seems like many of the military and aristocracy across the Isles carry a sword and pistol, so this pair are offered freely. Both the sword and the single-shot pistol, supplied with twenty rounds, are masterfully and artistically made as a matched pair to suit your background, but otherwise are normal.

Elixirs

Seven vials each of the S&J Health Elixir and the Addermire Solution to enhance your recovery after accidental scrapes and eliminate any chance of bloodfly infection and fever. They will restock by the week, though if you are expecting more scrapes than usual or expending your spiritual essence on a regular basis, one treatment per day might be insufficient.

Cuh-Ray-Zee! | Taunts | Weapon Swapping | Sick Clothing | Style (Devil May Cry)

Cuh-Ray-Zee! (Devil May Cry)

The moment you step into the world of Devil May Cry, you, and anyone you brought with you, will have the innate potential to do incredibly amazing stuff all day long, pal. However, it will take great skill and effort to pull off anything like blocking attacks with the back of your hand, or playing an air guitar that actually produces audible sound for others to hear. But never fear, if you train hard enough, and git gud enough, you too will be able to deflect bullets with other bullets, destroy buildings by spouting out innuendos, and become a worthy disciple of my ways. And yes, you totally get to see your rank whenever you're doing anything.

Taunts (Devil May Cry)

Your mother was a hamster, and your father smelled of elderberries! You are able to come up with witty dialogue, insults, jokes, and one-liners on the fly. Now, taunting does three very useful things. First, it will boost your Style rating. I know, I know, that's amazing, and awesome, and all that.

Second, taunting pisses off your enemies. A lot. So much that they'll try to stomp your pretty little face in. While this may seem like a bad thing, it can also be good for you, as the dumbass you're fighting will make a mistake in their rage.

And thirdly, a successful taunt will help you get your game on and replenish your stamina. You won't be able to run entirely on smack-talking suckers while you rip them a new rectal cavity, but it will definitely ensure that you'll be able to fight for hours, sustained only by the power of your quips.

Weapon Swapping (Devil May Cry)

The ability to swap between your weapons in the middle of battle. These weapons are stored in a pocket dimension known only to you, and can be switched instantly with but a thought.

Sick Clothing (Devil May Cry)

Stylish boots with spurs and neat western designs, cool and comfy pants that always fit, ballin' shirts that can actually look amazing when the collar is popped. With each purchase, you get an entire Sick outfit that's resistant to all wear and tear. If destroyed it will respawn in your warehouse. It will retain any intended alterations , it is self cleaning and self repairing so long as to keep its dry cleaning and tailoring repair costs down. Be aware any future jump rare materials might take years to self repair.

(Editor's Note: The first *Sick Clothing* purchase is free, hence its inclusion in this section)

Style (Devil May Cry)

Here you can purchase the styles which you'll use for combat. You can receive any one style for free.

(Editor's Note: Abridged description; full list of Styles available in the source document; one is provided free, others would cost CP but are not part of the Tome, and therefore inaccessible)

Focus (Dragon Age - Inquisition)

As you deal damage you will begin to accrue focus. Once you've become focused enough, provided you have the proper training, you will be able to unleash a devastating amount of power—whether that power is used to harm or to heal depends on your training. All of the advanced classes listed under Heavy Hitter, Masterful Magi, and Specialized Skillset have focused-based attacks available to members of that advanced class.

Moon Fighting Spirit | Wicked Tune That Will Destroy My Silence | Local Map | Dracula (Fate Apocrypha)

Moon Fighting Spirit (Fate Apocrypha)

No, this is not specifically about fighting celestial bodies. Not by itself. Oddly enough, this is about professional wrestling. Nice to know there's some less lethal combat going on around here. For Free, you can have a practically encyclopaedic knowledge of professional wrestling in this world, including everything every die-hard fan would know about the subject, including famous matches, people, special moves and all of the rules. We can even throw in your own set of outfits suitable to the sport. Maybe others here would share the same interest?

