

Main Work

Witch Hat Atelier

By Plazmakitten and QafianSage

Welcome to the Zozah Peninsula, a peaceful land ruled by the Five Kings, and shepherded by the Great Hall of Witches, who use their magical birthright to help those born without. However, this world is built on a lie - there is no such thing as magic by birth. In truth, with the use of Conjuring Ink and the knowledge of Seals, any person in the world can use Magic. Once, this fact was known to all, but after an era of war a small group of three wise men and their disciples gathered and agreed to end the constant conflict, wiping the knowledge of Magic from all others and dividing it into what can be known, and that which is forbidden. For the next 10 years, you will be a part of this world.

Gain +1000 WP (Witch Points).

Origin

While Witches can come from many walks of life, (something something), it all hinges upon one question:

How do you feel about the Pact?

Orthodox

While the Pact is perhaps not perfect, the alternative is the continuation of the era of war. Standing as the supermajority of Witches, to the point they're most often just called Witches instead of Pointed Caps. You either are or already have apprenticed with a Witch who's undergone the (what's the name).

Apostate

The Day of the Pact and its consequences have been a disaster for society. Whether you picked up forbidden magic after becoming a Witch, or you apprenticed underneath a Brimmed Cap, you have made your choice clear - the Pact must fall.

Outsider

You were not born to Magic. Technically, you knowing the truth about magic is against the Pact, but you've managed to sidestep that complication, whether through the help of a Witch, or through misdirection - that is, lying. Who knows what you shall do?

Perks

General

The Absolute Basics - Free

Most of this is rather simple, but this is just insurance. You understand the basic formation of Seals - a Sign that dictates the element, surrounded by Sigils that augment Sign, and a Ring that encloses it, resulting in a Spell. Everything beyond that must be learned.

Functional Fashion - 100

No matter the Witches history, life goals, or even compliance with the Pact, they all share one thing - a stunning sense of fashion. From the soft blues and whites of the apprentice uniform to the bold blacks and reds shown in the Brimmed Hats, nigh-all Witches share this, now including you. Also, (adding extra functions to clothes like magics, belt space, or hidden pockets). (Something something “the frame these clothes rest upon is impressive”).

Vocation - 100 or 200

Witchcraft is more than simply the drawing of seals. From those who produce the precious inks, dyes and wands which allow magic to be made in the first place, to those who turn simple seals into complex contraptions, many different crafts have their place in magic—and beyond the hidden world of witches, the world is full of those who have dedicated themselves to honing their crafts. Choose a specific craft, such as carpentry, tailoring, ink-making, blacksmithing, jewellery or masonry. You have ten years of training and experience in that skill, and can often find ways to incorporate what you have learned from it into your practice of magic, here and elsewhere.

This perk can be taken multiple times, but picks after the first cost **200 CP** instead.

The Magic of Magic - 200

Magic exists to bring wonder to people’s lives. Such is the creed of the Pointed Caps—and yet, it’s hard to maintain that wonder in the face of all the work required to bring it about, or all the dangers that can attend the witch’s path. Not for you, though. You can hold onto the spark of wonder, fascination or love that first drew you to something through all the drudgery and difficulty its reality might entail, maintaining your will to keep going, and keeping you from ever becoming jaded, stale or bored with it.

Orthodox

Steady Hands - 100

You have practiced, practiced and practiced again, day in and day out. You have drawn the lines, the circles, the signs and sigils, until they are imprinted upon not only your mind, but your muscle memory. You can draw a perfect circle without looking at it, accurately sketch and reproduce designs swiftly—and more than that, you have trained so that no matter how stressful the situation, it will never affect your manual dexterity or the execution of your skills.

Specialty Crafts - 200

Just as magic doesn't require any special aptitude to use, witches aren't inherently better at one form of magic over another. Personal proclivities, skills or motivation, though, can create a great difference. Just as Coco's experience as a seamstress gives her an easy time making long, steady lines useful for large, directional effects, Richeh specializes in producing many small seals, and Qifrey's past has led him to build up a particular understanding of water magic, so too do you have a specialty when it comes to magic. When working within your specialty, you can produce seals faster and more effectively, control them more effectively, more easily refine their results, and more quickly develop new seals (or other forms of magic, should you possess such).

Proved by the Pentacle - 400

While much knowledge was lost on the Day of the Pact, what was left was crafted into a curriculum that would safely take a young apprentice into a powerful Witch. You have completed this lengthy education, and not only have an extensive knowledge of permitted magic—all the standard signs, sigils and magic dyes used by the Pointed Caps are at your fingertips, as well as knowledge of how to combine mechanical devices and objects into your magic—but are a qualified teacher, too, able to effectively pass your knowledge in this and other fields onto others. You also have permission to access locations like the Tower of Tomes, and to take on apprentices in this world, and in future worlds will similarly be able to convince others of your fitness as a teacher or authority in any skills you have learned.

