

Pathfinder: Skybourne

A Jumpchain CYOA

By Deep Sea Jumpmaker

"I have become the destroyer of worlds. I resisted it for so long. I blamed the cuazaj invasion, I blamed the druids, I blamed the Fiends and even the Gods. Now though, at the end, I have been forced to acknowledge that the fault was my own; I created the Walkways, I arrogantly ignored the signs, and I, therefore, am ultimately the one responsible for the cataclysm." ---The final written account of Wizard-Emperor Ethain de Vhins III.

The word of Skybourne is one on still reeling from a great calamity. When the Planar Walkways broke, and The Forest consumed the world of Khrone, over millennia of civilization and culture was swallowed and destroyed almost overnight. Those who were not destroyed either fled to the skies or planes, escaped to the mountains and deserts where the Forest couldn't enter, went into the sea, formed what few strongholds they could, or were otherwise corrupted and altered by the Forest itself.

It has been over a century since the events of the Breaking. While the older races still remember what once was, humanity and the similarly short-lived races have learned how to survive and thrive in this new world, whether it be in the cluttered streets of Andrus or as a Skyship pilot delving and exploring the Forest choked ruins for treasures of the old world. This post-cataclysmic world of Khrone is where you will be staying in for the next 10 years of your jump. To survive and thrive in this strange new world, you are hereby granted:

1000 Choice Points

To spend on the options detailed in this Jump document

Skybourne was created as a campaign setting for the 1st Edition Pathfinder RPG by the third-party Drop-Dead Studios, and was designed specifically to be used for their published Spheres of Power alternate magic system. As such much of this jump will be focused around providing options for both the campaign setting, as well as the Spheres of Power/Might/Guile systems

Race Background

There are all manner of sapient races that currently call the world of Khrono home, from mundane Humanity to Elves, Leshies, Tatulani, and other diverse beings, though each of these races can be divided into certain natures and types. Pick a racial background, and then one of the races listed in the background. You will start somewhere within early adulthood for your chosen race, as a sex of your choice (provided it's a viable choice of sex for the race). Your racial background will also determine your starting location, though you may choose any of the other listed locations for the cost of **50 CP**. While each background comes with a backstory and memories of a life in this world, you may choose to instead enter this jump as a "Drop-In" with no preexisting memories or connections.

People of Khrono

Races: Human, Halfling, Dwarf, Goblin, Noble Orc

Location: The City of Andrus

The main "Civilized" races and peoples of the world of Khrono, for what little remains of civilization. These are the races most likely to try and carve out footholds of nations and communities in this world, whether it be defending the walls of Andrus or elsewhere in the mountains and deserts, and are also the ones most likely to brave and delve the Forest for the purposes of recovering artifacts lost to time and the green sea.

Blood of the Sea

Races: Merfolk, Cecaelia, Sea Elf

Location: Baemor

While other races suffered and floundered in the wake of the Forest, those who dwelt beneath the

waves saw an opportunity to thrive. Between the Merfolk forming strong mercantile relations with Andrus and other settlements, the Cecealians arising from the depths of the sea after centuries of sleep, and strange beings being roused awake from the benthic depths, the seas are now more alive and vibrant than ever before.



Fallen Fey

Races: Elves, Sidhier, Sky Gnomes, Fenghaung

Location: Floating Island Elfwood

During the days when the Planar Walkways held firm, many fey would move to and from Khrone, with the Fey Courts establishing footholds and embassies in old Empire. When the walkways collapsed many fey, especially those Nobles and their servants and associates, were stuck on the wrong side of the walkways. Severed from the magic of the Fey world, these beings have been rendered mortal and weakened, trying to grasp and hold onto what little power and magic they can to survive in this hellish world.

Planar Refugee

Races: Aasimar, Tiefling, Tatulani, Cuazaj, Geniekin

Location: Town of Deliverance

Much like the fey, the opening of the Planar Walkways opened Khrone up to dealings with all manner of plains. Some, like the fiends, celestials, and elementals, tried to engage diplomatically with Khrone to achieve their goals and aims. Others, like the Cuazaj and Tatulani, were invaders who sought to conquer new frontiers. When the walkways collapsed however, many such planar beings were left stranded as Khrone was severed by the Planar Maelstrom, forced to adapt and mingle with the locals for survival.

Children of the Forest

Races: Cherufe, Alraune, Leshy, Forest Gnome, Feral Orc

Location: Avarudies

As the cursed vitality of the Forest spread, all manner of creatures were spawned from that green hell, from monstrous plants to dangerous Kaiju. Yet most fascinating are the sapient races born from, or corrupted by, the power of the Forest. From the violent and expansionist Cherufe to the curious and seductive Alraune, and even the degenerated Orcs and Gnomes seduced by the Forest's power, many such beings now call the Forest their home.



Misfits & Monster (Variable Cost)

Races: Variable

Location: The City of Andrus

There are plenty of other strange and mystical beings that inhabit this world, many of whom joined hands with the other races for survival against the Forest and the founding of Andrus. Choose any non-unique monster from either the Pathfinder or Spheres bestiaries (including the Magic Academy bestiary). You may choose to be any such being, if their CR is 1 or lower (such as with other races not listed already) then you may choose to be them for free. Otherwise this racial background costs 50 CP for every CR value above one (so a CR 3 creature would be 100 CP, while a CR 10 creature would be 450 CP)



Class Background

There's more to a person's identity than just their race or species. This is a world of great difficulty and adventure, and everyone needs to pull their weight in some way to survive. To represent your cultivated skill set, select a single Class background, then select a single class listed in that background. You are treated as being 1st level in that class of any appropriate archetype of your choice. Don't worry about not having the right physical/mental attributes (or "ability scores" to use in-game terms) for you class, should you be lacking you'll be given a basic degree of competence to perform adequately in your chosen class/build (Sorcerer getting a boost to Charisma, Swashbuckler or Rogue becoming more dexterous, etc). Some classes can be found on multiple different class backgrounds. In such a case, assume that doing so would include selecting archetypes or options that match that background (like selecting a spherecasting archetype if it's a spherecasting version of a normally spellcaster class). Classes with either (PF) or (DDS) next to them are used to denote the difference between the class of that name published by either Paizo or Drop Dead Studios respectively.

Spellcaster

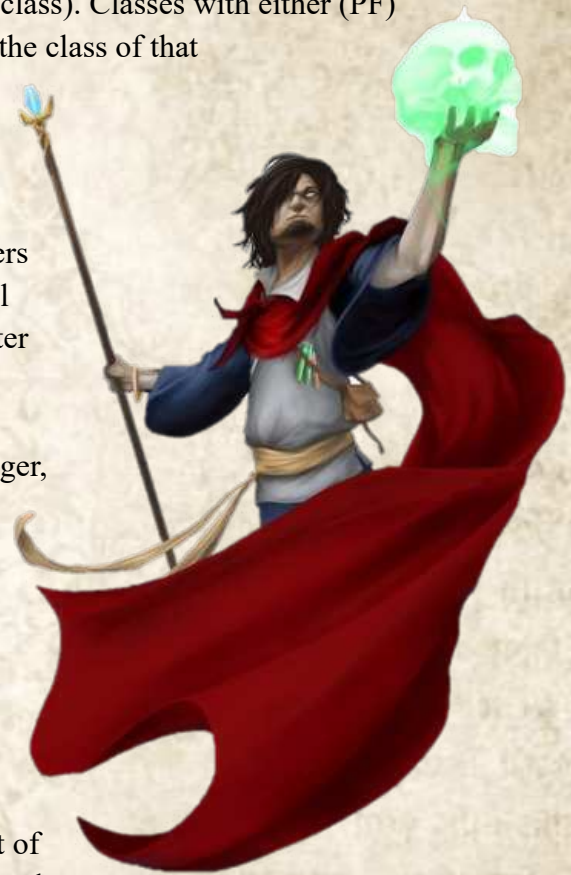
Wizards, Clerics, Psychics, and all the traditional Pathfinder casters you've come to expect and cherish. These are the classes that deal with traditional Vancian magic and casting traditions, and are better versed in the more discrete and ritualized forms of magic. Their classes are as follows:

Classes: Alchemist, Antipaladin, Arcanist, Aspect, Bard, Bloodrager, Channeler, Cleric, Druid, Dilettante, Fighter, Hunter, Inquisitor, Investigator, Kineticist, Magus, Medium, Mesmerist, Monk, Occultist, Oracle, Paladin, Psychic, Ranger, Rogue, Shaman, Skald, Sorcerer, Spiritualist (PF), Spiritualist (DDS), Summoner, Vigilante, War Dancer, Warpriest, Witch, and Wizard.