Wicked Tune That Will Destroy My Silence (Fate Apocrypha)

You now have theme music, which you can have at any time, either audible to only yourself or shared with others. It can't be used as a distraction or to deafen or otherwise inconvenience others, but it certainly makes fights more epic. You can share this ability with your allies, either giving them your theme, a remix, or letting them pick their own.

Local Map (Fate Apocrypha)

It's a map of Romania, to be specific, detailed enough to show all the little towns and villages, as well as the location of a certain church and a large castle. This updates to your starting country in each Jump, and while it doesn't show anything that could be found without a normal set of maps it's handy if you aren't familiar with the area.

Dracula (Fate Apocrypha)

No, not the figure, it's the book by Bram Stoker. Collectors Edition. Oddly rather rare in Romania these days, as if someone was tracking them down and destroying them. If this gets destroyed, say, by being impaled, then you can pull another one out of any suitably large container or pocket.

A Proper Magus' Magical Pseudo-Nervous System (Fate Apocrypha)

These things exist within modern Magi, like internal biological circuitry that allows them to do Magecraft. These generate magical energy for the Magus to use as well as giving them the ability to manipulate it to actually cast magical spells. These tend to vary in quality and quantity, with the better of both of these being effectively better at Magecraft when excluding raw skill or other means. About 20 is about average for a Magus, which is what you start off with, of quite high quality.

(Editor's Note: All the Fate docs include free command spells; those will not be listed here because they add access to a whole other supplement; if you're absolutely set on giving your character command spells and a servant because they rolled a Fate option then you're welcome to take a glance at any one of the many Fate docs)

Magic Circuits | Basic Training | The Most Remixable Song (Fate Stay Night)

Magic Circuits (Fate Stay Night)

Magic Circuits are the spiritual circuits within the souls of any Magi, though they also form a nervous system-like physical representation on the body. These not only generate prana, the basic magical unit made through the combination of Mana and Od, but are also what allows any Magus to manipulate their energies to cast magic. They vary greatly in number and quality between individuals. Strenuous use of them can cause pain and

numbness, whilst any use at all will heat the physical body up. You begin with an average amount of circuits, 20 in total, but each circuit is of exceedingly high quality, equal to the Circuits of Tohsaka Rin. They will not naturally grow but artificial means to increase them do exist.

Basic Training (Fate Stay Night)

Everyone has to start somewhere. No matter who you started as in this place, you've got the basic knowledge any magic user has. You know the core arts of Reinforcement, Gradation Air, Hypnosis and Formalcraft at an average level. Reinforcement is the enhancement of the functions of beings or objects through magical energy. You could make yourself as strong and fast as an Olympic athlete or enhance your senses to the best of human ability and so on, or you could increase the sharpness of a sword to cut through steel or the durability of a shield to endure small calibre firearms with ease. Things can only be reinforced so much at a particular skill level before they simply explode from overstressing. Gradation Air is shaping magical energy into the form of an item, which temporarily becomes real. You could make a sturdy but mundane sword or shield with this, though they would not last more than a few minutes at a time. Hypnosis is the basic form of mind control all Magi learn to use. It can be easily shrugged off by any supernatural being or magic user at this level but manipulating ordinary humans is quite easy and only those with exceptional willpower be able^[sic] to resist the use of this without magic to back them up. Formalcraft, generally considered magecraft for dummies, is a way for Magi to use the mana in the air, along with sacrifices or ritual preparation, to make casting spells easier or possible at all for those with little personal magical energy. All of these can be improved with time, sometimes to terrifying levels, but it will take effort and time.

The Most Remixable Song (Fate Stay Night)

Everyone gets one, sooner or later. You're able to play your very own personal version of the Emiya themesong. Remixed using any of the existing versions as a base, it's a surprisingly epic yet fitting theme for you. If you want, your opponents and allies will also be able to hear the song, though it won't be loud enough to be very distracting. It'll definitely help get you guys hyped up though.