Wise One - 600

For better and worse, the Day of the Pact transformed the world. The teachings of the Wise Ones were made reality, and even memories of the way the world was before were erased. You have the same potential; to speak, write and inspire others to see your vision of the world promulgated, your reason and logic held high and enacted upon the world. Moreover, you have the skill to oversee such an effort, to coordinate the creation of organizations like the Knights Moralis to enforce your will, and institutions like the Pentagram to not only mark the graduation of people into your chosen order, but to make them actually want to become a part of it.

Apostate

Stained Hands - 100

For years in and out, you have practiced the arts of magic, drawing seals again and again, until your hands were stained black. You can easily and effectively draw circles and precise geometric shapes freehand, at speed and even while not directly looking. Additionally, you have gained a strong stomach and an ability to bear the costs of practicing forbidden magic—not only enduring pain or the suffering of others, but bearing the stress and loneliness of isolation and opposition from the whole world.

From the Shadows - 200

When even a single accidental use of forbidden magic can get your memories erased, it pays dividends to have caution. You have all the skills required to practice an underground resistance—some might say terrorist—campaign against an overwhelming power, able to track

false identities, establish hidden bases, pass beneath notice and determine just the right places to deploy your assets (agents, knowledge, attacks) to achieve the changes that you want. And, if it comes down to it, you're particularly good at running away and escaping pursuit, by whatever means are open to you.

Lost Arts - 400

Whether or not the Pact was necessary, its institution also wiped out many benevolent forms of magic, along with curses and spells of ruin. You bear the legacy of this lost era; the spells of the Righteous Witches of Healing to repair the body or 'twin' bottles of medicine so that one never goes without; spells to warp space and create illusionary labyrinths; spells to teleport the body rather than only creating portals; spells to wreak destruction upon the terrain and more.

Moreover, you have knowledge of unconventional aspects of magic, such as how to use blood to create more potent conjuring ink.

This Human Clay - 600

Amongst all the spells forbidden on the Day of the Pact, perhaps the most terrible were those which altered or transformed the human body. For every spell of healing or cure, there were dozens of curses: Petrification, transformation into monsters, invisibility and more. You have mastered this forbidden magic, with knowledge of the signs and sigils needed to change and transform flesh, blood, bone, spirits and minds. The potential of this magic isn't limitless, and going beyond the core of what you know to more esoteric applications will probably require extensive research (which in return will require test subjects), but who knows how long it will be until you find its boundaries.

Outsider

With My Two Hands - 100

Most in this world believe that magic is an innate gift, perhaps powered by some special energy within a person—when in truth, magic is drawn, and not so different in many ways to the other crafts that people practice every day. You understand this truth, and have a knack for adapting what you've learned in one area or skill, to help in others. A tailor's precise eye for detail and steady hand can translate to drawing magic; a witch's cool under pressure could help them become an excellent, analytical swordsman. You are adept in finding and making use of such correspondences, and will find that training in almost any area can translate—at some remove, and to a lesser degree—to providing insights or skill in others.

Draw Together - 200

Drawing a Seal can be hard. Minor errors in drawing can result in less efficient spells, or even different spells entirely. Drawing a Seal with multiple people can be harder. Multiple individuals, each with different understandings of magic, different drawing styles, and the chance they'll interfere with each other. You have the real knack of teamwork, however, being able to coordinate or work with others seamlessly, and to help them work together in turn, maximizing your strengths and covering for one another's weaknesses, more easily sharing their perspectives and knowledge, and not interfering with one another.

The New Apprentice - 400

Where Qifrey's other apprentices had been learning magic practically since infancy, Coco arrived in their world years behind—and yet, was quickly able to pull her weight and keep up to a remarkable degree. You have a similar gift; so long as you work hard to learn and improve yourself, you will grow in knowledge and skill by leaps and bounds, learning at a greatly accelerated pace until you can match those around you, even if they have been practicing a skill for much longer—and even then, you will find yourself well-suited to learning from your peers, and incorporating elements of their styles into your own.

Child of Hope - 600

Since the Day of the Pact, the Pointed Caps and Brimmed Caps have been in conflict over the nature of magic, how it should be used, and what should be permitted. Both sides have entrenched themselves, with the Knights Moralis becoming dogmatic and uncompromising, while the Brimmed Caps have resorted to terrorism, trickery and curses to try and achieve their ends. But what if both were wrong? What if there was a way that neither was able to see, precisely because they had been so immersed in this ancient conflict?

You have the ability to see with eyes unclouded, to overcome prejudice and see solutions that others would ignore or dismiss—and, more than that, to convince others of your third way. In this world, with enough work, perhaps you could bring reform to the calcified system of magic as it stands, and find a way to both guard against curses and allow for magic of healing. In other worlds, you might find a way to bring lasting peace between warring factions, or solve conundrums which have stymied great scholars for years. Such is the promise of the Child of Hope.

