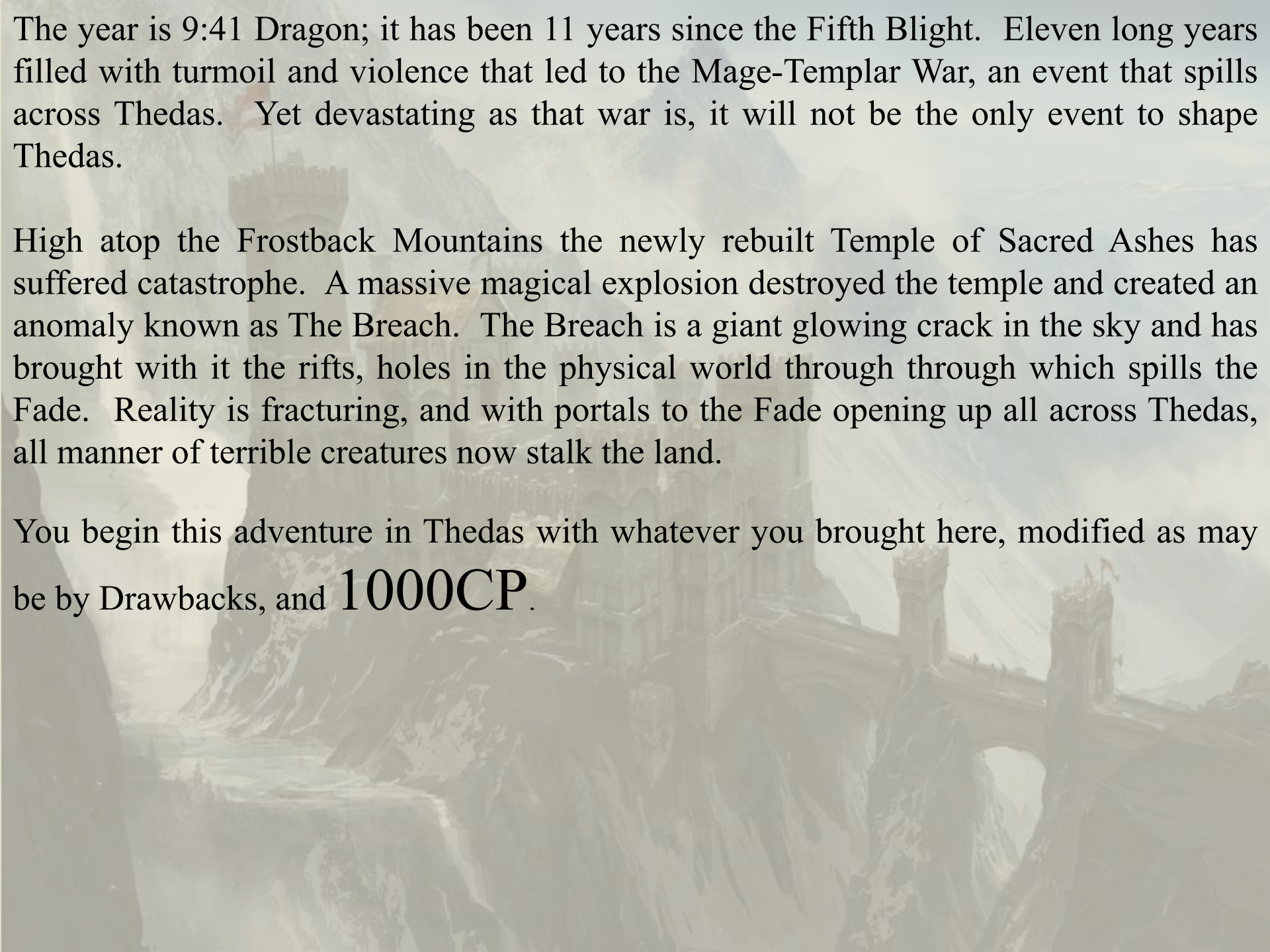


The background of the title screen is a dark, atmospheric scene. A large, gnarled tree with green leaves and small yellow lights is at the top. In the center, a dragon-like creature with red and black scales is standing on a rocky outcrop, breathing a stream of fire. The sky is filled with swirling green and yellow smoke or magic. In the background, there are dark, jagged mountains and a castle with a large tower. The word "INQUISITION" is written in large, metallic, silver letters with a green and yellow gradient. The word "DRAGON AGE" is written in smaller, metallic, silver letters above it. The word "JUMPCHAIN" is written in white, italicized, sans-serif letters at the bottom.