Magic Circuits | Basic Training | Magical Legacy (Fate Zero)

Magic Circuits (Fate Zero)

Magic Circuits are the spiritual-physical circuits that lie within all magic using humans. They allow the generation and manipulation of magical energy for Magi. Magic circuits can vary wildly in both quantity and quality between people, though a person with high quantity and/or quality will usually pass those on to any children they have. You start with 20 circuit, with each one being exceedingly high in quality, equivalent to the Circuits of Tohsaka Rin.

Basic Training (Fate Zero)

All magi, all competent magi at least, know the fundamentals of magecraft. Formalcraft, Reinforcement, Gradation Air and Hypnosis. These basic skills are known by all Magi to some level, though only a few make a serious study of any of them, as opposed to focusing on more complicated, more 'sophisticated' disciplines. You are skilled in the use of all four basic disciplines for no cost, the equal of an adult magus who completed their training in each area and was notably skilled.

Magical Legacy (Fate Zero)

To be called a real magical lineage, a family needs to have a notable specialisation. Something that separates them from any other family. This is the focus of generations of work, from the head and heir of each family at the very least, and often all other members contribute too. Whether you have a family or not, you have been trained to a level of excellent quality in one magical discipline of your choice. Easily enough to be recognised as an adult magus by the Mages Association, you'll be notably skilled even among your age peers.

(Editor's Note: This appears to be free for the first purchase and paid for any additional purchases of the option, but it's not 100% clear)

Gratuitously Large Book of Achievements (Gemcraft: Chasing Shadows)

For every world you go to this book will give you a list of at least 400 achievements that can be earned by using the powers obtained here in ways tailored to the setting. At the end of every jump the book will reset itself and grant you 100 shadow cores and 5 wizard levels for every 100 achievements you had unlocked. You also gain a talisman fragment if you had completed every achievement in the book. A higher wizard level makes it more likely to receive a high level fragment. If the book is lost or destroyed it will reappear in your warehouse in a day.

Even More Gratuitously Large Book of Achievements | Talisman (Gemcraft: Frostborn Wrath)

Even More Gratuitously Large Book of Achievements (Gemcraft: Frostborn Wrath)

You gain a book of more than 600 achievements for things that you can do in this world, customized to your personal skillset and purchases here. The book keeps a record of all your previous achievements in previous worlds as well as creating 600 new achievements for you to complete in any future jump. If you have the ability to return to a previous jump, you may complete any achievements you may have missed completing the first time through. Completing achievements will increase your skill in magic over time. For every 100 achievements that you complete in a single world, you'll gain a mid-tier talisman fragment. If you ever manage to complete every achievement in a single jump, you will be rewarded with a single talisman fragment of godlike quality. Literally. You would need to kill a god in order to get a comparable fragment.

Talisman (Gemcraft: Frostborn Wrath)

This is a magical trinket soul bound to its user that holds up to 25 shards of defeated enemy's souls, commonly called Talisman Fragments. The shards fit together like puzzle pieces, and their combined effects can raise every aspect of a mage's skill by an order of magnitude or more, although such a talisman would take painstaking centuries to construct. You can import any magical trinket to use as your talisman, and you also learn how to teach others to make them. Unfortunately, only enemies that you are personally responsible for the defeat of will ever provide a soul shard that works for your talisman. See Talisman Customization for more details.

Talisman Customisation

The talisman is one of a wizard's strongest weapons, since it provides a permanent boost to their abilities and can never be lost or broken, since it is bound to the soul.

Talismans are created by carefully filling the elaborate little shape with shards of souls from enemies that you have personally defeated. Up to 25 shards can be used in crafting a single talisman, and shards may be swapped out for better ones as you find them. Any time you kill or permanently banish an enemy, there is about a one percent chance that they leave a shard behind. Don't worry, you collect the shards automatically, so you don't need to go hunting for them.

Each shard will provide some bonuses to a mage's power or skills in some way. More powerful shards will both provide a higher bonus, as well as provide more types of bonuses at once. To unlock a shard's true potential, it must be painstakingly polished, which can only be done with materials imbued with many shadow cores, or with ground up lesser shards. Higher level shards will require proportionally more expensive materials to polish.