Spherecaster

Your magic is not a rigid thing defined by preexisting spells and slots. You are a Spherecaster, someone who wields magical might of the Spheres, trading away the great potential versatility of traditional casting for greater usability and capacity in a few forms of magic at a time.

Classes: Alchemist, Antipaladin, Arcanist, Armorist, Bard, Bloodrager, Cleric, Druid, Elementalist, Eliciter, Fey Adept, Hedgewitch, Hunter, Incanter, Inquisitor, Investigator, Kineticist, Mageknight, Magus, Medium, Mesmerist, Monk, Occultist, Oracle, Paladin, Psychic, Ranger, Shaman, Shifter (DDS), Skald, Sorcerer, Soul Weaver, Spiritualist (PF), Summoner, Symbiat, Thaumaturge, Vigilante, Warpriest, Witch, Wizard, and Wraith.





Martial Practitioner

Magic? Forget that nerd stuff. Real power and might comes from your strength of arm and mortal cunning and skill. Whether you be a mighty Fighter or cunning Scholar, you possess a great skill and potential in martial pursuits that, with enough training, may some day even rival or surpass mystics and their arts as well.

Classes: Alchemist, Armiger, Antipaladin, Barbarian, Blacksmith, Bard, Bloodrager, Brawler, Cavalier, Commander, Conscript, Fighter, Gunslinger, Hunter, Investigator, Kineticist, Mageknight, Magus, Monk, Ninja, Occultist, Paladin, Ranger, Rogue, Samurai, Thaumaturge, Scholar, Sentinel, Shifter (PF), Skald, Slayer, Striker, Spiritualist (PF), Swashbuckler, Technician, Vauntguard, Vigilante, War Dancer, Warpriest.

Operative

There's more to life and the world than just swinging a sword around. You know in your heart that its not the mighty warriors and mages that keep the world churning, but the skilled laborers, scholars, and civilians such as yourself that make sure that Fighters and Wizards can even get to the battlefield in the first place.

Classes: Agent, Alchemist, Antipaladin, Artisan, Barbarian, Bard, Cavalier, Courser, Envoy, Fighter, Gunslinger, Hunter, Investigator, Mastermind, Mesmerist, Monk, Paladin, Professional, Ranger, Rogue, Samurai, Skald, Thaumaturge, and Vigilante.

Champion

Magic? Might? Skill? Why limit yourself? Why treat these fields as separate? You prefer a more holistic approach to your growth and development, seeking to dabble and train in different fields to make something greater than the some of its parts, whether that be fusing magic and might together in one hyper-lethal dance, wedding mystical and mundane knowledge, or fusing your mundane skills seamlessly into your fighting style.

Classes: Alchemist, Antipaladin, Armiger, Armorer, Bard, Blacksmith, Bloodrager, Brawler, Commander, Courser, Crimson Dancer, Dissident, Druid, Elementalist, Eliciter, Envoy, Gunslinger, Hedgewitch, Hunter, Inquisitor, Investigator, Mageknight, Magus, Mastermind, Medium, Mesmerist, Monk, Ninja, Occultist, Paladin, Prodigy, Ranger, Sage, Scholar, Sentinel, Shifter (DDS), Skald, Sorcerer, Striker, Summoner, Spiritualist (PF), Swashbuckler, Symbiat, Thaumaturge, Theorist, Troubadour, Vigilante, Warden, Warpriest, and Wraith.

Perks

Perks to spend your CP on. You gain a discount for perks associated with either your Racial or Class Background. 100 CP that are discounted are instead free.

People of Khrone

Starlit Tongue (100 CP): Despite being a barbarian by birth, King Andrus Starlight knew well the importance of diplomacy and communication. You yourself are decent at expressing yourself in words, and you know what to say to get your meaning across to others.

Meal Ticket (200 CP): For those in Andrus who are in desperate need of money, one option is selling your services as a “meal” to the vampires and other undead and bloodsuckers that dwell in the Midnight District. To facilitate, you yourself have blood that tastes exceptionally delicious to vampires and their ilk, and you recover from anemia just a little bit faster than the average person of your race.

Created/Creator (400 CP each): The Created are an artificial race, once manufactured en-masse to make up for the loss of labor following The Collapse, now their own people seeking to survive just as any other race. When purchase this perk, you may choose to either become a Created yourself (one manufactured to bear passing resemblance to your original race), or you may instead learn the various mechanical and magical rituals that are used in their production. You may also purchase this perk twice to get both options. If you choose to be a Created, you may choose your starting Created Traits as is normal for creating a Created PC.

Dream of Starlight (600 CP): King Andrus, for his great wisdom and beneficence, is

remembered not only as The Last King of Men, but one of its greatest. Just like Andrus, your skills at leadership and rulership are phenomenal. You know the right way to deliberate conflicts between your subjects, how to hash out deals and treaties with foreign rulers, and more importantly you have a sixth sense for determining both the competency and trustworthiness of those under you. You will always know which of your successors are worthy of your crown and, should they all be found lacking, how to keep the unworthy from succeeding you.



Blood of the Sea

Coin Flows (100 CP): The Merfolk are ruled by various Merchant Princes, and as a result have a well-deserved reputation for mercantile skill. Like many merfolk merchants, you're no slouch when it comes to haggling. When dealing with a prospective seller, you have a good way at feeling out how much they're willing to sell any particular good, and can generally tell when a seller is trying to sell you a lemon.

Fluid Singer (200 CP): Isn't it kinda weird that merfolk are such good singers despite living in the ocean? No matter your form, should you be submerged in a fluid medium you can make your voice be heard and what you say made out as if you spoke it in clear air. Excellent for singing with the merfolk, or barking orders to a squadron of Cecaelian soldiers.

Leviathan Hunter (400 CP): When the Walkways collapsed, while the surface had to deal with the encroaching Forest, the oceans had their own troubles to deal with, as all manner of leviathan, kaiju, and aberration started to bubble up from the depths of its

benthic depths. Years of fending off these beasts has given you skill and experience in fighting large monsters. When facing such beasts you know the best places to strike and attack such a beast to drive them back or deal the most damage, especially when in a situation where 3-dimensional maneuvering is available (most typically in water).

Call The Old Gods (600 CP): When the Cecaelia awoke from their ancient slumber, other things awoke with them and took notice, and when their conquest of their ancient lands began to stall they chose to reach out to these beings. You know the rituals and rites needed to call forth symbiotes from beyond the veil of reality and infuse them into a subject, allowing you to create Symbiats and their like. At first, you only know how to turn people into normal Symbiats, but with enough practice and experimentation, you may learn to turn subjects into other types of Symbiats like Bloodscarred, Gravecrawlers, Invidians, and Mistwalkers, as well as similar beings like Symbiotic Knight Armorists and certain strains of Thaumaturge.



Fallen Fey

Courtly Manners (100 CP): Many of the mortal fey trapped in Khrono during The Shattering were merchants, ambassadors, and lesser nobility who had arrived to do business with the Empires of old via the Planar Walkways. As such, you have been trained in courtly etiquette and manners. You know when it is or isn't appropriate to speak out, when it is permissive you eat and drink the available food, and how to politely address others and avoid unneeded offense. This training in etiquette also extends to the manners of fey courts, and should hopefully prevent you from being confused when dealing with such faerie functions.

Sky Dweller (200 CP): When The Forest came, many Fey fled to the skies to escape, and there many remain and earn their living. You've got a good sense of balance and are able to move about on a flying and rocking skyship with relative ease, can maintain your posture in even harsh winds and storms, and are acclimated to the high altitudes of flight, and thus can shrug off the worst of the effects of altitude sickness and can breathe easily in higher altitudes as one could back down at sea level.

Fey Caster (400 CP): When the Breaking happened, and the Planar Maelstrom cut most of Khrono off from the multiverse, the elves were broken on a metaphysical level. Shriven of their immortality and innate magic, they developed the magic of the Fallen Fey Sphere to regain the power they lost. Regardless of your class, you have some training and competency in the Fallen Fey Sphere as an innate caster, allowing you to grow and develop this skill as you grow.