DRAGON AGE INQUISITION

JUMPCHAIN



The year is 9:41 Dragon; it has been 11 years since the Fifth Blight. Eleven long years filled with turmoil and violence that led to the Mage-Templar War, an event that spills across Thedas. Yet devastating as that war is, it will not be the only event to shape Thedas.

High atop the Frostback Mountains the newly rebuilt Temple of Sacred Ashes has suffered catastrophe. A massive magical explosion destroyed the temple and created an anomaly known as The Breach. The Breach is a giant glowing crack in the sky and has brought with it the rifts, holes in the physical world through which spills the Fade. Reality is fracturing, and with portals to the Fade opening up all across Thedas, all manner of terrible creatures now stalk the land.

You begin this adventure in Thedas with whatever you brought here, modified as may be by Drawbacks, and **1000CP**.

Location

Roll 1d8 to determine your starting location or pay 50CP to choose from the list below.

1. Haven – A small village in the Frostback Mountains with a troubled past. Currently the village of Haven serves as a waypoint for pilgrims traveling to the Temple of Sacred Ashes.
2. Storm Coast – A misty, foggy region of the Ferelden coastline where the Waking Sea crashes against rocky beaches and sheer cliffs hide ruins of faded dwarven glory.
3. Val Royeaux – The flower of Orlais and home to the Andrastian Chantry. A sprawling opulent capital city bursting with fashion, intrigue, and Chevaliers.
4. Hinterlands – A lightly forested stretch of agricultural land situated between Ostagar and Redcliffe in Ferelden. Farmsteads make up most of the area, though a few old forts, some occupied, some not, still stand.
5. Emerald Graves – Verdant beyond description, this massive forest sprawls through the Orlesian Dales. Numerous elven ruins and burial grounds are tucked away amidst the old growth.
6. Western Approach – A massive, arid expanse of land in the southwest of Orlais. During the Second Blight a massive battle, in which darkspawn boiled out of a great chasm called the Abyssal Rift, corrupted the land beyond recovery.
7. Fade – A metaphysical realm separated from Thedas by the Veil. When a soul leaves its body in Thedas, it travels to the Fade. Mages can, either by raw talent or with the assistance of lyrium, travel to the Fade for a time. Many creatures, some benevolent though many not, call the Fade home. If you begin your journey here, you'd best quickly find a way out.
8. Choice – Surely the Creator has smiled on you. You may choose anywhere in Thedas as your starting location.



Class

Drop In (Free!) – Your time in Thedas begins inauspiciously as you literally fall out of a crack in the sky. Your landing was humiliating and uncomfortable, but not debilitating. You have no additional memories of Thedas other than what you brought with you into this adventure.

Warrior (100) – A front-line fighter and practitioner of melee combat. When you arrive in Thedas, you will have memories of growing up with sword and shield, axe and hammer. Your childhood was the practice ring, and your games were martial in nature.

Mage (100) – A master of magic. Your earliest childhood memories involve your first use of magic. Once your parents identified your talent, they brought you to the magic practitioners of your people. You enter Thedas your own mage, with some contacts amongst the magic users and magical organizations of your people, but free to choose whether or not to pursue them or follow your own path.

Rogue (100) – A crafty survivor who knows that discretion is more profitable than valour. Your childhood memories are ... mischievous misadventures involving the purloining of those objects not nailed down. You learned at an early age how not to be seen, and how to strike decisively from the shadows. You know the value of coin, and that not all coin is monetary.

Race

Select a race from those listed below. Your starting age is $2d8+20$. Your gender remains unchanged. Paying 50CP will allow you to choose either your age or your gender.

