

Neverwinter Nights

Intro: The great city of Neverwinter on the continent of Faerun is a hub of adventure and intrigue (for at least two of these plots). A massive port city, much trade runs through the area and many nefarious groups would love to take the city for themselves. This world of Magic and Dragons is where you find yourself, awakening in the early morning in an area appropriate for the plot you choose.

Age roll: 1d8 years plus race bonus.

Plots:

- 1) Neverwinter Nights 1: The story of an academy student that saved Neverwinter from a plague then went on to even greater heights. You awaken in the academy barracks.
- 2) Shadows of Undrentide: A young Harpers apprentice fights to prevent the raising of a city. You start in the Hilltop Inn or Drogans home as appropriate.
- 3) *Hordes of the Underdark: The story of a Hero being robbed of his pants then charging off through a great dungeon. You awaken in the Yawning Portal inn.
- 4) Neverwinter Nights 2: The story of an adopted child with a chunk of sword in there chest fighting an ancient guardian. You awaken in the West Harbor Inn or Daeghuns home as appropriate.
- 5) *Mask of the Betrayer: A great hero reduced to leaching off others attempts to make things right. You awaken either in the Mulsantir Inn or a cave as appropriate.
- 6) Storm of Zehir: A group of boat crash survivors attempt to talk the local government into letting them go free, things escalate. You awaken on a Beach, rather soaked.
- 7) Mysteries of Westgate: A cursed mask nearly costs the protagonist his life, vampires also invloved. Awaken in a tomb or the Westgate Inn as appropriate.
- 8) Roll again.

You may simply choose your plot if you want to at no cost.

*Warning: These adventures are significantly more dangerous than the others listed.

Archetypes:

Drop-in: Your probably familiar with this one by now, you wake up in the appropriate starting area for your plot with no additional memories or knowledge of this world.

+Your mind is your own.

-Hope people are feeling expositiony.

Martial: Having honed the strength of your arm and skill of your weapon, the physical arts are where you excel.

+Capable of fighting many great and terrible monsters, you can also fight as long as you can move.

-Some things are very difficult to do without magic.

Divine: Channelling the prodigious might of a god or concept through faith and prayer is a practice you excel in, magics of great mercy and immense wrath are yours to call on.

+Empowered by your patron, you possess incredible magics and protections.

-Breaking your patrons tenets costs you many of your abilities, spells are limited resource.

Arcane: The mysterious ways of the arcane and eldritch are at your finger tips, many are the paths of arcane might and many are their applications.

+The variety and power of arcane magic is an incredible testament to the ingenuity of it's practitioners.

-Hope you didn't like armour or shields, spells are limited resource.

Races:

Free

Human: Populous and varied, Humans here are much like they are most places you've been. +16 years.

Elf: Nimble, extraordinarily long lived and intelligent, the Elves are also frailer than most races. +116 years.

Dwarf: Short, stocky, tough and long lived, many Dwarves have trouble interacting with other races. +55 years.

Halfling: Small and proud, Halflings are a friendly race through there stature hinders there strength. +20 years.

Gnome: Eccentric and brilliant, Gnomes find wonder in all parts of life. They are the smallest of the common races. +45 years.

Half-elf: Human half breeds often posses the problem of not quite fitting into either parents world, Half-elves posses watered down versions of their Elven parents traits. +20 years.

Half-orc: Even less popular than Half-elves these hulking hybrids posses the strong back and weak mind of there Orcish parents, through to less extreme degrees. +14 years.

Kobold: Short, scaly and often enamoured of dragons, Kobolds are a race of small scaled humanoids that have yet to really create any great civilisation for themselves. Smarter than they often act, Kobolds have an immense affinity for traps and can see in the dark. +14 years.

50cp

Grey Orc: Less brutish then typical Orcs, this eastern race is still dazzled in daylight but posses excellent vision in darkness, a keen sense of smell and incredible strength. +14 years.

Grey Dwarf: Hardy but of incredibly poor temperament, Duergar posses a stunning resistance to magical effects, an immunity to poison or paralyses, darkvision and the ability to magically grow themselves to twice there normal size. +55 years.

Tiefling: Red skinned, horned humans with fiendish blood in them, Tieflings are often poorly treated in civilised lands. They are quick of movement and mind, possess a resistance to fire,

electricity and cold, can see in darkness and create magical areas of it once each day. +20 years.

Aasimar: Beautiful humans of celestial descent, Aasimars are charismatic and wise people. Capable of creating light, seeing in the dark and are resistant to acid, cold and electricity. +20 years.