Shards that share similar effects will provide more than the sum of their parts, so it's worth searching out several shards that have overlapping effects. Of course, this is more common on stronger shards that have more effects to begin with, but the synergies are even higher if multiple effects overlap, which gets increasingly unlikely.

Some of the examples of the bonuses that shards can provide are:

Bonus damage against a specific type of foe,

Higher base mana capacity or regen,

Higher skill in a certain type of magic,

Higher base improvement rate for a certain skill,

Slight chance for a chain effect on mundane magic spells,

Stronger attacks from a specific element or magic type,

Longer lasting effects from debuffs on enemies or buffs on allies,

Small bonus to the base improvement of all magic,

Etc.

If a human level enemy provides a shard, expect a single bonus.

If a strong but mundane monster provides a shard, expect two or three bonuses.

If a powerful supernatural threat provides a shard, expect four to six bonuses.

If a demi-god or powerful demon provides a shard, expect seven to ten bonuses.

If you are lucky enough to get a shard from a god-like being, expect as many as a dozen bonuses.

Additionally, you will always receive a single shard at the end of each jump. It will always be of at least medium quality, but it will receive a bonus depending on the danger present in the jump you just finished. In a jump like 40k, expect an extremely high quality shard as a reward for finishing the jump.

Companions that have been taught to make talismans will receive shards under the same circumstances you would, but they only receive the jump shard if they imported during that jump.

Origin and Element | Magic Circuits (Kara no Kyokai)

Origin and Element (Kara no Kyokai)

Origin and Element are attributes of the soul and one's deepest being in this world. Everyone has one of each, some people have more, but this just helps you decide on the importance of your own ones.

An Origin is like a concept, a word, that is at the core of your character. It might describe a secret side of you that you rarely show, it might show influence through every action you take or it might just be something you really love about yourself. Taboo for

someone who feels a forbidden love, Worthlessness for someone who seems to be a complete failure, Nostalgia for a man who considers his memories dearly important. An Origin by itself doesn't have much of an effect, merely lying unawakened. Some kinds of magecraft can eventually build on your Origin, such as a Taboo Origin holder eventually learning to invest that effect into an item that uninhibits the taboos of others. But these usually require quite high level skill and have subtle effects outside of extensive experimentation. You have an Origin of your choice, a normal one that is Unawakened and gives no real boons but has no real hindrance either.

An Element is more important, at least for a Magus. It describes something like your affinity for certain kinds of magic, significantly increasing talent in that area. Or rather, most Magi find it quite difficult to learn all but the most general magecraft outside of their Element. Far from impossible but much more inefficient. Most people have an Affinity for one of the five primary elements- Fire, Water, Earth, Air and Ether. These ascribe to much more than just basic elementalism. Fire might cover consumption, energy transfer or fuel. Earth may relate to cultivation and embedding of energy. Water covers the flow and cycle and combination of things. And so on. You have a moderately strong affinity for an Element of your choice. One of the primary five is recommended but if you know of an alternate choice, you can pick one, as long as it's not superior to the primary five. No Average Ones with talent for all five Elements and no uniquely powerful Element.

Magic Circuits (Kara no Kyokai)

The pathways through which magical energy mixes, flows and is expended. The circuits appear on your soul, though physical reflections can be found within your physical body, and generate heat when in active use. All magus have these circuits and they can sometimes be found in lesser forms even outside of magus lineages. As a benefit of entering this world, you've got at least the potential to use magic. You're not particularly exceptional in terms of your circuits with just this but you're no cripple either. You've got a fairy^[sic] standard 20 circuits in your body, each one of decent but not exceptional quality. If you began a magical education, your teacher would likely remark that you're decent but nothing remarkable.

Off The Watch List | Remarkable Person | The Sacred Jumper | Marvellous Animation | Sir, They're Gorgeous | Marvel Studios What If... ? | What If... There Were Snacks? | What If... The Jumper Visited MCU What If? (Marvel Studios What If... ?)