Human – Most numerous of all the races in Thedas, humans are also the youngest and most politically contentious. Though there are many human nations, and more than a few city-states, most if not all are united under the monotheistic religion of the Chantry.

- **Classes:** Any
- **Racial Benefits:** Bonus skill. A human receive one 100CP skill for free, beyond whatever his or her class and faction offers.





Dwarf – A strong, stocky race of humanoids famed for their craftsmanship and subterranean dwelling preferences. Dwarves alone mine lyrium, an element that is as toxic as it is precious, and have an arrangement with the Chantry for the purchase of the rock.

- Classes: Warrior, Rogue
- Racial Benefits: Magic Defense. Dwarves have a chance to resist hostile magic.

Elf – A lithe, short race of humanoids. Elves once commanded a massive empire, but those days are long past. Currently most elves either live in an alienage in a human settlement or city or live free with the Dalish, smaller traveling tribes that mostly stay within the wooded areas of Thedas.

- Classes: Any
- Racial Benefits: Ranged Defense. Elves have an increased chance to defend against all ranged attacks, magical or otherwise.

Qunari – The people of the Qun. A race of tall, muscular metallic skinned humanoids who follow the philosophy of the Qun. Qunari are known by their size, unusual coloration, and the fact that most of them have horns. The Qunari are a proud, fierce race that frequently war with human nations.

- Classes: Any
- Racial Benefits: Physical Defense. A Qunari resists some physical damage.

Faction

Factionless – You are beholden to no cause but your own, and you are free to make that cause whatever you will. Other factions will judge you mostly on your actions, and the rumors of your actions, and that of any followers you bring with you or acquire whilst adventuring in Thedas.

- *Victory Condition: War is coming to Thedas, war that will change the nature of the world, if not all of reality for this universe. Your goal is simple: survive.*

Inquisition – An ill wind blows and that has not gone unnoticed. Events are moving quickly, the Mage-Templar War runs hot but there are rumors and reports of fouler things crawling in the dark than simple civil war. The Inquisition arose after the First Blight and defended the people of Thedas from magic and heresy. With the coming darkness, the a decorated Seeker has seen fit to reconstitute the Inquisition to address The Breach.



- *Victory Condition: You must seal The Breach and restore order to Thedas. How you do that is immaterial, but in order to claim victory you must seal The Breach, you must survive, and you must create some semblance of order for the peoples of Thedas.*

Circle of Magi – The destruction of the Kirkwall chantry by an apostate mage has sparked the fires of rebellion. Circles throughout Thedas have rebelled, with some successfully winning their freedom while still others either remain in bondage or are destroyed through the Right of Annulment. Thedas mages are pulled in all directions and are courted and hunted in turn by all factions.

- *Victory Condition: You must either win the freedom of the mages of Thedas or reinstitute the Chantry recognized Circles of Magi, and you must convince the majority of mages in Thedas to follow this path. In addition, you must convince leaders of the major nations to honor and enforce this new arrangement. If the mages are wiped out or enslaved or if you cannot convince nations to honor the new order, you lose.*

Templar Order – The mages, long the charges of the Chantry and the Templar Order, have rebelled against their Creator-established role in the world and you must set things right. Without the protection and guidance of the Templar Order, mages have begun to call on powers profane and threaten the common folk of Thedas. You must end this rebellion and restore order.

- *Victory Condition: You must either bring the mages to heel, and restore the Circles in accordance with Chantry law, or you must see them destroyed, and the Templar Order must be recognized as the driving force in this action. In addition to this, you must convince the members of the Templar Order and political leaders throughout Thedas that this course of action is necessary. Failing to reign in the use of unsanctioned use of magic or establish the dominance of the Templar Order will be considered a loss.*

Cultist – The Old Gods never left, they merely slept and awaited the return of their high priests and acolytes. The time of the Chantry is at an end, and a High Priest of the Old Gods is awoken and works wonders once again. His goal is simple: finish the work he and his brethren began when they assaulted the Golden City. Your goal is simpler: to do whatever it takes to make that happen.