Items

Bare Necessities - Free

Without these, a witch is little more than an ordinary human with some unusual knowledge. This item includes a 'wand' (read: pen) designed for your hand, a well of standard conjuring ink (about enough to last a month's standard use; refills weekly), and a palm quire; a small, circular notebook designed for easy use and removal of pages for spell seals.

Craftsman's Tools - 100

Select a craft, such as blacksmithing, masonry, carpentry, tailoring or similar. You have all the essential tools of that craft at a high quality, as well as a collection of basic materials needed for its practice (for example, copper, tin, iron and steel, plus good charcoal for blacksmithing), and a magical trunk to carry them in, inscribed with seals to reduce its weight.

This Item may be taken multiple times, and is free for any **Vocation** you have.

Magical Dyes - 200

Conjuring Ink is the core of magic—but it is when combined with proper supplements that its potential truly blossoms. This item is a wooden pack, of the style used by apothecaries, whose drawers contain a wide selection of different magical dyes, tinctures and other substances, all with useful effects when mixed into conjuring ink or used in casting a spell. The shed scales of a scalewolf can be used in spells of illusion to catch the image of something to be projected, powder from the blushing bride butterfly can render conjuring ink transparent once it sets—very useful when hiding magical seals from those not in the know—and the ground shells of roaming scallops renders ink impervious to water. This item also comes with the tools needed to process these materials for use, and to prepare other materials you might find in new worlds for the same purpose.

Bloody Ink - 200

This unassuming bottle contains Conjuring Ink formulated according to a secret recipe, containing human blood. Magic drawn with this ink is expanded in its scope and power by an order of magnitude—but is very hard to control, especially if the user doesn't realize its ingredients. You can concentrate or dilute the ink to adjust its potency. Needless to say, such ingredients are considered deeply taboo by the Pointed Caps.

Silverwood Tree - 300

Standing at the very root of magic, the silverwood tree is a twisting, hardwood tree whose bark bears a beautiful silver hue. When its branches die and wither, however, they turn black. When boiled, they produce a substance known as woodcruor, and when the water is removed, woodcruor can itself be refined into conjuring ink.

This silverwood is planted in a small plot of land, either placed in the world or within your warehouse. Beneath its roots is a stone seal plate which accelerates its subjective time, causing it to quickly re-grow branches when cut, and to regularly produce seeds. If you wish to propagate more such trees, however, you will discover the darker side of the silverwood. Its seeds implant themselves within living creatures, and are nourished by a sense of happiness and peace, eventually bursting forth from their host. Be assured that this tree, at least, is not grown from a human.

If you also have the **Magical Dyes** item, this plot is expanded into a greenhouse capable of hosting a wide variety of different creatures and plants from this world, thanks to an intricate array of different seals maintaining its many microclimates. You probably won't be raising scalewolves here, but things like tranquileaf, azuremoon flower or blushing bride butterfly are all within possibility.

Works of Magic

Gain 300 WP, which may only be spent in this section.

Crafted by a skilled witch, and with repetition seals incorporated to cause them to automatically repair themselves, the following effects can be placed either on an item or set of items (generally referred to as a 'contraption'), or tattooed on your body.

Be warned that tattooed magic is held as taboo by the Pointed Caps, and as a key sign of the Brimmed Caps.

Sample Sigils and Signs - 100

A decorative item, this tabletop holds a series of Seals which levitate and preserve a small orb of every elemental Sigil you know. This expands as you gain more knowledge, and also includes substances you can manipulate with other abilities, which can be used to learn the Sigils needed to control them.

In a shelf under the table lies a book detailing all of the Signs, Sigils, runes, and other magical symbols you know, including names, descriptions, and diagrams, which grows in depth and width as you learn both more about the symbols, and more symbols respectively.

Flight - 100

While for those without magic, the wings of a bird are simply a dream, it's actually quite easy when magic is applied. Usually done through the movement of air, when applied to an object, such as a pair of shoes, it allows you to activate the seal by pressing your feet together, and direct it by tilting them. It could also be applied as tattoos, such as on the back, feet, or hands.

Utility Seal - 100

While some may only see magic as a weapon, those with wisdom know it as a tool. The possibilities are many, from retaining heat and freshness of food, to pulling water from the air, or drying hair and clothes.

Combat Magic - 200

While banned under the Pact, the use of Magic for harm is both obvious and effective. This Seal is one such example of the many methods used for combat, whether it shoots bolts of fire or forms a blade made of water. Useful as a contraption or as a tattoo. It's also possible to easily modify this seal, no matter what it's on, in order to change its element or shape.