Off The Watch List (Marvel Studios What If... ?)

It would be unfortunate, not to mention rather unfair, to be erased from existence or otherwise targeted because you're not 'supposed' to exist in this particular reality, or struck down without warning because your mere presence is interfering with some grand cosmic plan. Now, entities and organisations such as The Watcher, The Ancient One and The TVA either won't notice your presence and actions, not notice you as anything unusual, or will assume what you are doing is all according to a greater plan that they believe in. They'll completely overlook or ignore you, preventing them from doing anything about your interference or presence... unless you go after them directly, at which point they might take notice.

Remarkable Person (Marvel Studios What If... ?)

Being an entirely mundane human in worlds filled with marvels might not be what you want. Now, you'll have at least the capability to begin matching such people. This will have a more general component based on features of a setting, such as the potential to use magical capabilities if a setting would allow it, even if only a select few in the setting could use it. While having the barest capability to fit in within a setting could be useful, you will find that anything that would be particularly applicable for your chosen Origin will be significantly beyond the basics. For example, picking an Origin related to the study and use of magic will not only ensure you have the ability to use it, but a moderate amount of experience and capability with it even without other Perks and additional experience.

The Sacred Jumper (Marvel Studios What If... ?)

If you had any concerns that the timeline you are in might abruptly vanish, perhaps due to a cosmic battle between multi-dimensional entities or due to the actions of those who would seek to control reality by erasing unwanted timelines, you might appreciate this. So long as you didn't do anything that you know would have caused it to be otherwise, your timeline and reality will remain intact. Cosmic battles you aren't involved in won't shatter it as collateral damage, and neither natural timeline-erasing forces nor artificial methods will abruptly end your journey. Of course, if you deliberately break space-time or actively get into a fight with something that could shatter reality, this protection won't stop the consequences of your actions.

Marvellous Animation (Marvel Studios What If... ?)

As an outsider, you might have noticed that this bit of reality might look a bit... different to the rest of the MCU. Maybe you like it, maybe not. But now you have something of a choice, as you can now view any particular reality in a way that you prefer, even if it's different to how you originally perceived it. You might prefer your particular What If tales to be clearly live action, go somewhere else and keep the cel-shading style, or even pick some other art style that you prefer. Just be aware this only changes your perception; it doesn't actually alter the underlying reality. Just because something that was originally highly realistic now looks more like a cartoon to you, it doesn't mean that something like toon-physics will apply with this Perk alone. You can share this with others if you like, letting them see things the way you do, or letting them see things the way they prefer.

Sir, They're Gorgeous (Marvel Studios What If... ?)

Well, maybe. Different realities might have slight differences even between different versions the same people, so this is your chance to alter your own appearance a little. Your aesthetic alterations are up to you, as long as it doesn't give you any advantages you shouldn't have without other Perks or abilities. This includes being particularly attractive, considering how much of an advantage that can be, so you can still look as good as you usually do, or be brought up to at least average for whatever you are, for free.

Marvel Studios What If... ? (Marvel Studios What If... ?)

Not everyone would want to see what happens here in the same way the Watcher does. You have the complete collection of the *Marvel Studios What If...?* series, including something to watch it on and a collection of concept art. It might be best not to let anyone here see this, if not just to avoid existential dread over the behind-the-scenes sections but annoyance that you might have been making popcorn while watching their suffering.

What If... There Were Snacks? (Marvel Studios What If... ?)

Even if you're watching rather than taking part, you might get somewhat peckish. Now you have a replenishing supply of food and drinks that would be suitable to eat while watching something, such as ready-made popcorn. As it might attract attention or just annoy

others who are trying to pay attention to whatever is being watched, it is somehow possible to eat and drink from this supply without the noise being heard by anyone else.

What If... The Jumper Visited MCU What If? (Marvel Studios What If... ?)