- *Victory Condition: The Breach must remain open, and the High Priest must be allowed to use it to access the Golden City. Once he has assaulted the Throne of the Creator and remade Thedas in his image, your victory will be complete. If the High Priest is struck down, if The Breach is sealed, or if another ascends in his place, then you have failed.*

Skills

Skills can be discounted or free to certain Classes or Factions. If a Class or Faction name is spelled out next to a skill price, then that skill is free for that class or faction. If a capital letter or two capital letters appears next to the skill name, that skill is discounted 50% for the Class or Faction that corresponds to that abbreviation.

Discount Abbreviations:

Drop In: D
Factionless: FL
Circle of Magi: FM

Warrior: W
Templar Order: FT

Rogue: R
Inquisition: FI

Mage: M
Cultists: FC

Focus (Free!) – 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.





Stable Summons (100) – You gain the ability to whistle! By putting your thumb and forefinger into your mouth, pursing your lips and forcefully expelling a great deal of air you can make a shrill noise. ... What, not many people can do that properly. Fiiiine. Whistling also summons a mount of one of the types below. Each purchase of this talent gives you a different grouping of mounts. Mounts are swift, intelligent and neigh tireless. Mounts will come with appropriate tack, can be dismissed at will, and while they are real animals and behave as such do not require food and water. Slain mounts will remain slain for 24 hours.

- Horses – Horses of all types and breeds from smaller riding horses up to massive drafts and chargers.
- Dracolisks – These animals appear to be the crossbreed of a horse and a dragon. Tall quadrupeds with no wings or tails, these lizards are surprisingly hearty.
- Harts – These massive, muscular animals are incredibly intelligent and willful. Giant racks of antlers spread out from their heads and are capable of dealing no small amount of damage during a charge. The high-pitched whistle they use to communicate is distinct.
- Menagerie – You do know what a menagerie is, don't you? Okay then. If it can serve as a mount but it otherwise problematic to categorize, it's in this group. Every time you whistle for a mount from this group, you've got a chance of getting something different. Giant horned nugs? That's an option. Patchwork ponies? Could happen. Vaguely undead horses that have swords stuck through their skulls in a creepy parody of unicorns? Got those too. These mounts will no doubt catch peoples attention, though not necessarily in a good way.

The Better Half (100) – You belong to a family of significance and will be treated accordingly. The social standing of the group to which you belong will dictate just how far people will go for you, but at a minimum you will be respected and afforded privileges that are denied to common folk.

A Friendly Ear (100: Inquisition) – You're a good listener, a really good listener. People feel inclined to talk to you about their problems and woes, particularly those problems that are stressful or could be described as gossip. Attempting to steer the conversation toward a specific topic may or may not work, but every time you employ this skill the conversation you have will contain information of note.



Late Nights And Dusty Tomes (100: Circle of Magi) – Magical research is your forte. Given enough time and the proper resources there is little to nothing you can uncover, discover, or learn.

In The Beginning, The Creator... (100: Templar Order) – Religious orders are frequently the keepers of knowledge and history. You now know the myths, legends, and stories of the dominant religion of the world you're in. This will give you an amazing base of knowledge, but keep it mind it will have a bias.

Close To The Chest (100: Cultist) – Your secrets and your motivations are yours and yours alone. You will never unintentionally give away a secret or your true intention with body language or a slip of the tongue.

Apprentice (100: Factionless) – Import one Companion from a previous jump to join you on this adventure. The imported Companion receives a Faction, Race, Class and 300CP to spend on skills. Imported Companions may not use CP to buy items or skills that import or purchase other companions.

Wink And A Smile (100: D) – You are one charismatic sonuvabitch. Your ability to win friends and influence people is without equal.

Strong Like A Bull (100: Warrior) – You have the strength and endurance of an Olympic athlete.

Beautiful Mind (100: Mage) – Your genius level intellect allows you to understand nearly any topic and would qualify you to work at the highest levels of academia.

Lucky Bastard (100: Rouge) – Your speed, physical coordination and manual dexterity are at peak human levels.