Healing - 400

Though their cause was noble, the Witches of Healingcraft were the last to fall to those who created the Pact, and their arts were lost with them. Drawn on an object, this Seal, depending on its form, can undo damage to itself, other objects, or living organisms, or "pull" healing away to wither life. Drawn as a tattoo, it can heal the bearer, or "pull" healing from other beings into themselves.

Antimagic Effect - 600

Not necessarily forbidden, but the process to make these kinds of Seals was lost during the era of war. The object this Seal is drawn on is resistant to magical effects, including those from beyond this world. Applied to a weapon, it can pierce through magical barriers. Applied to clothing or armor, it can prevent This can, like all seals, be reverse engineered, such that you can make more seals that counter, cancel, or dampen magic.

Locations

Townhouse - 200 (coco's house at start)

It can be good to find a home. This two-floored house has

Atelier - 400

Perhaps yours takes a different shape - in other worlds, towers are quite in fashion, or perhaps you're looking for something a bit more underground - possibly literally. Regardless, this will always have a few amenities, whether they be magic, mundane, or a mix, including but not limited to: a source of clean drinking water; a source of food; plumbing; some method of teleportation to certain locations, such as being connected to the Windowway system; something something. As more people live within the atelier, the amount of these amenities will grow - it doesn't, however, have unlimited space. Point being, this is a great place to live, teach, and practice and work your craft.

Mystic Ruin - 600 (see wiki for details, item on original version)

One interesting aspect of the pact is the prohibition on wide scale landscape alteration. From the floating Dadah Range to the lost nation of Romomon, the Pointed Caps agreed that the process couldn't continue. You now own an example of this phenomenon. Choose a spell, or a small collection. You own a (how much land? 1sq mile? 20?) area of land under the permanent seal of that spell. There are likely to be some fauna and flora either adapted or altered to survive the conditions.

You can either have this land been created pre-pact, which will free you from attacks from the Knights Moralis, at least for this specific instance - if you break the pact some other way, or try to do more landscaping, that will get you attacked - or you can have created it in more recent history - which will both grant you an immense amount of notoriety, and piss off basically every single Witch who follows the pact. When it follows you on your journey, you can choose whenever you start a new jump if it serves as a warehouse attachment, or is placed into the world.

Books

Basics of Seals - 100

All skills start from somewhere. A small notebook, containing an apprentice's notes. It contains a brief explanation of the basics of Seals, the 4 main Sigils, and a few basic Signs. A steady-handed apprentice could, with a few attempts, learn to create basic spells - a small ball of water, a gust of wind, a burst of fire, or moving a small pile of stones. Education beyond this comes through either finding other sources, or experimentation. In future worlds with magic, you'll gain a new notebook containing the most basic knowledge.

Specialty Scroll - 200

Perhaps passed down by your Mentor or a friend, perhaps stolen, perhaps even your own work. Regardless, this hefty tome comes from a longstanding practice of using magic, although the notes only contain knowledge on a certain subject. Pick a topic, such as an element, a type of Seal, or a purpose. This tome represents the notes of a specialist Pentacle Witch(or equivalent).

The earlier portions of this book start off with designs appropriate for apprentices (balls of water, beams of light), steadily rises in difficulty (angling Signs to apply their effects in specific directions, transmuting one example of a Sigil into another), until becoming increasingly esoteric - such as using the conceptual meanings of Sigils (Air as movement, Fire as force and energy), adding on radical characters to change their effects (Wind compared to Aeriforms, Wind Underfoot, or Whorling Winds), or their use in macro- or micro-scale Seals. These notes will continue to be useful in future worlds - an understanding of the Column Sign could be used in directing beams of Ki, while telekinesis could benefit from an understanding of the Air Sigil.

Picture Book - 400

The item that started off Coco's journey, crafted by the Brimmed Cap Iguin to create the Child of Hope. This may and or may not be one of the copies they were selling on the day of the festival. Regardless, once in each future world, you will stumble upon a similar book, in nature if not in purpose.

It may be disguised as a simple children's picture book, a fiction novel, or the simple ramblings of a mad man, but if you know what to look for, its nature reveals itself - it contains hidden lore, whether that be history, magical spells, or strange equations. However, if you are not careful, you may stumble onto a piece of information you are not ready for, so just don't, for example, trace anything too complex from it.

Tower of Tomes - 600

Somewhere within the Zozah Peninsula, in the center of a lake that can only be found through teleportation, stands the Tower of Tomes, (keystrokes, guarded by two serpent monsters in the surrounding lake, must be teleported to). When information about magic is written down, in anything from bound books to scrawled memos, it is reproduced within the halls of the Tower. Now, ownership comes to you. Maybe you are the new Head Librarian, or perhaps a custodian. Regardless, whenever you go to a new jump, the Tower activates. Every written - or, perhaps, typed - word of the strange and supernatural that exists when you enter is reproduced within the Tower of Tomes, as well as any that come to exist while you are there. You may choose to reframe this option - perhaps this is not truly the Tower of Tomes - just something with a very similar effect.