Fey Noble (600 CP): It should not be forgotten that the Elves were once Fey Nobility, as minor as their standing was. You yourself are now also a member of the Faerie Nobility. No matter where in the multiverse you travel, other Fae will recognize your rank and authority, and will respond with due deference for your station, giving you whatever accommodations are due to one of your standing. Furthermore, should you possess access to the Fallen Fey Sphere (whether by your class or the above perk), you may acquire Advanced Talents in the sphere, and are always considered to be under the effect of your Fey-Link ability.



Planar Refugee

I Already In Hell (100 CP): While your kind may be forced to work with others to survive, you should never forget that these barbarians and fools were your enemy not so long ago. Should you have any grudges or animosity towards someone, you will never forget that hatred or the reasons for your resentment. Every slight and wrong suffered by you at their hands will never slip your mind, even should they try and deceive or manipulate you, whether that be through traditional or mystical means.



Imperiled Politeness (200 CP): When the Cuazaj first came to Khrone, they came as invaders and conquerors citing a need to “reclaim” a lost homeland. Nowadays, they live as tribes and are viewed as being friendly and trustworthy to a fault, though the truth is they are merely biding their time and gathering intel until they can once more retake the world. As long as you maintain a veneer of friendliness, politeness, and amicability, you’ll find people will be open to the idea of engaging with you, and will often find themselves sharing stories and information with you and trusting such things with you.

Stranded Scrapper (400 CP): Cut off from their empire and logistical support, the Tatulani must scrape, scavenge, and repair what they can of their advanced technology to get by. You too are now good at repairing and scavenging pieces of technology, allowing you to either jury-rig a decent repair or at the very least get functional parts and pieces from a ruined piece of equipment to make something functional, like building a taser or camping stove out of a ruined laser rifle.

Planar Breaching (600 CP): Between the Shattering of the Walkways and the resulting Planar Maelstrom, planar travel has become near impossible (or at least prohibitively dangerous and expensive without direct divine intervention), yet not completely.

Whether due to your planar nature, or perhaps a resonance with your nascent Spark, you can now open short-lived planar bridges and portals. These portals are only as large as you, exist for only a fleeting few minutes, and you can only open one once a day, but its still more than most will ever be able to accomplish. You may open a bridge to any plane in your current setting you’ve already been to, or may open a blind bridge to any random point in the local multiverse, though your safety will not be guaranteed on such a blind jump. Naturally, your first bridge in this world will probably be a blind one, so best of luck to you.



Children of the Forest

Forest Dweller (100 CP): Life in the Forest isn't easy, even for those races that have learned to embrace it. You have a basic level of survival skill needed to thrive in the Forest, knowing how to gather wood, find water and shelter, hunt for food, and which new and exotic plants are helpful or harmful to interact with. You're also pretty good at climbing trees.

Natural Weapons (200 CP): Whether it be the vines of a Alraune, the fangs of a Cherufe, tusks of an orc, or the fists of a Leshy, many of those born to the Forest possess great natural weapons to aid in their survival. Your own natural weapons (or your fists, should you lack normal natural weapons) are somewhat stronger and tougher than the norm of your kind, able to match the strength of steel when wielded smartly, and you have the right instincts to you them effectively in combat even without formal training.

Touch of the Forest (400 CP): Of the various flora and fauna that once dwelt in the Old World, many have become Forest-Touched, becoming stronger, tougher, and possessing of a strange intelligence guiding and coordinating them as if the Forest itself was controlling them. You yourself can do something similar, for you may touch an

animal to infuse it with your power and will, making it slightly stronger and being able to direct and control it with your mind. An animal touched this way can be controlled by you for 24 hours, afterward it cannot be controlled again for a month.

Forest Lord (600 CP): Similar to the Forest, there has arisen a strange phenomenon known as Cryptwoods: expanses of magically altered and mutated land shaped by a particular type of magic at its heart. You yourself are now able to create and control your own Cryptwood with yourself as their magical power source. When you take this perk, select one type of Manifestation to influence your Cryptwood. Your Cryptwood starts as a "weak" (1 mile in radius), but may become stronger (and thus larger) over time, potentially gaining more manifestations as its size increases. Assuming you don't enhance it any other way, a Cryptwood you establish at the start of your jump will grow to a strength of "powerful" (100 miles) by the time your 10 years here ends. Since the Cryptwood is a part of you, You may choose to bring it with you into future jumps as a property. At the start of a new jump, you may either bring one of your previous Cryptwoods into the new world with you to keep powering, or grow a new one with a new starting Manifestation there from scratch. You may only power and grow one such Cryptwood at a time.



Misfits & Monsters



Terrible Intimidation (100 CP): Save for those monster that rely on stealth and subterfuge (like the dreaded gazebo!), for many creatures the ability to inspire terror is invaluable for survival. You're quite good at striking fear into the hearts of others, whether that be with your sounds or appearance. While it might not be good enough to make the unwashed masses bow to you (yet...), only the most fearless would be able to not at least take you seriously and consider you a very real danger.

Monstrous Materials (200 CP): Scales, Venom, Spikes, Hair, Spores, Mucus, and more! There are a great number of unique features a creature can have, and for years alchemists, smiths, and adventurers have been making use of that bounty. So why not use it yourself? You find yourself able to utilize your naturally produced materials in unique and novel ways, such as modifying/using your toxins to make alchemical poisons,

enchanted and animating your shed scales like shields, etc. As long as its some sort of materials you can harvest from your own body safely, and so long as

you have the creativity for it, you can utilize it for all sorts of unique ways as a mortal would a sufficiently rare reagent.

Boss Monster (400 CP): Power attracts loyalty, or at least some opportunistic minions. You exude a type of animal magnetism that attracts those much weaker than you to flock to you to serve you. This doesn't guarantee their loyalty, but so long as you are both strong and your fury terrifying, they'll often be too afraid to betray you.

Template Stacker (600 CP): Between the vast breadth of monsters that exist, and the variety of templates, alterations, classes, and similar things one can easily imagine all manner of unique creatures to exist, though sadly not as many as you think. Lets fix that some. Within you you shall find that normally contradictory energies just sorta "mesh" together, allowing you to wield or become something potentially contradictory. Wanna wield the power of sunlight as a vampire? As long as its power you produce you shall not burn away. Wanna embrace undeath despite being some manner of Fiend? Worry not, it's now possible. Granted, this feat will not remove any innate weaknesses or features a being of your nature has, but it should act as a means to prevent your other powers and abilities from punishing you for the hubris of existence, you abomination. Further, you will also find yourself encountering various opportunities to be mutated and altered more and more. In such instances, you will generally come out of such encounters all the stronger as your adaptive physiology better incorporates the transformative rigors you undergo on your journey





Spellcaster

Schooled Mind (100 CP): In the setting of Skybourne, spellcasting is viewed as a form of streamlined ritual magic, forgoing one's connection to the spheres to become more efficient at performing rituals and able to prepare them ahead of time. Your memory has become improved, allowing you to better remember how to perform various rituals and actions through a variety of mental mnemonics and shortcuts, so you never forget the right words, gestures, and reagents needed to cast any of your magics and rituals.

Ritualist (200 CP): Aside from your spellcasting, you are also well versed in larger and more impressive rituals. You can caster and perform rituals, even for spells, schools, and systems you don't possess, and are quite adept at researching and crafting new rituals for your purposes

Spellcrafter (400 CP): Rituals. Spells. There is not much difference to you, and as such if one could develop new rituals, why not knew spells? You are skilled in the art of Spellcrafting, able to develop and produce new spells of varying level and complexity. Further, this does not limit you to crafting spells for magic systems you yourself possess, but you grasp of magical theory and mechanics allows you to design and develop spells for any magical system you encounter, even if you yourself cannot access or cast in that system.

Theurgic Transparency (600 CP): A powerful wizard has warded his workshop against magic? Clearly you can still penetrate it since your spells aren't technically their "magic". That same wizard has a magic staff that boosts the power of his magic. Clearly, it will also boost your spells since they are magic! You've plumbed so deep into magical and ritual theory that you've granted yourself a form of "selective transparency" when it comes to your magic. This allows any spells you cast or magic you create to interact with other traditions and systems on your terms, with you choosing if the two magics will interact or conflict with each other and how they shall do so, such as allowing your spellcasting spells to function in a spherecast anti-magic field, while your own fields affect both spells and spheres.