Designated Love Interest (200) – People find you interesting. Very interesting. Wherever you go you will have no shortage of romantic suitors and interested parties. You'll still need to put in effort to capitalize on this interest and turn it into something more than infatuation, but you'll find it easy to do so.

Tactical Pause (200) – With a moment's concentration you can gain perfect battlefield awareness and an unlimited amount of time to plan your next move. Using this ability is physically and mentally draining and while your tactical pause is engaged you cannot effect the physical world. With time and experience you can add overlays to your mental map of the battlefield, delineating ranges for various effects and abilities.

Judge Jumper (200: D) – People recognize you as a neutral party capable of settling disputes and will be willing to defer to your judgment. The degree to which people defer to your decisions will depend upon your social and political standing. If you remain a private citizen, then you will only be asked to settle personal matters. But if you attain any political power then individuals and organizations of comparable power will be willing to look to you for justice.

Tanks For The Lessons (200: W) – Warrior base skillsets. Two skillsets are available for the price of the perk with additional skillsets at 100 per.

- **Weapon and Shield** – Melee combat with an emphasis on defense. You're an expert of using one-handed weapons in conjunction with a shield. While as stated this system is primarily defensive, you will learn how to use your shield to attack.
- **Two-Handed** – A skillset that focuses on using two-handed melee weapons to their greatest effectiveness. Expect to do more damage, stun your enemies, damage their armor, and speed up your rate of attack.
- **Battlemaster** – This discipline focuses on mobility, increasing your and decreasing that of your opponents. You will learn how to hamstring your foes, inhibit their attacks, and restrain them mid-combat all while increasing your own mobility.
- **Vanguard** – Vanguards bring the focus of the enemy onto themselves and draw strength from being outnumbered.



Initiate Invocation (200: M) – Mage base skillsets. Two skillsets are available for the price of the perk with additional skillsets at 100 per.

- Spirit – Defensive spells used to increase survivability through damage reduction and increased mana regeneration.
- Storm – Lightning themed spells and abilities that help with crowd control via stunning and can increase the number of spells you can bring to bear in a fight.
- Inferno – Fire based spells that deal phenomenal direct damage and can inspire fear in your enemies.
- Winter – Frost and ice spells that deal damage and either slow or freeze your enemies.

Skills On The Sly (200: R) – Rogue base skillsets. Two skillsets are available for the price of the perk with additional skillsets at 100 per.

- Double Daggers – A deadly melee discipline involving dual wielding daggers. Flanking and flashy maneuvers are your stock and trade.
 - Archery – Mastery of bows and crossbows. Abilities will increase you damage dealt and combat mobility.
 - Sabotage – The combat use of poisons, dirty fighting, and other less honorable tactics.
 - Subterfuge – These skills focus on evading damage, decreasing your threat profile, and stealth.



Hero For Hire (300) – There are no shortage of heroes in this world, individuals who've proven themselves time and time again. Selecting this option will bring one of the heroes of Thedas into your adventure. Treat them right and they may be amenable to joining you if you choose to leave Thedas.

Know People Who Know... (300: FI) – Everyone has a hobby, yours is collecting information. More than that, the people you encounter in your journeys know that you're always looking to learn, to know, and they will be willing to search for answers for you. You have the ability to grow and maintain a network of spies, informants, and researchers that will give you amazing awareness of events both personal and global.



Dreamweaver (300: FM) – Not all knowledge is recorded and not all recorded knowledge endures the ravages of time. This discipline will allow you to mine the very nature of reality through dreams and meditation for the answers you seek. In addition, this perk will give you access to the Fade, or the in-universe equivalent thereof, whenever you dream. Entrance to the Fade will be in mind and spirit only, not bodily.

The Hunter (300: FT) – Magic is powerful and otherworldly and its effects on the world are undeniable. You know how to track those effects and the individuals behind those effects. You also know how to combat otherworldly entities with greater effectiveness and lethality.

Faust Schmaust (300: FC) – 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.