Companions

Import

Export

Oc: Apprentice and Mentor?

Drawbacks

Disability - +100 - +300

For as much as Witches try to help others, they sometimes fail to understand their needs properly. For +100, you have a disability on the scale of Qifreay's vision, which generally would

not stop someone from completing the Pentagram and becoming a complete Witch, but would definitely create barriers. Also on this level is mild chronic pain, and similarly annoying and unpleasant symptoms.

For +200, you have something on the level of Silverwash, a form of monochromacy which could, by being unable to tell apart Conjuring Inks mixed with Magical Dyes, bar an otherwise healthy and intelligent young child from apprenticeship. Similarly, arthritis or tremors of the hands, even if intermittent, would make unnoticeable Sealcraft highly challenging, which, given its requirement for the trials, would prove difficult. Assuming proficiency in magic, someone likely took quite some time to guide you.

For +300, your symptoms have progressed to such severity you may have difficulty with the simple act of being alive. Perhaps your lungs fail under stress, or your tendons are brittle, or gout has formed crystals in your joints. However, even this doesn't truly prevent someone from using magic. Consider Beldaruit. Born with brittle bones, he lacks the capacity for self movement. However, through a high understanding of magic, he has become one of the Three Wise Ones, the Wise in Teachings. He uses copies made of smoke to do most tasks, and when his presence is required, he embarks on a self made Sealchair bearing the horns and legs of a Ram. Truly, with care, patience, and resources, one can truly do anything.

Human Modification Subject - +100 - +400

For as much as the Brimmed Caps have a point, they're kind of bad at public affairs. For +100, this starts simple - a single tattoo, the width of a palm. It's not actually Conjuring Ink, so it does nothing, but it looks like it unless the inspector looks closely for a long time, and the inspectors here don't particularly take too long.

+200, wings

+300, cat guy (Sasaran)

+400, Silverwood Seed

Combo of benefits and problems, more CP = worse problems, +200? for that one cat man

Apprenticeship - +200?

Being a kid/student, like <15

Child of Hope - +200 - +400

Interest / active antagonism from Brim w/ no Yankee

Does this Seal look like Memory Wipe? - +200 - +400

Suspicion from / Hunted by Knights Moralis

Outsider - +300

Ah, a minor accident on my part, you don't actually know any magic yet. The perks you selected aren't skill - instead it's talent.

Warcrime Hat Atelier - +600

The Brimmed Hats are now as smart, resourceful, and willing to be cruel as one of the insane people on the subreddit

Notes

Unless noted otherwise, all consumable items are replenished weekly, and items in general are inscribed with a discreet repetition seal, which will cause them to repair themselves to their previous form if damaged, or return to your side if lost, after a day at most.

For the purposes of the timeline of this jump, the pact took place about 200 years ago, 6-8 generations. Someone on Reddit listed it as a potential time, and it makes sense.

There's a wiki, a discord, and three subreddits. The Wiki is witchhatatelier.telepedia.net. The subreddits are r/WitchHatAtelier, for story discussion, r/Brimhatfolk, for memes and shitposting, and r/WarcrimeHatAtelier, for spell designs. The discord can be accessed through the main sub, or at discord.gg/WitchHat, although it does seem like the [old discord was deleted recently](#).

Witch Hat Atelier, also a Cooking Manga, also Archives of WHA releases August which I thought already happened

Magic explanation - lower and upper limits, terminology(spell, seal, sign, Sigil, silverwood ink)
Spell - Both the conceptual / logical framework behind a Seal, as well as its effects.

Seal - The physical form of a Spell, made up of a Sigil, several Signs, and a surrounding Ring. Some Seals have multiple Rings. A Seal only activates when the outermost Ring is completed, although it's unknown how this is determined. The elements of a Seal are written in Conjuring Ink. The size of the Seal dictates its power, while its accuracy dictates its longevity.

Ring - Usually a circle. If a Ring is completed with no elements within it, the Conjuring Ink within expends its energy as an explosion. Rings can be completed mechanically, or by having parts of the Ring on several objects. If a completed Ring is surrounded by an uncompleted one, it won't activate until the outermost Ring is completed. Depending on how exactly this works, this may allow for a kind of widespread antimagic effect where an uncompleted Ring is put around an area where you don't want people casting Magic.

Sigil - Describes the element of a spell, what it will manipulate or create. It's possible they don't only describe purely physical things, and may have some conceptual meaning.

Signs - Describes the motion of a spell, how and where it will be cast. Depending on the specific Sign, differences in size, line length, orientation, angle, and amount can lead to different effects. See *Signs Explained* on the wiki for more information, including a list of known Signs, and informational pictures.