Spherecaster

Sphere Specialist (100 CP): The essence of being a Spherecaster is, of course, the Spheres of Magic themselves. Select one of the 23 Spheres of Magic, you're skill at using that sphere is increased, allowing you to create effects from that sphere at a level somewhat stronger than you can with the other spheres.

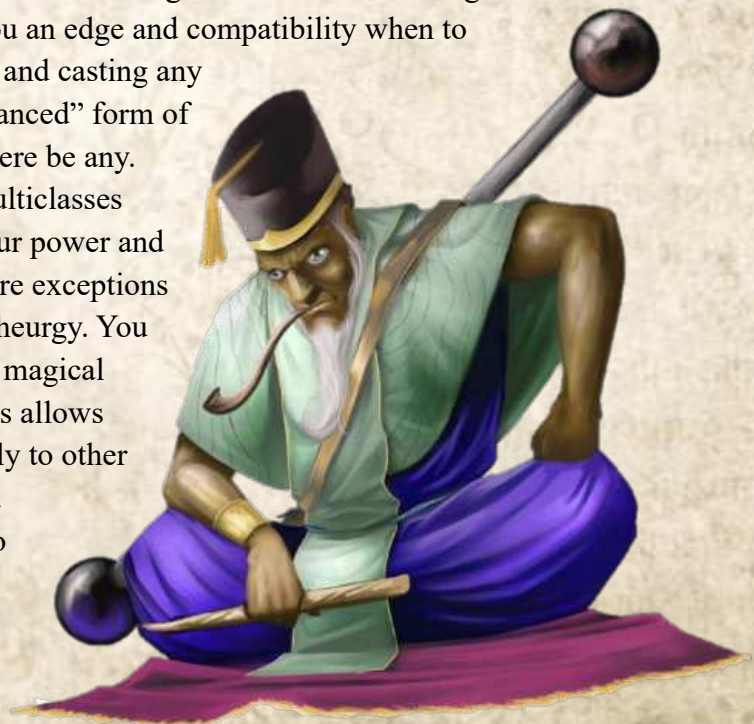


New Tradition (200 CP): Normally, when one builds a spherecaster in a game set in Skybourne, they must choose an appropriate magical tradition for their class from among the premade traditions available in the setting. Now, you no longer have that restriction. You may instead now construct your own custom Tradition (using the rules for Drawbacks and Boons the Spheres of Power system provides) to cast and conduct your magic through. You may cast other forms of magic through this new casting tradition you have constructed, but at a cost of a minor-but-noticeable reduction in power and efficiency.

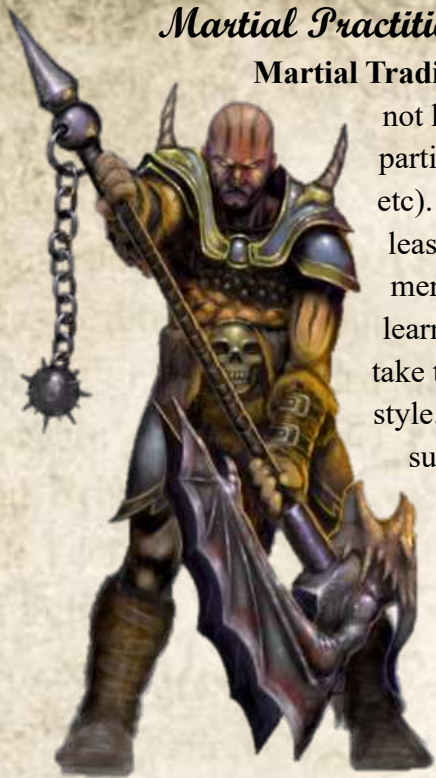
Advanced Magic (400 CP): Advanced Talents, rare and potent magic that by its nature can redefine a campaign or setting. Such magic exists in the world of Skybourne (though planar travel is currently inoperable due to the Planar Maelstrom), though are of course rare and closely guarded. You yourself have a natural capacity for Advanced Magic, able to learn and develop advanced talents easily as you grow in power. This capacity for studying advanced forms of magic extends to other magic systems, giving you an edge and compatibility when to comes to studying and casting any

branch or form of magic that is considered an “advanced” form of a magic style or type you already possess should there be any.

Bokor Theurge (600 CP): Normally, when one multiclasses between magic of different traditions and types, your power and experience doesn't translate between them. There are exceptions to this, such as with Bokors and those who study Theurgy. You yourself are now such a theurge, able to share your magical potency across multiple traditions and systems. This allows your skill in one magic system to transfer seamlessly to other magical traditions and systems you learn and study. Further, if you have the New Tradition perk, you no longer experience a drop in power or efficiency when casting through different traditions.



Martial Practitioner



Martial Tradition (100 CP each*): It wouldn't do for a practitioner of martial combat to not know how to actually fight. Select either a category of weapons or a particular style of combat (fencing, marksmanship, wrestling, shielded combat, etc). You are now of decent proficiency in this branch of combat, enough to at least have all the fundamentals down and can find stable employment as a mercenary or adventurer. Further, this grasp of the fundamentals makes further learning of martial arts and combat much easier for you in the future. You may take this perk multiple times, each time choosing a different fighting or weapon style. If you are a Martial Practitioner, only your first purchase is free, subsequent purchases are instead 50 CP each.

Martial Focus (200 CP): Believe it or not, physical combat can be just as mentally taxing as more cerebral pursuits, requiring a great deal of mental fortitude. You now possess great focus and concentration, allowing you to home in on important details and execute difficult maneuvers even in pitched combat. This ensures that even whilst fighting for your life you can maintain great clarity of mind, and can quickly and consistently perform otherwise mentally taxing feats of martial skill and finesse.

Legendary Talent (400 CP): They say that at the peak of martial prowess, the lines between might and magic start to blur. You are adept at studying and learning martial techniques that either border on or cross right over into the realms of the supernatural (such as the Legendary Talents listed in the Spheres of Might system).

Whether that be parrying away spells with a shield or slice, tracking wizards by the smell of magic, stopping teleporters with simple grappling, or leaping and running on the air itself, as long as it's a field of combat you are greatly trained in, it is both possible and simple for you to learn these Legendary Talents to push your prowess beyond mortal limits.

Grandmaster's Contract (600 CP): To be a Grandmaster to display more than just mastery of your martial path, it is to also have the skill to pass it on to others. When you wish to train a disciple in your physical arts, you may enter into a special contract with your student. This student will swiftly learn and develop the skills and techniques you teach them and, as they learn and grow in power, you will seemingly grow stronger alongside them, ensuring they always have something else they can eventually learn from you. This exists so long as you and your student maintain this contract. If either of you end your contract, this increased growth potential will end for you both.



Operative



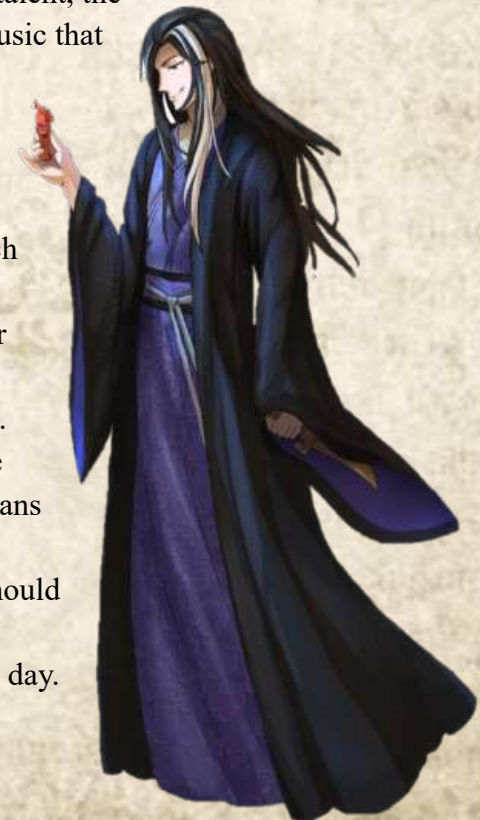
Professional (100 CP each*): Not everyone can make a living off of magic, murder, and mystical medicines. Pick one type of profession or craft, whether that be painter, sculptor, blacksmith, shipwright, cook, musician, juggler, detective, actor, or any other similar profession. You have enough training and education in this field to allow you a decent and comfortable living in a fantasy township or city, like Andrus. You won't be exceptional or the greatest at it, at least not without training and experience, but you will be good enough to get by, and if you're lucky might even attract the attention of a wealthy patron. You may purchase this perk multiple times, each time choosing a different profession. If you are an Operative, only the first purchase is free, all subsequent purchases instead cost 50 CP each.