And what if they wanted to watch what they had been up to later? This record is blank for now, but when this Jump ends it will contain a recording of your time here in a style not unlike the What If episodes you might have seen. You can choose whether Jump-Chan or the Watcher will be narrating your story.

Soundtrack of Darkness | It Can't Rain All the Time | Strangeness (Omnibus New World of Darkness)

Soundtrack of Darkness (Omnibus New World of Darkness)

To accompany your time here, you have access to a library of 2000's and 2010's music that was dark and edgy for the time: Death Metal, Speed Metal, Post-Hardcore, Dubstep, Electronica, Trance, etc. You get the idea. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

It Can't Rain All the Time (Omnibus New World of Darkness)

But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats or hoodies) will become more common aspects of individual attire; as will other trappings of the Goth, Punk, and Techno cultures. The atmosphere generated by this perk is cold, isolating, and oppressive, and it fosters despair, melancholy, rage, isolation, and violence. The world is dying and nothing seems to make it better. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you. This perk can be toggled on and off at will once you leave this world.

Strangeness (Omnibus New World of Darkness)

While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous^[sic] if strange, like a ghost selling seafood from a wooden cart or laughter being the birth of pixies. Others are dangerous, such as a shady butchers shop selling tainted meat that infects buyers with The Hunger. Yet more are a mix of both, such as madmen who turn themselves into talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

Tolerance for Evil | Themed Aesthetic | Golden Coin Pouch | Medium Tier Equipment (Overlord (The Series))

Tolerance for Evil (Overlord (The Series))

The New World can be a brutal place. Regular annual wars, demi-human hordes raping and pillaging human nations to use them as livestock, rape, torture, and slavery being

common, and the frequent abuses of power by the aristocracy. There's a lot of problems in this world, and a great many of them would probably leave even the most even tempered man red-faced in anger and outrage at the mere thought of them. Not you, though. You have gained a tolerance for such acts, and can freely consider them based on their merits (if they have any), and are perfectly capable of carrying them out yourself if needs be. This does not make you evil and you don't actually have to tolerate evil that you see, you're just capable of doing so and can calmly and logically consider such things without undue or unnecessary bias. You'll be perfectly able to kick a few puppies or burn down a few orphanages (or worse) and have no problems or mental compunctions of going through with the act, if you feel you really need to. This also gives you an ironclad stomach, you'll never find yourself retching at scenes of gore or gagging at unpalatable smells or sights.

Themed Aesthetics (Overlord (The Series))

If you're a Warrior you appear to be physically powerful and imposing. If you're a Magic Caster you appear to be a wise and erudite academic. If you're a Generalist you appear to be a charming and affable rogue. Bottom line whatever you might be you tend to evoke the image of a classically good-looking version of it.

Golden Coin Pouch (Overlord (The Series))

You've got access to a money pouch filled with a 'respectable' amount of gold coins. Respectable by the standards of a max level Yggdrasil Player at least. This amount of gold is enough to beggar the imagination of commoners and even landed nobility will consider it a ruinously large sum, easily into the tens of thousands. If you're a Player it's minted with YGGDRASIL iconography and is probably what you had in your inventory when you arrived in the New World, they're sure to attract attention if you use them. If you're a local it's in local denominations, and god knows how you came across it. The pouch itself can hold any number of gold coins, but only gold coins, inside of it.

One notable fact regarding these coins, and indeed Yggdrasil Gold Coins in general, is that they can substitute for many types of incidental materials or reagents when it comes to creating magical items or artifacts. For example as long as you have a scroll to work with the gold could substitute for inks to allow you to make a magic scroll, or special oils or unguents in a bit of clockwork, and so on and so forth. Hell, you can even use the stuff to garnish food and drink at no risk to the consumer. Basically, so long as you've got the "main" pieces for making something you can substitute in some Yggdrasil Gold for any of the incidental bits required in the process.