Genasi: Planetouched humans with elemental ancestry, each possess an appearance related to their corresponding element. They are resistant to their element, can see in the dark and have some minor elemental ability. +16 years.

100cp:

Yaun-ti Pureblood: Quick of mind, wit and body without any significant downsides, Yaun-ti are one of the oldest mortal races on Faerun. Scaled like a snake and resistant to magic, they also possess innate magical abilities. +70 years.

Drow: Dark Elves from far beneath the earth, the Drow are very poorly regarded in surface communities. Dazzled by sunlight but capable of seeing in the dark, they are quick of mind, wit and body but have the frailty of most elves. Drow are incredibly resistant to magic and have several innate magical abilities. +116 years.

150cp:

Deep Gnome: Vastly less personable than their above-ground relatives, svirfneblins possess an extraordinary resistance to all magic, can see in darkness, have an incredible innate toughness and several minor magical abilities. +45 years.

Perks:

50% discounts on perks in sections matching your archetype, 100cp discounted perks are free once.

Drop-in:

100cp: Skilled Individual

-Your extensive practices give you a professional level of skill in three reasonably broad areas of skill or knowledge. i.e. Swimming, blacksmithing, weaving, history, religion, performance, etc.

200cp: Charismatic

-You have a way with people and are one of the best at talking people into things or calming down a situation. This skill even stretches to intimidating people.

400cp: Trickery

-You gain either the song magic of Bardic Performance (capable of buffing allies or disheartening foes) or a Rogue's extensive book of tricks (Such as sneaking, the best spot to backstab someone, the use of poisons and how to duck and roll away from attacks successfully). Both of these abilities can be advanced with further training.

600cp: Montage

-Your truly prodigious learning rate becomes apparent whenever you get stuck into something, developing skills or improving abilities in a third the time you might otherwise have.

Martial:

100cp: Fighter

-A lifetime of training has left you capable of fighting in all styles of armour with any commonly found weapon and fighting well, you even found time to learn a more exotic weapon while you

were at it (pick one).

200cp: Physical Training

-You possess a set of physical abilities to make any athlete or soldier jealous. The physical pinnacle of your race, few mortals can best you in pure natural ability.

400cp: Martial Specialisation

-You gain access to either the wild and mighty rage of the Barbarian (an incredible, through exhausting, battle frenzy that renders you far stronger and tougher than is normal) or the quiet dedication of a Monks ki (Capable of such feats as speeding the body, slowing falls, punching through solid rock, touching the immaterial, protection from magic and incredible bodily health). Both of these abilities will grow stronger with further training.

600cp: Guts

-You are near unstoppable in a fight. Injuries do not impede your abilities till you're essentially dead, pain means little to you, your skill in combat grows ever more impressive and with training you can break past the normal physical limits of your race and head towards near superhuman abilities.

Divine:

100cp: Communion

-You have the knowledge to perform or lead a prayer to your god and occasionally receive flashes of insight or direction from them, directing you towards your goals.

200cp: Wisdom

-A calm mind and a steady will are qualities you possess in abundance, even the most powerful mental attacks can have a hard time effecting you.

400cp: Divine Blessings

- Blessed by your god, you possess abilities beyond those of normal mortals. Choose one.

Paladin (Divine protections, the smiting of evil and curing wounds by the laying of hands are a Paladins lot.)

Spiritualist (Summoning, talking to and eventually even turning into a spirit are the abilities of a Spirit Shaman.)

Wild Shape (The ability to assume the form of any animal is the druids lot, some say powerful druids can even assume the form of elementals.)

Animal Companion (A powerful creature of nature, to fight and grow by your side. Can be any natural animal smaller than an elephant.)

Channelling (The ability to directly funnel the might of a god, depending on the god it may be either healing or harmful, repulsive or attractive to the undead.)

600cp: Divine Magic

-Divine magic is the gift of the gods, a gift you have received. This perk gives you the ability and knowledge to cast divine spells up to the third circle of complexity and grow beyond it, you can choose to do this as either a Spontaneous or Prepared caster.

Arcane:

100cp: Familiar

-Your trusted familiar, with you since some of your earliest exposure to magic, is a small creature (anything smaller than a dog) bound to you by blood. Not much good in a fight, it can otherwise spy

or sneak about and is uncannily smart. You can switch to seeing through it's eyes as you wish and are quite capable of communicating with it.

200cp: Intelligence

-The mind is the true measure of a man and you measure up well. Intelligent even by a wizards standards, there is little you could not learn if you put your mind to it.