Nowhere near the quality this deserves, but whatever

Yankee w/ no brim vs Brim w/ no yankee

Explicit mention - This magic system is not limited to the Sigils and Signs known within the story. Not all things are remembered in the current era, and we experience this world through Coco, a young apprentice. Even outside this world, if you look for it, you can find Sigils describing unique, strange elements, or Signs that cause effects currently unknown. In other words, fanwank within reason.

Pact rules in no particular order: no using magic on the human body, solely excluding knights moralis using memory wipe; no immortality or raising the dead; no large scale landscape alteration; no teaching magic to outsiders, defined as not being descended from the apprentices of the original pointed caps

Obsolete

CHECK TAB 2 TO SEE NEW VERSION

Witch Hat Atelier

[IMAGE]

Intro

Once, the knowledge of magic was for all, opening all possibilities. Magic's (something, led to war, a group made...) a conspiracy - to remove the knowledge of magic from the rest of the population, to ensure peace, and to prevent the use of magic on the human body. Some, however, rebelled against this idea.

"When humans are given the power to do anything, "anything" is what they will do"

Origin

Witch - Free

Witch - One in the know. You, by birthright, investigation, or chance, have learned the truth of Magic. You must make the choice:

- Pointed Cap - Follow the pact, bring the effects of Magic onto people,
- Brimmed Cap - don't follow pact, mostly dickheads, once included healing mages

Outsider - +300?

Outsider - An Outsider. An ordinary person. Perhaps you hold power and riches, but you were not born into a place where you could learn magic. Perhaps, under the right circumstances, that could change.

Perks

General

Attractiveness - 100

Magic of Magic - 200

Love and fascination can continue even after years of doing similar things

Witch

Basics - free, must be witch

Understanding basic seal terms, capacity to draw them

Functional Fashion - 100

You do, in fact, got that shit on. While some of the Pointed Caps occasionally look a bit awkward, it seems there's a hidden requirement for being a Witch - immaculate fashion sense, one which you now share.

Spell Specialty - 200, can take multiple times

Pick an idea, such as a specific Sigil or Sign, a style (gain boosts)

While "elemental affinities" don't exist in this world, some, through practice or predilection, find the creation and use of certain seals or methods easier than others.

For some examples, Coco, due to her experience as a seamstress(?), is able to make long, steady lines which are useful for large, directional effects. Similarly, Richeh's unique personality and mental state allow her to create small Seals at rapid rates. A more simple example is in Qifrey who picked up a high understanding of the Water Sigil due to his discomfort with being wet as a child.

Mechanical Mechanism or Technical Triggers(?) - 400

This perk grants a Witch's greatest tools - creativity and knowledge. Firstly, you gain a significant talent for mechanical engineering and handiwork. Even if you were a complete novice at blacksmithing, you could learn to create a hinge, or something of similar complexity, quite quickly. In addition, this allows other powers you have, particularly those that require writing or drawing, to have most of their cost paid ahead of time, and, by giving a last kick, use that power at full force for whatever cost you put into it, even if you wouldn't be able to pay that cost normally.

Sigil Source - 600

The power of Seals is that, with enough understanding, ink, and time, a Witch can create any number of effects. However, our understanding of the world comes from the perspective of Coco, a young apprentice. This perk acts as insurance in this world and any others you visit with a symbolic power system, you can, through study, contemplation, and trial and error, create new symbols, or modify old ones, whether they describe elements of the world, phenomena both natural and not, or alterations to the spell itself.

Pointed Cap

100

Teaching / learning - 200

Magic off switch? 400

Conspiracy? Organizational power? 600

The greatest trick a Witch ever pulled was convincing the world of (magical birthright?). The second was to convince their fellows to continue the lie. You can do something similar - you find it shockingly easy to create societal systems that benefit your goals, use all resources and knowledge you hold to perpetuate them, and even allowing certain groups freedom from these systems, so long as they at least seem to help strengthen them. The biggest concerns would be those who the system cannot accept, and someone not born or directly indoctrinated convinced of benefits of the system trying to bring it down.

Brimmed Cap

100

200

Manipulation - 400

Give me liberty, give me fire, I can only manipulate children, or I will retire! - motto of the Brimmed Caps. Ahem.

Human alteration - 600

Although they formed from friction with any of the tenets of the pact, the Brimmed Caps biggest advantage over their adversary is their willingness to cast spells directly on and upon the human body. From tattoos and self-teleportation, to healing and mutation

Outsider

Work skill - 100, can purchase repeatedly for 50

Witches cannot do everything. Although they can use strange magics (nope, rephrase later), they still need food, clothes, tools of metal and wood. Choose a profession, you gain 10(?) years of practice, knowledge both practical and theoretical, and some degree of selling your craft. This includes medical fields, due to the pact stating that Witches cannot learn medicine, and vice versa. This perk shouldn't be used to pick up combat, that'll come later. If you pick hunting, it'll focus less on archery, and more on tracking animals and processing their remains. If you pick up magic, you can incorporate your professions to improve both.