Company Of Heroes (300: FL) – Thedas isn't a safe place, maybe you should bring some friends? This perk allows you to import 8 Companions under the same circumstances as the Companion imported with the Apprentice skill. This skill can be used to import more than 8 Companions, but doing so requires Selection of the HARDMODE drawback. If HARDMODE is selected for this perk, then no points are awarded for the selection of HARDMODE. See notes for rules regarding Companion mass import.

Enchantment! (400) – You know how to infuse objects with various powers by inscribing those objects with lyrium enhanced runes.

Mark of the Rift (400: D) – You've been touched by powerful magic, and it has left its mark on you. Somewhere on your body is a highly visible mark that will allow you influence extraplanar portals and deal more damage to entities not from the physical plane. At first the mark will only allow you to close portals, though in order to do so you must engage in a test of wills with either the portal itself or the entity opening the portal. With time, this mark will allow you to open rifts into other planes of existence in this universe.





Heavy Hitter (400: W) – Warrior advanced classes. The first purchase is discounted for warriors, additional purchases are at full price. Selecting any of these options will increase your natural ability to learn warrior-related skills and skillsets.

- **Champion** – Champions are defenders and protectors who can shrug off all but the most powerful physical attacks and whose presence likewise inspires nearby allies to do the same.
- **Reaver** – A terrifying discipline wherein the practitioner draws strength off of the misery and violence created by combat to deal increased damage. Use of this discipline will draw on the strength of the practitioner and overuse can lead to death, though experience and time will make more efficient use of these abilities.
- **Templar** – Mastery of fighting demons and mages. Templars deal increased damage to all magic users and extra-dimensional beings. One of the more feared abilities of the Templar is the creation of anti-magic fields that not only disrupt the use of magic but completely drain magic users of their mana.



Masterful Magi (400: M) – Mage advanced classes. The first purchase is discounted for mages, additional purchases are at full price. Selecting any of these options will increase your natural ability to learn mage-related spells, skills, and skillsets.

- **Knight-Enchanter** – Mages who have a special dispensation from the Chantry to serve in battle. These mages can summon powerful magical blades from the Fade and learn how to increase their combat mobility, greatly increase melee damage and melee defense.
- **Necromancer** – This specialty deals with the binding of spirits. Bound spirits can be used to inflict fear on enemies, raise the undead, and infect enemies with explosive results.
- **Rift Mage** – By drawing on the force of the Fade, these mages gain unparalleled control of the battlefield. Pulling matter from the Fade will allow for the creation of massive weapons and restraints to destroy enemies or degrade their mobility.



Specialized Skillset (400: R) – Rogue advanced classes. The first purchase is discounted for rogues, additional purchases are at full price. Selecting any of these options will increase your natural ability to learn rogue-related skills and skillsets.

- Artificer – Mechanistic warfare, traps, devices, and deadly engineering, is the Artificers stock and trade. With enough time and materials an Artificer can dictate the course of a battle through either terrain denial or raw damage dealt.
- Assassin – Any fool can kill, but not anyone can raise death to an art form. The assassin is an acolyte of death, the perfect killer who can strike from the shadows undetected or kill indirectly with poisons.
- Tempest – Rogues are known for their stealth, for graceful precise combat. Practitioners of the Tempests art have opted to go a different route. Tempest involves the use of oils and alchemical mixtures to enhance raw damage, mitigate damage taken and add elemental effects to attacks. In order to use these abilities, though, the practitioner must smash a vial of the alchemical solution on his or her body. Tempest combat is fast, frantic, chaotic and ultimately devastating.

The Left Hand (600: FI) – World events—massive wars, political upheaval, religious change—can sometimes be traced back to a single small choice. A carefully placed word, an invitation accepted late or declined, a single knife in the dark, can dictate the fate of a nation. The difficulty is knowing where these lines of causality lie and understanding how to best exploit them. Provided you have the information, you know how events connect to one another and how to manipulate them in order to shape things to your liking. The more time you take in your planning the more likely your plans are to succeed, but at a minimum you will be able to effect change without leaving any trace of your involvement.