400cp: Arcane Pact

-By way of either Infernal, Fey or Aberrant dealings you have been gifted with the abilities of a warlock (Near inexhaustible, through limited, magic blasts and a set of dark invocations capable of warped and twisted magic.). Alternatively, you have made a pact with a powerful creature to be your familiar. Much more capable than a normal familiar this beast can fight alongside you and may also possess some minor magical ability.

600cp: Arcane Magic

-Through Intense study or awakened blood you have cultivated the ability to cast arcane magic, the pinnacle of personal power. Your abilities stretch to the third circle of complexity and will only continue to grow as you learn more, you may choose to be a spontaneous or prepared caster.

Undiscounted:

600cp: Eater of Spirits

-You have gained the ability to consume the energy of spirits and elementals to fuel yourself and may develop greater abilities with further training or research. (Mandatory "Spirit Eater" drawback)

Gear:

Free: Wallet

-A belt pouch containing 50 gold pieces.

Drop-in:

100cp: Adventurers Gear

-Rugged clothing, travelling gear, 50ft of rope, a 10ft pole and a mundane weapon.

200cp: Ring of Invisibility

-This ring, when worn, will render the user completely invisible to all forms of vision for up to one hour, of total time, per day. Disregard any mysterious voices whilst wearing.

400cp: Bag of Holding

- A bag the size of a head with the storage capacity of a cargo container, always weighs exactly one pound. Can used (by you) to retrieve any item from the warehouse provided it will fit through the opening. Do not puncture, keep away from portable holes.

Martial:

100cp: Armed and Armoured

-Any combination of one set of mundane armour and three mundane weapon and/or shields, Gear is of high quality.

200cp: Special Materials

- Your purchased Weapons and Armour are now constructed from rare, high quality materials. Lightweight Mithral, super strong Adamantine, element resistant Dragonhide, supple, toughened Darkleaf Cloth or steel-like Darkwood. Any combination is allowed amongst items.

Or (only one 200cp Discount)

200cp: Enchanted Gear

- Your purchased Weapons and Armour have been reinforced with magical enchantments, alongside a general increase in quality they now each possess a single magical ability. Elemental weapons, magic stopping armour, flame resistant shields ect.

400cp: Legendary Item

-You gain a single weapon, shield or set of armour that will continue to grow as you do, gaining ever more powerful abilities till it reaches the power of a true artefact. Can be applied to a pre-existing item.

Divine:

100cp: Priestly Garb

-An appropriate divine focus, prayer book, clothing representing your faith and a mundane weapon.

200cp: Ankh of Resurrection

-Once per month this ankh can stand in for the material component of one healing or resurrection spell, completely negating the need for other components.

400cp: Amulet of the Gods Favoured

-This rather special little necklace will count as a divine focus for any god and allows you to channel both positive and negative energy with no drawbacks, also allows you to convert spells to both cure or cause wounds and access the bonus spells of all domains.

Arcane:

100cp: Mages Gear

-A filled 100-page spellbook, a component pouch, a set of good clothing and a mundane weapon.

200cp: Scroll collection

-A vast and carefully bundled set of scrolls, one for every common spell in the world. Many wizards would kill for this collection.

400cp: Arcane Stave

-A powerful tool in the hands of any arcane caster. Once per day this staff can be imbued with any spell you can cast, then call upon it three times each day (only one spell may be loaded at a time).

Companions:

100cp: New Friends

-For each purchase of this you may take a single cannon character with you on your journeys, becoming a companion. They must agree of there own free will to accompany you and have some idea what they will face going onwards.

-50cp: Old Friends

-For each purchase of this you may import or create a single companion. They choose a Race and Archetype for free, receive 400cp to spend, receive discounts and may not take drawbacks. You may spend an extra 100cp to improve them all to 600cp each, maximum of eight imports.

Drawbacks

A maximum of 800cp may be gained here.

+0cp: A Dreadful Case of Protagonism

-You take the place of the main character of whichever plot(s) you take.

+0cp: Double Down

-You may extend your stay in a plot by an extra decade if you so wish.

+100cp Camera Issues

-Bit's of the scenery have a bad habit of obstructing your vision at inopportune times, this probably won't get you killed, but will be extraordinarily annoying.

+100cp Curse of the MMO!

For some reason none of the gear your able to acquire ever matches, even when you make your own stuff or use stuff from out of jump it breaks out in new and unusual colours. Seriously, you look like some sort of rainbow hued, murder hobo.

+200cp Choo Choo, Mother ██████████

-You can almost see the rails from here, upon taking this drawback you are bound to resolve the main plot of each adventure you take. It doesn't have to end canonically, but it does have to be resolved. Failure to do so is now a lose condition.