Skill Leverage (200 CP): For those in creative professions or in need of problem solving, sometimes inspiration can be just as valuable as skill and experience. When in dire need of your practical skills, you will occasionally be struck by a bolt of insight and lateral thinking. This leverage can help you solve problems, come up with new plans and solutions, or act as a muse to create something magnificent. This inspiration will not happen often, and trying to rely on it too often will leave you high and dry.

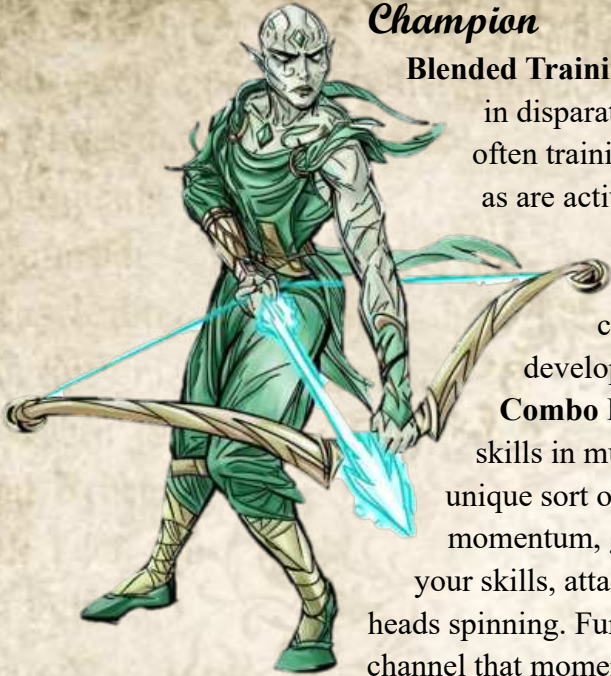
But should you continue to expand your horizons, overcome great challenges and obstacles, see and discover new things, and keep challenging yourself, you will find that occasionally your leverage will arrive to help you in your time of need. I suggest avoiding a NEET lifestyle.

Exceptional Talent (400 CP): There are some who display exceptional talent, the kind that borders and even crosses over the magical and supernatural. Music that literally cuts to the bone, deductive skills good enough to be psychic, paintings that become actually lifelike, and pathfinding that can locate folds and shortcuts in space itself. Your Should you continue to develop your practical and artistic skills you will find your expertise evolving beyond the mundane to something innately mystical in its own right (such as the Exceptional Talents listed in the Spheres of Guile system)

I Have A Plan! (600 CP): It includes you! And soon shall you! Once per day, should you be in a situation that you could've reasonably expected and prepared for, yet somehow failed to do so, you may reveal your plan. You see, you had already planned for this eventuality, and have made the proper plans and preparations for it! In essence, this perk gives you a means to retroactively plan and set contingencies for things. In essence, this functions like having an extra [plan] talent ready in your back pocket. Should you also possess the Skill Leverage perk, then on rare occasions your leverage may allow an additional plan/contingency to activate within the day.



Champion



Blended Training (100 CP): Champions by their nature are those who train in disparate arts to try and make something better than their sum, and often training in totally different skills can be difficult to juggle. So long as are actively training one of your skills, you will find that your other abilities and skills will not suffer or atrophy in their absence.

This doesn't make those unused skills any better, but you can be assured that so long as you're actively training and developing in something you'll never get too "rusty".

Combo Builder (200 CP): As champions study and develop their skills in multiple fields, that increased breadth of options allows for a unique sort of flexibility. You have a certain unique sense for style and momentum, granting you insight in interesting and novel ways of chaining your skills, attacks, and abilities together in a way to leave your enemies' heads spinning. Further, should you keep your combo going you'll be able to channel that momentum into stylish and stunning finishing moves, with the

longer you keep the combo going the more spectacular the finish will be

Technique Technician (400 CP): But why settle for just stringing together preexisting spells and moves? Your unique perspective has allowed you to weave together your skills to make unique Techniques to utilize. Similar to crafting spells, Techniques are a fusion of various magic and skills you possess to create a special move wholly unique compared to the parent disciplines that spawn it. For now, you can only learn and develop a handful of techniques, though as your skill and mental capacity increases you'll be able to learn and develop more and more techniques.

Unified Tradition (600 CP): Magic? Might? Skill? These divisions are an illusion. A useful one, to be sure, but a true Champion learns how to sidestep such things. Should you ever find yourself wanting in any such skill or ability, you can use your other traits and features to fill in for the others. Ran out of magic or spell points to cast? You can expend your physical stamina instead. Your creative juices refusing to flow? Burn your own magic directly to restore your mental prowess. So long as its some feature, capacity, or pool of energy you possess, you can use it to shore up all your other features, pools, and capacities, even should they be from entirely different systems of magic and mysticism.



Undiscounted

Level Up (50 CP/Level): By default, you will enter this jump as the equivalent of a level one character of your chosen class. However, there's no reason for this to stay the case. For every 50 CP you spend on this option, you may increase your effective starting level by 1 (up to a maximum of level 20)

Gestalt (200/300 CP): Gestalt, since its introduction back in 3e D&D, has always been a popular and beloved supplementary rule, to the extent that even DDS wrote up rules of interaction for it. When you purchase this perk, you may select a second class. As you grow and develop in your first class, you will also (through your genius, affinity, and capacity for learning) also be able to progress this second class alongside it as well, effectively allowing you to “gestalt” with your two classes. How much this perk costs depends on the second class chosen. If the class shares a Class Background with your class, then this perk costs 200 CP, while classes that don't share a Class Background instead cost 300 CP.

Mythic (400 CP): Mythic Power, the power to do the impossible and reach into the realms of divinity. By taking this perk, you now have a single Mythic Rank, and thus have the ability to access and grow in Mythic power over time. Yes, there are rules for Mythic content in the Spheres system, so you don't have to worry if you're a Spherecaster or Champion.



Items

Items to spend your CP on. You gain a discount for items associated with either your Racial or Class Background. 100 CP items that are discounted are instead free. You may import items you already possess into similar items. Properties/real estate you purchase can be fused together, and you can replace your starting location with any properties you buy. Items you purchase with CP that are damage or lost are returned to you at the end of the jump

People of Khrone

Red Vintage Bottle (100 CP): This fancy red-glassed wine bottle is perfect for anyone who'd like to go "mealing". Any blood that is poured into this bottle is kept preserved and in good condition, so that its ready to be decanted at a later date. If you wish, this bottle may also come with some of your blood already in it.

Starlit Banner (200 CP): Everyone nation, clan, or other organization needs a cool flag or logo. This is your very own flag (or banner if it pleases you) with a design of your choosing. When you fly this flag, those who are a part of your organization are filled with increased determination and willpower, and those who see it that aren't part of your cause, but would very much be interested in it, feel compelled to learn more about it and seek you out.

Defoliator (400 CP): Andrus stands tall as a beacon of civilization against the forced of chaos, and they maintain that through both vigilance, and a willingness to try and trade for any advantage. The Defoliator is a Goutspitter, a type of chemical sprayer designed by the Cecelia, but modified and altered to spray alchemically produced defoliant. One spray can kill and wither mundane plants in a matter of minutes, and against the rampant (and sometimes malicious) growth of the Forest, it can do enough damage to send branches reeling back in pain and impede growth for at least a day. The tanks of The Defoliator refill once a week.

Walled City (600 CP): The settling of Andrus was an ironic bout of serendipity, for though the wizards and mages fled the surface by levitating entire cities into the sky, it was the crater left behind by one such city that proved perfect for King Andrus Starlight to build his nation. You now have you very own Walled City, built in a crater on the coast just like Andrus. You can place it on any of the coastal areas of the any major continent in Khrone. The city's general layout and demographics when you jump in are up to you, and by default you (or any companion you choose) will be the de facto ruler of this city (system of government also up to you at the start of this jump).