Medium Tier Equipment (Overlord (The Series))

You have a free full set of medium tier equipment appropriate for your class. They're of excellent quality and will serve you well. They provide slight boosts to your abilities but otherwise are merely serviceable. This is the kind of equipment you'd expect to see on elite, but otherwise normal, knights. It comes with a weapon, armor, and accessories appropriate to the classes you purchased in the 'Class Skills' perks. Companions get a set of this for free.

Awakened | Type | Rank | Titles (Solo Leveling)

Awakened (Solo Leveling)

As awakened^[sic] being, you have the basic qualifications for being a Hunter. That means that you are capable of crossing Gates, fight monsters, interacting with magical equipment and have an aura that surrounds you emitting mana. The larger your power, the more intense the mana aura is. Barring rare exceptions, such as double awakening or other

special methods, Awakened beings are usually incapable of raising their power from when they awaken.

Type (Solo Leveling)

Choose a type to specialize in.

(Editor's Note: Abbreviated description; full list of types can be found in the source doc)

Rank: D (Solo Leveling)

As a D-Rank Hunter, your physical stats alone would make it impossible for any regular human to harm you. Your magical abilities could create small fires that could gravely injure a regular person. Even your senses would make it hard for any animal or regular person to sneak past you. You are expected to participate in low-level dungeons, but even if you choose not to do so, many governments, companies and rich people would be more than happy to hire you for security services.

Titles (Solo Leveling)

"Blood-Red Commander". "The Guide of Souls". "The Brightest Light". Lots of powerful beings around this world are referred by epithets^[sic] like these. Now, your name will be engraved with such a moniker of your choosing. Having this title doesn't grant any benefit, but people will use it to refer to you.

More surprisingly, any abilities similar to The System that can discern your identity will always display your title below your name, unless you are purposely concealing your identity.

Eldritch Appearance (The Miskatonic)

Well, I guess I should have expected this. What with Bapho-Necrotic explosions going off every month and causing people to grow tentacles and what not, it shouldn't be any surprise what people've got those, literal goo for brains, gills, and all the other weird shit you'll see around campus. On the bright side, it seems to have treated you well. You look just as attractive as any other buxom babe or dashing dude, despite the grotesqueness. Don't really know how you're pulling that off. What's that? Well, if you really want to look human, I've got a quick little fix. You'll still be really attractive, but besides that you'll look like any other human. Or, if you insist, I can help rearrange some things. Let you pick what kind of grotesquely hot appearance you want. Tentacles, gills, fins, spikes, you name it, I can give it to you.

Outside Context Problem (Worm)

It'd be boring if you were to just die right at the start so for free you'll have a selective immunity to the powers of a few rather nasty plot device level opponents that by all rights would probably want to kill you right out of the gate. Contessa, Ziz, and Zion's precog doesn't seem to be able to pick you up, instead returning a zero-sum error whenever they try to force the issue. They won't notice this until you garner enough attention for them to try and then they might take further measures to see what the problem is. But at the moment you'll be safe from being instantly killed due to the threat you pose to their plans. This works on all shard/entity derived precog. Your peculiar inter-dimensional nature just messes up their ability to predict you. Coil is an exception due to the weird nature of his power.

Changelog

Current total cost of all 125 purchases is 40,300CP, not including the Freebies section or the Darkest Tome options in the *On Leveraging the Tome* section in the count.
Purchases are sourced from 30 Jumdocs.

19/10/21 Pre-release

- Original 25 settings (111 purchases, 35,100CP)

07/05/22 Pre-release

- Marvel's *What if?* (*Summoning Circle* 400CP)
- Cabin in the Woods (*Virgin* 600CP)
- Bloodborne (*Insight*, *Eldritch Teachings*, *Welcoming Host*, *Vileblood*, *Eye to Behold*, *Bloodborne* 2100CP)

08/05/22 Pre-release

- Duel Monsters - The Shadow Realm (*Preparation of Rites*, *Fulfilment of the Contract*, *Advanced Ritual Art*, *Ritual Forgone*)

09/05/22 Pre-release?

- Discworld (*Necrotelicomnicon*)

11/06/22 Release

- Fixed a missing entry in the index