Full Circle (600: FM) – While magic is often times a solitary affair, you know it needn't be. You are a master of synchronizing the work of multiple magic users, combining and coordinating their casting to create an effect that is dramatically more powerful than the sum total of the individual spells cast. In addition to this, magic users of all worlds and of all stripes will recognize you as a master of the art and will treat you as such.



Shinning Example (600: FT) – People look to the knightly orders of the world in order to be inspired, but who do the knightly orders look to? You. You are a paragon of knighthood, unparalleled in single combat and possessed of unprecedented strategic and tactical acumen. Opponents that should be untouchable can be wounded. Siege-proof cities fall to your brilliant, daring plans. Troops and populations crippled by despair rally and are made strong again.

Better Red Than Dead (600: FC) – 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.

War Council (600: FL) – By wise council will you wage war. You will attract a particular kind of follower: hyper competent and incredibly loyal. A limited number of followers will always rally to your banner—masters of war, spymasters, diplomats par excellence, archmages—individuals who could lead of their own accord but who instead follow you. These individuals will bring innumerable contacts and resources from within their respective fields and will be willing to put those contacts to your use. Your council members will have their own agendas and will attempt to enlist your aid in furthering those agendas, but their personal projects and desires will never work explicitly against your goals.





Items

Dosh (50) – 100 gold sovereigns. Can be purchased multiple times.

Gear (100) – Tools of the trade. Classes receive a discount for their class gear.

- Warrior – One set of mail, a melee weapon of your choice, and a pack and bedroll
- Mage – Robes, a mages staff, and a belt pouch. No hat.
- Rogue – Light armor, a melee and a ranged weapon, and a set of thieves tool.

Lyrium (200: FM, FT) – A wooden, ironbound chest filled with twenty vials of lyrium. Vials will replenish within a week of use.

Red Lyrium (200: FC) – A wooden crate packed with twenty fist-sized chunks of red lyrium. Rocks will replenish within one week of use.

Runes (200) – A set of ten runes that can be used to enhance damage or defense.

Trebuchet (200: FI) – A small model of a siege engine. Place the engine on the ground and a full sized trebuchet will appear in its place. Trebuchet will remain in place until dismissed at which time it will return to its model configuration. Trebuchet can be deployed and redeployed once a day.

An Oversized Mirror (300) – A massive ornate mirror standing over 12 feet tall. The mirror is broken, but is obviously magical. It appears as though all of the shards of the mirror are at the foot of the mirror and all that is required to fix it is time and knowledge.

Faction Fort (400) – There exists in the world a massive fort, open to the sky and forgotten by time. This fort will remain intact, though in disrepair, but unoccupied until you take residence there. The aesthetic of the fort will mold itself to your choosing, but its location will always be remote. The fort is large enough to serve as the base for a major world faction with room for troops, workers, and facilities of all types.



Drawbacks

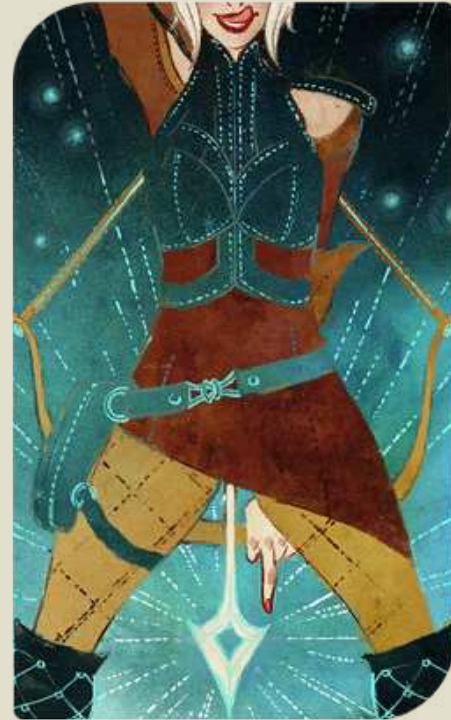
Dragon Age Keep (0) – If you have jumped into the world of Dragon Age previously the consequences of that jump carry over into this jump.

Derezzed (100) – The world looks blocky and kinda brown. For the next ten years, you'll have to deal with an ugly, ugly last-gen world.