Blood of the Sea

Merchant's Coin-purse (100 CP): This deceptively simple coin-purse has a very simple, but rather useful, enchantment placed upon it. So long as you have it on your person, you will always know what's inside of it at all times. Excellent for helping you stay on top of budget, or knowing when some sticky-fingered rogue decides to try and pick-pocketing you.



Tradewagon (200 CP): When doing business between the sea and the surface, it pays to have some means of storing and transporting goods in air-tight storage. This traditional merfolk tradewagon is essentially a sealed wagon made from a large shell, and has compartments and places to store goods and keep them air-dry. The wagon comes with two trained porpoises to pull it.

Sleep Pod (400 CP): The Cecaelia didn't return to the world out now nowhere. Their ancient empire slept long beneath the waves, its members and leaders placed in stasis to wait out the ages until they were awoken by the aftershocks of The Shattering. This sleep pod is one such pod, able to hold an individual within in suspended animation until awoken or released. The pod has enough power for 1000 years of activation, though its set to open up after any significantly apocalyptic event occurs in the same world as it.

Imperial Ruins (600 CP): Though the Cecaelia themselves weathered the ages unscathed, their empire did not. When they awoke they found their great underwater cities in ruins and much of their advanced technology in great disrepair. This map will lead you to one such ancient city, broken, crumbling, but with much in the way of resources and broken tech you can scrounge and scavenge for. In future jumps, this map will lead you to similar subaquatic ruins and cities, and while their design and nature will be different depending on the local universe and its history, you will always find a great glut of goods and machinery you can scavenge for your own purposes.



Fallen Fey



Purifying Pearl (100 CP): Court intrigue is nothing new to the fey, and sometimes you need something to keep you safe, especially in this dangerous and cutthroat age. This small satin pouch contains a small pink pearl in it. When placed in a liquid, usually your beverage, it dissolves and neutralizes any poisons and other harmful substances within. This pearl only effects about as much volume as one would expect from a typical chalice or goblet. The pouch gets a new pearl in it once a week.

Sidhair (200 CP): This spool of what appears to be thread is actually magically grown and treated sidhier hair. Weaving Sidhair into clothing, ropes, whips, or other cloth objects grants the object to interact with incorporeal creatures like ghosts. The spindle regrows used hair at a rate of 1 inch per week. If you yourself are a Sidhier, instead of buying a spindle you may instead infuse your own hair with this mystical quality, including its increased rate of growth. I suggest either learning how to braid, or finding a trustworthy barber/seamstress.

Faerie Ring Spores (400 CP): This humble seeming linen bag of mushroom spores is special. When spread along undisturbed natural ground, they will take root and over the course of a fortnight grow into a Large Fairy Ring, allowing one with the right ritual to use it to open a path to the Faerie during the full moon. The ritual instructions are on a small tag inside the bag. The bag refills itself after a month on the next full moon. Due to the nature of the Planar Maelstrom such Faerie Rings are single-use only, withering away after activation, though this drawback does away after this jump.

The Elfwood (600 CP): When the Forest came, the elves, already reeling from the Shattering and their newly inflicted mortality, chose to flee rather than face the threat, so they lifted the entirety of the Elfwood, the forest where they had built the seat of their power, into the sky to escape the falling world below them. You now possess your own sky island of comparable size to the Elfwood. Just like the Elfwood, this island contains a self-sustainable old-world forest (or similar ecosystem of your choice) and a city of various fey beings of your preference. The island, like the Elfwood, is also powered and held aloft by a large Shadow Engine fueled by the sleeping dreams of 50 beautiful fey or elves (of your preferred gender), though 20 of the engine pods have the Lucidity upgrade, allowing their occupants to stay aware of the island and their surroundings. If you yourself are an Elf with the Fey Noble perk, then instead of your own island you may choose to become the ruler of the actual Elfwood, and may take it with you as a property.



Planar Refugee

Planar Power Components (100 CP): During the days of the Utola Empire, trade facilitated by the Planar Walkways allowed all manner of exotic materials from across the planes to be gathered and used in wider markets. This satchel of unknown make and materials is filled with various planar spell/power components or alchemical reagents. The satchel can hold up to 10 doses of any such reagents/components, and can refill itself with different components each fortnight.

Augmentation (200 CP each): To the mechanically gifted minds of the Tatulani, the production and usage of prosthetics, both mechanical and mystical, is a skill that comes easily to many of them. Every time you purchase this option, you may gain a single non-unique mechanical or magical augmentation. This can be an Elemental Augmentation, Fleshgraft, Necrograft, or Demonic Implant, and when you purchase this option you may choose to have it either already installed on your body, or kept preserved in a sufficiently large jar. You may purchase multiple augmentations, but cannot have more than one replacing any specific body part.

Cuazite Stash (400 CP): Cuazite is a rare ore, harvested from the semi-silicate bodies of dead Cuazaj, and is highly regarded for its ability to act as an amazing natural electrical capacitor, so how would you like an ethically sourced supply? By purchasing this option, once a month you will receive a shipment of 20 lbs of Cuazite shipped to your warehouse (or any other property you own) in a large crate. Further, as a single-time bonus you may have a single simple weapon or tool made of Cuazite to start with. If you are a Cuazaj, instead of a weapon or tool, you may instead have Cuazaj embedded in your limbs, allowing you to use its weapon benefits with your unarmed strikes.

Radiance (600 CP): Radiances are a rare type of minor artifact, and while each one has a unique appearance, they all resemble some manner of halo, disc, or similar cosmetic that floats behind the wearer's head, and grants all manner of useful and powerful buffs, built-in magical abilities, and other benefits. Upon purchasing this option, you may choose a single Radiance to have as an item. This can be either any of the premade radiances, or you may use the guide for building your own radiance as described in "Treasures of the

Spheres: Weapons and Tools". The major difference between this radiance and any others though is its "Measure", as it only permits itself to be used by you or those you permit.





Children of the Forest

Vegetable Slurry (100 CP): This clay drinking jug contains a disgusting sludgy slurry made from the various strange and magical plants found in the forest. Being highly nutritious, drinking it gives you all the nutrients you need for a whole day, and more than that it can restore your own special abilities. After drinking down the jug, this slurry will restore half of the number of expended uses of abilities you possess that can only be used a certain number of times per day. You may only benefit from this property of the slurry once per week, and the jug refills itself once per week. Keep in mind, for any species that eats this slurry that isn't a

plant, plant-like, or touched-by/born of the Forest, drinking this slurry will also cause the drinker to be sickened and experience stomach aches from anywhere from 5 minutes to an hour.

Dino Mount (200 CP): The Cherufe are fond of taming and riding dinosaurs of all kinds. Choose a single mundane species of dinosaur, you now have one of these as a trained and loyal mount/pet for you. Aside from its loyalty and ability to understand your orders and commands, this dinosaur is otherwise a normal mundane animal. It also comes with a properly fitted saddle with saddlebags, as well as some barding made from magically hardened wood harvested from the Forest.

Golden Heart (400 CP): In the aquifer beneath Avaruðies, there is a mysterious mineral formation that produces these golden heart facsimiles, which are used in the rituals of the Cherufe who live there to merge it into their own bodies, just like you shall now do so. With the Golden Heart melded into you, should you be brought to death's door the heart will resuscitate you with its magic, giving you renewed vigor, but only for a single minute and no more. This resuscitation only occurs once per near-death experience, so I suggest you use this second chance smartly when it occurs.

Jhāmbi Ring (600 CP): When the Jhāmbizaur was released, it took relatively little time for it to grow its own army of undead dinosaurs, using the mightiest tyrannosaur as its host. This magic ring will grant you the powers to the Jhāmbizaur, for any dinosaur or similar large reptile slain by the wearer of the ring will be reanimated as an undead Jhāmbi-Dinosaur, becoming intelligent and loyal to the bearer of the necklace and allowing them to be in constant telepathic communication within 5 miles. Further, should you be slain while wearing the ring your soul will retreat into the ring, allowing you to either transfer it to either any Jhāmbi-Dinosaur within range, or attempt to take over the body of the next person to put the ring on. Do keep in mind, that someone with sufficient will power can suppress you and keep you from taking over their body. Should your soul be inside the ring and not a new host body by the end of your current jump, it will count as a true death, thus potentially ending your chain bar any other mitigating circumstances.