100

Combat skill - 200, can purchase repeatedly

Even though war has become rarer, a good sword arm can still take you far in the right place. Pick a field of combat. You gain 10 years of practice, knowledge both practical and theoretical, (something something, redo this later). If you pick up magic, you can incorporate your combat skill to improve both.

200

Luck - 400

Witches are the only ones who can cast spells, while ordinary people can only be blessed with it. (Something). Perhaps if you loved magic, then, even as a young child not born into it, you could even stumble into a Witch while they were casting a spell, and learn how it worked.

400

A True King - 600

Antimagic - 600

A power unseen within this world. All magic that you do not willingly allow to bypass this is significantly diminished when it effects you. (Decreasing effectiveness - body alteration, nonphysical spells(fire, light, most kinds of air), conjured physical spells, manipulative physical spells, mundane things previously altered by magic)

Items

Casting Tools

Pick one per set. Purchases also include the cheaper versions.

Comes free with an internal-space grown **Kit Bag**, which has enough room to carry everything in this section and at least a shoulder bags worth more.

Basic Wand – Free

~~The most basic of Wands. A basic fountain pen nib, resting upon a basic barrel. There's not much to say.~~

Standard Wand – 50

High Quality / Specialty Wand – 100

~~An Ink Wand designed for you. It ergonomically fits perfectly into your hand in the most comfortable position, while drawing smoothly on a large variety of surfaces. It's functioning might be caused by magic, such as heating up the ink, or strange craftsmanship, such as it being a ballpoint rather than a fountain pen.~~

Basic Ink – Free

~~When the limbs of a Silverwood Tree turn black, they are removed and boiled. Then, a Vapor Bubble can be used to remove the moisture from the Ink, leaving "raw" Conjuring Ink. You have a steady flow of ink; enough to supply your needs as a witch easily enough. As long as you don't start just pouring the stuff on the ground or try to use it as a source for industrial-scale printing, you won't run out anytime soon—and if you do, it'll replenish in a week.~~

Standard Ink – 50

~~"Raw" Conjuring Ink can then be processed, washed, filtered, and then mixed with a range of Magical Dyes to augment its effects. This is higher quality, and you can pick a basic effect to apply to your Ink.~~

High Quality / Specialty Ink – 100

~~By taking processed Conjuring Ink and subjecting it to more purification, including various fully magical steps, and then mixing it with rare Magical Dyes, you can get a nigh-miraculous substance.(keystrokes)~~

Paper Scraps – Free

~~Whenever you search your pockets, bag, or surroundings, you're guaranteed to find something to draw on. However, it's unlikely to be particularly large, durable, or generally effective.~~

Palm Quire – 50

~~A small, circular, leather bound notebook, a Palm Quire is a nigh constant amongst Witches, due to its blend of usability, being large enough to fire off large bursts of fire, stealthiness, able to be slipped into pockets, and reliability, able to hold many incomplete Seals.~~

~~Vellum Scroll - 100~~

~~Gives special effect to Seals, like magical dye (purely OC frankly)~~

~~No Extra Tools - Free~~

~~Exactly what it sounds like. Your kit doesn't come with any fiat backed extra tools.~~

~~Basic Extra Tools - 50~~

~~Your kit includes a series of geometric tools useful for drawing Seals, including a Ruler and a Compass, as well as a Component Pestle. While Seals can be drawn freehanded, if they're drawn with higher accuracy, they can last for longer. The Component Pestle can be used to grind up Magical Dyes and mix them with Conjuring Ink.~~

~~High Quality Extra Tools - 100~~

~~The tools to make the tools to make seals including in metal, cloth, paper, hide, etc~~

~~Minimal Kit - Free~~

~~Your Kit Bag contains: a basic Ink Wand, a kind of fountain pen; several ounces of low quality Conjuring Ink, used for drawing Seals; and several scraps of paper.~~

~~Standard Kit - 100? 200?~~

~~Your Kit Bag contains: a personalized Ink Wand, or similar device used to draw(?) ink; several ounces of high quality Conjuring Ink, with a Magical Dye or two mixed in to add a basic new property to your ink; a Palm Quire, a commonly used small circular notebook used to hold incomplete Seals; a Ruler and Compass, for drawing higher quality seals; and a Component Pestle.~~

~~Full Kit - 200? 400?~~

~~Your Kit Bag contains: a Specialty Wand, which both ergonomically fits your hand, and uses either magic or strange engineering to enhance its function; several ounces of specialty Conjuring Ink;~~

General

Welcome Package - Free

A small gift, free of charge. This small satchel contains: one basic disguised wand, including a pen tip and a small, slowly refilling reservoir of Silverwood Ink; a basic change of clothes, which makes sense based on your origin and history; a basic pair of Sylph Shoes, which don't come with a training guide; a set of fold out picture books, each cataloging your adventures in past worlds. When you leave this one, you will gain another, as well as the rest of the worlds you visit.