Bioware Economy (100) – Adam Smith's invisible hand has made its impression on this world. And your face. For the duration of your jump you will always be short on money, merchants will never carry enough of what you need, and you will constantly be scrabbling to get by.

Gaiderbate (200) – This doesn't make any sense. Why are you saying these things? No, wait, I just wanted to borrow your whetstone and now we're dating? What the fuck is going on? For the duration of your time in Thedas, shit will just not make sense. Simple acts of kindness will be interpreted as romantic overtures by people you never want to see naked. Major world leaders will make decisions that are questionable to the point of being painful.

Pruned Branches (200) – Conversations and major world events will always gravitate to a few finite choices. Attempting to deviate from one of those choices will result in the world shifting and skipping violently back to the beginning of that particular choice or conversation branch. Making a choice that is too far afield may crash the world and create a lose condition for the jump.



Drawbacks

Pier Jump Imports (300) – The Inquisitor didn't survive the events that created The Breach. Your arrival killed them and now you have to take their place. The High Priest is aware of you, your nature as an anomaly and will make all efforts to capture you. Choosing this drawback will set your starting location to the ruins of the Temple of Sacred Ashes in the Frostback Mountains.

No Sue For You (300) – All powers, perks, items, and abilities from previous jumps are sealed for the duration of this jump. Your body will revert back to whatever you chose from the Body Mod supplement. You will have no access to the Warehouse for the duration of this jump. Imported Companions will be similarly limited.

HARDMODE (600) – Things just got real. Real hard, that is. Selecting this option will change the very nature of the universe. The aggregate level of threat this jump presents will scale upward to meet your pre-drawback power level. The High Priest will be more powerful; rifts created by the Breach will open more often and to more dangerous portions of the Fade. The types of threats created will be canon appropriate but they will make your survival questionable.

Putting The Band Back Together (800) – Well, okay then. By selecting this option, you awaken all of the High Priests of the Old Gods. They will all work together and will be backed by the Tevinter Imperium. Their plans remain the same and you will have to deal with all of them during your time in Thedas.



Notes

- Produced By: Epicureanon
 - Special Thanks: OneArmedAnon, Red, The Council of Rigorous Inhibition, and all the good folks of /jc/.
 - Extra Special Thanks: Saltyanon and friends, without whom this would never have been produced. Without whom. This would have never. Been. Produced.
 - Current Version: 1.0
 - Updated: 20150320
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- Any in-universe skills you purchased in the Dragon Age Origins jump will apply here. If you already bought a Mage Origin or class from the last jump you do not need to buy it here to use magic, the same applies for Enchanting.
 - Jumpers who select the Qunari Origin may choose whether they are Qun, born in Qunari lands and versed in the Qun, or Vashoth, a Qunari not born into the Qun.
 - Ascending to godhood during this jump is considered a loss-condition
 - Selecting Factionless sets the jump duration to 10 years. Selecting a faction other than Factionless removes the time constraint in favor of faction specific win-loss conditions.
 - Additional skills can be learned in Thedas, skills purchased are for exceptional ability and aptitude.
 - Company of Heroes mass import mechanics: only the first 8 Companions imported for CoH receive CP and Faction selection options. All Companions imported by CoH beyond the first eight will have no Faction but will receive a Race, a Class and that Class' corresponding 100 and 200 level Skills for free. Imported Companions will receive racial bonuses, except for humans. All humans will receive Stable Summons for their racial bonus bonus skill. Companions will be evenly divided between Warriors, Mages, and Rogues. Imported Companions are not eligible for the Drop In Class.
 - Mark of the Rift will not allow you to travel to different universes within the universe, but it will allow you to travel to other planes within the universe in which you find yourself.
 - Purchasing Faction Fort will create a version of your fort that is displaced from the multiverse, but connected to your Warehouse. The Faction Fort attached to your Warehouse is separate from Faction Forts in any future universes you visit; it is not a superposition. Any repairs and structural improvements made to a fort will be carried over into subsequent forts. Newly discovered forts still might need a good cleaning, though.