Misfits & Monsters

Loot (100 CP): Monsters need loot, that's just a constant of reality as any adventurer knows. By purchasing this option you shall get yourself a nice nest egg of various different coins, gems, and assorted pieces of artwork, all together worth around 400gp. Should you be a creature with a CR higher than 1, you may instead get a much more expensive hoard, equal to the Treasure Value associated to your CR on the Fast track as described in the Gamemaster's Guide. Enjoy being wealthy!

Ring of Sustenance (200 CP): There are plenty of monsters that have certain "cravings" and dietary needs, though the intelligent ones realize the need to curb such things if they wish to rely on the other races to help survive this Post-Shattering world. This ring functions as one would expect of a Ring of Sustenance, replacing your need for food, drink, and sleep. However, its real value is that it was designed for those monsters with certain proclivities. Any exotic cravings you have (such as the hunger for blood found in vampires) is dulled while you wear this ring. It doesn't remove it entirely, but it will at least reduce a great famished hunger to instead feel like a slight peckishness.

Minions (400 CP): In Andrus, most of the Dragons who fled to the city's protection spend all their time sleeping in their chosen faves in the walls of the crater. Even when they awake, rather than leave the cave themselves to acquire sustenance most have gotten used to keeping some employees and retainers to acquire goods and services for them. By purchasing this option, you gotten a contract for a bunch of smaller critters to serve you (anywhere from 10-50), such as goblins or sprites or what have you. These critters are decent enough porters, couriers, and errand runners, and have just enough combat training to keep gormless civilians from bothering you, though you can train and equip them to improve their combat performance if you wish. So long as you provide for them and pay them a decent wage, they will serve diligently and dutifully, though should you abuse them too much, don't be surprised if they decide to seek employment elsewhere.



Lair (600 CP): And what monster would you be if you didn't have a lair of your own? This could be a cave, a hollow in a large tree, an abandoned castle or warehouse, or what have you, but regardless of what it is it is large enough to house you (and your minions should you have any) comfortably and provide good storage for your loot and items. The Lair is quite defensible, and should you decide not to start in Andrus then its instead quite well hidden to the point where even Forest-Corrupted beasts would have a difficult (but not impossible) time finding it.

Spellcaster

Wand Bracer (100 CP): A good spellcaster knows to stay strapped just in case. This wrist mounted brace can hold three wands or similar slender objects and, with a mere flick of the wrist, can push any one of those wands right in your hands, ready to be wielded. This bracer comes with three 1st level wands (or spell-engines in the shape of wands if you're a spherecaster, with CL1 and 1 SP) of your choice. These wands will refill all their charges at the start of each new year.

Infinite Spellbook (200 CP): For many spellcasters and ritual masters, a good book to record their magic in is absolutely paramount to own. This spellbook have been enchanted with strong Warp and Creation magic, granting it effectively unlimited pages in which you can store and record every spell and ritual you know (though you still have to scribe it in yourself, you lazy bum). Whenever you need to see or read any spell or ritual you have, the book will automatically open to the correct page, or will open to the earliest blank page if you need to record new spells and rituals.

Ethains Notes (400 CP): Wizard-Emperor Ethain de Vhins III was a very smart and powerful wizard, who's arcane might was matched only by his hubris, but regardless of his foibles he was still able to construct the Planar Walkways and used them to bring a golden age to the Utola empire (regardless of how fleeting it was). This item will grant you a series of scrolls, blueprints, schematics, and other notes written by Ethain himself, detailing how he design and created the Planar Walkways. While this information may be useless now, what with the state of the world and the Planar Maelstrom, but perhaps you'll find use for it in the future. Maybe you'll even do the smart thing and iterate on it to avoid the same mistakes he made.

Scroll of Incantation (600 CP): Incantations could be compared to rituals in much the same way an ocean could be compared to a lake. Powerful magics, woken through might and ritual that have the capacity to shake the world. This scroll has the...capacity to describe one such Incantation. At first, all that will be written on the scroll will be some manner of riddle or clue. This will lead to a series of riddles, test, directions, objectives, and other errands that will need to be completed, causing you to go on a wild chase that may take several years of adventuring to complete and achieve. Once you have accomplished the final task, the Incantation ritual will finally be revealed on the scroll. It can be any of the sample Incantation described in the rules for them, or designed with the rules for them therein. The amount of time needed to unveil the incantation is proportional to the level of the Incantation (generally 1 year per level). At the beginning of each new jump, you will get a brand new scroll to try and uncover the secrets of again. Incantations from these scrolls cannot be recorded on your Infinite Spellbook.



Spherecaster

Pearls of Power (100 CP): For many a spherecaster, whether or not you have a spell point to spare can be the difference between life or death. This small pouch contains 5 dull pearls.

Crushing a pearl will restore a single spell point for you to use. The bag refills once a month.

Contingency Scrap (200 CP): While spherecasters are better at immediate on-the-fly magic than your typical spellcaster, someday you may need something prepared ahead of time for emergencies. This scrap of paper is magically receptive, and you spend five minutes imbuing a magical effect/power you know to be triggered unto specific circumstance onto the paper as described in the Contingency feat. After you use up a contingency scrap, you will get a new one after a month (no stockpiling!).

Flask Shard (400 CP): Flask Shards are a strange sort of artifact. Seemingly shards of a once greater artifact, these magical pieces of glass still hold much of their forgotten original's great power, and can be used to empower or "upgrade" other magical items. Once a year, you will gain a small pouch with such shards in them. These can either be 3 normal glass shards (which increase the potency of any magical item they are used on), or a 1 metamagic shard (which applies the effects of a single metamagic feat to the magic of the magical item). Shards used to enhance a magical item are destroyed in the process.

Magic Academy (600 CP): Windfall Academy, one of the most prestigious magical institution in Khrone, founded by the Hierophant archdruid Mardoc to preserve the knowledge and magical traditions of the Old World and aid in the survival of those who suffer at the hands of the Forest. It now has some competition, as you yourself now have your own magical academy that you are the headmaster of. Just like Windfall Academy, this academy is situated on a large floating island beyond the Forest's reach, and is staffed by an eclectic group of professors and faculty to teach the students the ways of magic and the spheres. If you already have some companions or followers in mind, you may have them take the different teaching and faculty positions in mind. By default the academy's layout and structure resembles Windfall Academy, but you may alter and change that to suit your preferences right now if you desire. The academy will attract many students willing to apply and learn the magical arts taught in this institution, including any mystical subjects you decide to have taught outside of spherecasting.



Martial Practitioner



Masterwork Weapon/Armor (100 CP Each*): If you're going to dedicate your talents to hitting dudes, you should have something to hit them with. Each time you purchase this option, you gain a masterwork weapon, shield, or suit of armor of your choice. Aside from being masterwork, this piece of equipment is otherwise mundane but still generally reliable. You may purchase this option multiple times, each time choosing a different piece of equipment to gain. If you are a Martial Practitioner, only your first purchase of this option is free, with subsequent purchases instead being 50cp.

Focusing Drought (200 CP): Sometimes its nice to have a nice pick-me-up when trying to focus on something important. This flask contains a drought than when imbibed improves your focus, prevents shakes, sharpens your drive, and can even restore your martial focus and situational awareness. The flask refills once a week.

Dragon Tattoos (400 CP): These tattoos come etched all over your body, and depict some sort of zodiac creature. The tattoo is mystical in nature, and allows you to treat your raw physical body as a weapon or type of armor for the purpose of magical effects and enchantments. This also comes with a tattoo kit that, when combined with magical smithing abilities, allows you to imbue and enchant your body with weapon and

armor enchantments as if it were the appropriate type of equipment.

Jumper's Dojo (600 CP): This large and sprawling piece of property comes with everything an enterprising warrior would need to start either a dojo, marital arts school/sect, or mercenary guild, such as extensive training arenas, a well stocked kitchen and equipment for serving large groups, an armory, and office space for records and clerical work. Further, so long as its doors remain open you'll find a slow but steady stream of people interested in joining your organization, particularly those who are young, malleable, or with a great amount of potential and affinity for the martial arts.