Magic item 50 - 600

Price based on complexity + power + size + amount, includes fanon Seals

Sylph shoes, low comp, low power, low size, one-two, 50? No, I should make tables or something

Pegasus Carriage, med complexity, mid power, mid size, one, 250?

Complexity	Power	Size	Amount (50 per? Per 3?)
Low - Free	Low - Free	Small - Free	1-2
Medium - 50	Medium - 50	Medium - 50	2-4
High - 100	High - 100	Large - 100	5+

Brush Buddy - 50

La creatura. Fuzzy bastard. Mutant pipe cleaner. A particularly fucked up scarf. He who is set where he does not belong. Take one for yourself.

Witch

Basic tools - 100

A pen that suits your style, a bigger ink flask, circular notebook, maybe a triangle tool?
Component Pestle, Conjuring Ink flask, Palm Quire

Magic Dye Collection - 200

There are some kinds of substances which, when added to base Conjuring Ink, grant some kind of effect to the Seals drawn with that ink. The current known effects can alter the color of the ink (Blushing Bride Butterfly scales make the ink transparent), various properties such as luminosity (Golden Blaze Wyrms scales makes the ink glow in the dark) and water resistance (Roaming Scallop shells), and alter things about the spells created, such as their length of time active (Azure Moon Flowers) or their power relative to size (Blood), although this effect is forbidden as the additive used is blood, which goes against the pact. You have a replenishing supply of these substances, as well as several others that make sense alongside the known examples.

Tattoos (Brim) - 400?

As much tattoos as you want, can change over the course of 1-8 hours depending on magnitude (no tattoo -> full body is 8 hours)

Book

Atelier (point) - 600

Perhaps yours takes a different shape - in other worlds, towers are quite in fashion, or perhaps you're looking for something a bit more underground - possibly literally. Regardless, this will always have a few amenities, whether they be magic, mundane, or a mix, including but not limited to: a source of clean drinking water; a source of food; plumbing; some method of teleportation to certain locations, such as being connected to the Windowway system; something something. As more people live within the atelier, the amount of these amenities will

grow - it doesn't, however, have unlimited space. Point being, this is a great place to live, teach, and practice and work your craft.

Silver tree (maybe general?) - 600

Mystical Ruin - 600

One aspect of the pact that doesn't receive as much attention as the others is a prohibition on wide scale landscape alteration. From the floating Dadah Range to the lost nation of Romomon, the Pointed Caps agreed the process couldn't continue. You now own an example of this phenomenon. Choose a spell, or a small collection. You own a (how much land? 1sq mile? 20?) area of land under the permanent seal of that spell. There are likely to be some fauna and flora either adapted or altered to survive the conditions.

You can either have this land been created pre-pact, which will free you from getting the Spanish Inquisition knockoffs from your doorstep, at least for this specific bit - if you break the pact some other way, or try to do more landscaping, that will get you attacked - or you can have created it in more recent history - which will both grant you an immense amount of notoriety, and piss off basically every single Witch who follows the pact. When it follows you on your journey, you can choose whenever you start a new jump if it serves as a warehouse attachment, or is placed into the world.

Outsider

Companions

Two per origin, pick one free? ldk

Drawbacks

Disability - +100 - +300

Human Modification Subject - +0 - +400

Combo of benefits and problems, more CP = worse problems, +200? for that one cat man

Apprenticeship - +200?

Being a kid/student, like <15

Child of Hope - +200 - +400

Interest / active antagonism from Brim w/ no Yankee

Does this Seal look like Memory Wipe? - +200 - +400

Suspicion from / Hunted by Knights Moralis

Warcrime Hat Atelier - +600

The Brimmed Hats are now as smart, resourceful, and willing to be cruel as one of the insane people on the subreddit

End

Notes

For the purposes of the timeline of this jump, the pact took place about 200 years ago, 6-8 generations. Someone on Reddit listed it as a potential time, and it makes sense.

There's a wiki, a discord, and three subreddits.

Magic explanation - lower and upper limits, terminology(spell, seal, sign, Sigil, silverwood ink)

Nowhere near the quality this deserves, but whatever

Yankee w/ no brim vs Brim w/ no yankee

Pact rules in no particular order: no using magic on the human body, solely excluding knights moralis using memory wipe; no immortality or raising the dead; no large scale landscape alteration; no teaching magic to outsiders, defined as not being descended from the apprentices of the original pointed caps