+200cp Damned Thieving Drow

-At the start of your jump, your gear, including your warehouse key, will be teleported away by a Drow assassin, who you will then have to fight of in your underwear. It will be impossible to access the warehouse or any summonable gear or items until you manage to retrieve your gear, which is now in a Drow city somewhere in the Underdark. Required for "A Dreadful Case of Protagonism" in plot 3.

+300cp Spirit Eater

-Your soul has been misplaced into the Wall of the Faithless and replaced with the soul of Akachi, the Faceless Man, unless you can track down your soul and expunge Akachi before the end of the jump you shall count as having died. The second downside to this is that you constantly leak spirit energy and must replace it by vampirising it from spirits or elementals (this can kill them), running out will kill you and count as a loss. It will take you four day's without feeding to die if you eat sparingly, two if you frequently gorge yourself. Required for "A Dreadful Case of Protagonism" in plot 5 or "Eater of Spirits".

+300cp Starting Character

-You lose access to any gear you brought with you, your warehouse, any out of setting abilities or perks and you must take the "A Dreadful Case of Protagonism" Drawback. Not recommended for plots 3 or 5.

Bonus Objectives:

1) Neverwinter Nights 1: Anti-Gravity Assist

- Keep Aribeth de Tylmarande from falling for the duration of the plot decade.
- +Free companion slot for Aribeth.

2) Shadows of Undrentide: This is a Jecking!

- Steal Undrentide from (or take control of it before) Heurodis and keep it under your control for the duration of the plot decade. In case it were not obvious, there are many who would attempt to take it from you or destroy it for the threat it represents.
- +Can summon Undrentide to you in later jumps, appearing to rise out of some barren part of the landscape nearby.

3) *Hordes of the Underdark: Pfft' you call that Endless?

- Map Undermountain or convince Halaster to give you a map of it.
- +Gain a simulated constantly shifting Undermountain style dungeon accessible from your warehouse, good luck finding anything you try to store in it, creatures created by it cannot leave, all magic effects produced by it only function inside the dungeon. Good for training or entertainment.

4) Neverwinter Nights 2: Capable of Higher Brain Function

- Manage to remember how powerful divine magic works here.
- +One free companion slot labelled "S. Jerro".

5) *Mask of the Betrayer: Nibbler of Spirits

- Finish the plot of Mask of the Betrayer without killing anything through spirit eating.
- +You can now do without food, sleep or water indefinitely, sustained by nothing but air.

Ending:

Stay: Grown fond of the place, hey. You choose to settle down here and end your chain. All drawbacks are revoked.

Home: Tired of trekking about? Fair enough, you head back to your original world and end your chain. All drawbacks are revoked.

Onwards: Still got a few more in you? That's what we like to see! Choose your next world jumper. All drawbacks are revoked.

Sequel: As a bonus option, you may instead switch to one of the other plots you have not yet done. This option may not be chosen more than once for each plot. You do not gain more CP. In exception to this, you may choose to take "Damned Thieving Drow" or "Spirit Eater" as bonus drawbacks when you start there related scenarios, you will receive extra cp to spend here as appropriate up to the normal drawback limit.

Notes:

-Purchasing a capstone puts you somewhere around a level 6-8 character, efforts were made to move away from running everything on game mechanics.

-Spontaneous casters do not need to prepare spells ahead of time and generally have more spells to

throw around, but have a much more difficult time learning new spells.

- Prepared casters decide on their spells when they prepare them each morning and can easily learn new spells, but have relatively fewer spells per day.

- Warlocks count as having a hereditary contract and do not forfeit their soul.

- Advanced familiars can be anything reasonable, they will be power scaled to your jump bought abilities though, alignment restrictions are being lax on account of Benefactor. Think a slightly better version of improved familiar so Fiendish/Celestial animal companion creatures are fine as are things like medium elementals or wyrmlings.

- Upon leaving the jump the Benefactor will fill in for any source of Divine Magic.

- Buying Divine Magic, Arcane Magic and Skilled Individual (K. Religion & K. Arcana) will allow you to develop the art of Mystic Theurgy, having cross referenced that similarities between divine and arcane magic you can continue to advance at both in only about two thirds the time it would normally take to learn two seemingly different magic systems.

- Buying Fighter, Gun's and Arcane Magic will allow you to develop the skill set of an Eldritch Knight, a careful study of the principles behind your disciplines has taught you where you can cut corners and how to make the complicated gestures of arcane magics whilst clad in armour. You are capable of learning both disciplines in about two thirds the time it would normally take to learn both.