Operative

Masterwork Tools (100 CP): If you wanna work, you'll need the tools to do so. This kit contains various handheld tools you'll need to adequately perform a profession of your choice, whether that be a well made instrument, a collection of wrenches and saws, chisels and awls, a bunch of nice paintbrushes, or whatever it is you need to engage in your livelihood. These tools are masterwork quality, so expect them to be durable enough to last a good while.



Guild Contacts (200 CP): It's an unfortunate fact that many fantasy settings, including Skybourne, have economies and markets that tend to be dominated by Guilds and similar institutions [insert angry Adam Smith noises], especially within the City of Andrus. Of course, if you're going to engage in business in this world, you're going to need an in with the guilds. This series of papers in a folder detail contact information and intel on a local guild or retailer associated with your chosen profession who are willing to either hire you or at least pay for your services. Furthermore, at the start of every new jump this folder will update with information on a new guild or business that you'll be able to find in that new setting. Should make job-hunting much easier.



Training Manuals (400 CP): Ever needed to train a new hire, but can't always be on hand to ensure they are learning correct? This manual is blank for now, but you may write into it a lesson or training guide for any particular vocation or skill set you possess. Those who read this manual will find the instructions and guides inside sensible and intuitive, and will rapidly learn and improve their skills in that field as if you were standing there besides them teaching them step-by-step. This training can apply to things like learning to code or play an instrument, to martial pursuits like teaching a specific style of martial art, to more esoteric pursuits like magic or spellhacking (provided it's a skill both you have and that they have the capacity to develop themselves. You can't use this to teach Harry Potter magic to muggles, for example.). You get a new blank manual at the start of each Jump.

Operative's Workshop (600 CP): It's hard to work a craft if you're a hobo. Purchasing this piece of property will grant you a sizable place of business tailored for your chosen profession. It could be a shipyard if you're a shipwright, a smithy or workshop if you're a smith, a theater if you're a musician or actor, a restaurant if you're a chef, or maybe even just a quiet safe-house if you're a spy or saboteur. Further, it's in a prime business location, meaning so long as your business doesn't suck you should get a reasonable amount of customers coming to you.

Champion

Special: Champions by their nature are those who combine the skills and training of different disciplines, and as such their choice of items represents this. Select two other Class Backgrounds, then select one item from either option for each price value (100/200/400/600) You may treat these items as your Class background items for the purpose of applying discounts. As normal, the 100cp item will be free.



Undiscounted* Technically. Some discounts may apply.

Wealth By Level (Free/50 CP Each*): By default, as a freebie you will be given around 100gp to spend on assorted goods and materials before the start of the jump, as with normal Pathfinder character creation. However, you may cheat if you want. By spending some CP you may increase your starting gold budget to instead be based on a certain level's WBL value (using PC progression). For every 50 CP you spend, increase your effective level by 1 to determine your starting gold budget. (so 50 for 2nd level, 100 for 3rd level, etc).

Fabled Item (200/400/600 CP): Fabled items are a rare and special type of magical item, bordering on being an artifact, that is able to grow in strength and power alongside the one who wields it. By purchasing this option, you will gain such a fabled item based on how much you spend. 200 CP will grant you a Curio grade item, 400 CP will grant you an Heirloom grade item, and finally 600 CP will allow you to obtain a Relic grade fabled item. When purchasing your item, you may choose to either gain one of the premade examples, or make your own using the existing creation rules for it. While this item is technically undiscounted, you can choose to “exchange” one of the item discounts granted by your background to instead apply a discount to a fabled item of equal value (ex. A Sphercaster forgoing their discount on the Contingency Scrap to instead gain a discount for a Curio grade item).

Talent Crystal (200/400/600 CP): Talent crystals are rare artifacts that can subvert years of study and experience to provide one singular benefit: granting the user a single Talent. Within this small fancy jewelry box you will find a singular Talent Crystal with a single talent of your choice inside it. The grade of the talent crystal is determined by how much you spend on this option. 200 CP will provide a Regular talent crystal, 400 CP will provide a Greater talent crystal, while 600 CP will provide a Grand talent crystal. At the beginning of each new jump, this you will find a new Talent Crystal of your choice within the box of a grade equal to the highest grade you paid for or less. While this item is technically undiscounted, you can choose to “exchange” one of the item discounts granted by your background to instead apply a discount to a talent crystal of equal value (ex. A Spellcaster forgoing their discount on the Incantation Scroll to instead gain a discount for a Grand Talent Crystal).

Vehicle (100/200/400/600 CP): The setting of Skybourne places great emphasis on vehicles, which makes sense for a setting where many people rely of Skyships and other such things to navigate this corrupted world. By purchasing this option, you will gain the opportunity to own your very own vehicle to travel in, with the size of the vehicle (and thus its starting budget) based on how much you spend here on this option. 100 CP will grant you a Large sized vehicle, 200 CP will grant you a Huge vehicle, 400 will provide a Gargantuan vehicle, and 600 will provide a Colossal vehicle (but not Colossal+ or any larger size). You may choose any of the premade videos listed in the Ships of Skybourne splatbook, however if you have gained a Gold stipend with the Wealth By Level option, you may spend any amount of that gold on either building or modifying a vehicle of your chosen size. While this vehicle is technically undiscounted, you can choose to “exchange” one of the item discounts granted by your background to instead apply a discount to a vehicle of equal value (ex. A planar refugee forgoing their discount on the Radiance to instead gain a discount on a Colossal vehicle like a Kitai class exoskeleton.) (Get in the robot Shinji!).



Companions

Want some friends to go on this adventure with? Below are some rules, options, and clarifications for gaining some companions to travel with you on your adventures here in Khrone.



Familiars, Summons, and Companions (Rule): Should your class features and feats grant you access to some sort of buddy that grows and scales with you, after this jump you can gain that buddy as a pet or follower. Examples include but are not limited to: Familiars, Animal Companions (and its variations), Cavalier Mounts, Summoner Eidolons, Spiritualist Phantoms, and Conjuraction Sphere Companions. Animal Allies from the Beastmastery Sphere do not count, as the nature of training and making an animal an “Ally” is a temporary arrangement, though familiars or Companions gained through the Pet and Animal Companion talents of that sphere do count.

Full Party (free): At the end of the day, Skybourne is still a campaign setting for the Pathfinder tabletop RPG, and is meant to be played with a full party of friends. Your first four companions you gain in this jump are free. These companions can be acquired with any mix of the below companion options.

Create/Import (50 CP Each): Of course the standard is for your other party members to roll up some characters as well. Each time you select this option, you may choose to either import a preexisting companion or make a new OC from scratch. This companion chooses backgrounds, race, and class as you do, and have a starting budget of 600 CP to spend on perks and items. Companions cannot purchase companion options save for Talking Familiar (but only as a follow, and only to take the place of one of their familiars/companions, see below). Companions can take Drawbacks, but cannot take the LFG drawback, nor any +400 CP Drawback aside from Wild Magic.

Favorite NPC (50 CP Each): While there is scant information (or good pictures) on much of the world of Khrone, there still exist some interesting NPCs you may grow fond of. For each purchase of this option, you will have the opportunity to invite any such preexisting character to join you on your chain as a companion. These individuals must knowingly and willingly consent to joining you on your chain before you can take them. No, mind control does not count as consent.



Awakened Familiar (50 CP Each): When looking through the splatbooks, there's a surprisingly number of awakened animals and rogue familiars walking about the place, from Feeble the awakened fish merchant in Andrus's Mer Quarter, to Professor Fezmet of the Windfall academy (who apparently operates his own underground railroad for runaway familiars and awakened animals!). Each time you purchase this option, select single animal from either the Familiar or Animal Companion list. You now gain an awakened version of that creature as either a follower or companion, and this awakened animal can take the place of any familiar or animal companion you would otherwise gain as part of your class features/build. Further, being an Awakened creature they are intelligent enough to also start taking class levels of their own alongside the normal benefits they would have for being your familiar/companion.



Drawbacks

Need some more points to get the things you really want? Greedy little thing you are, but there's hope for you yet. Below are some drawbacks you can take in exchange for their listed value of Choice Points. Drawbacks taken cannot be removed, ignored, or otherwise subverted from occurring, regardless of what powers and perks you have. There is no limit to the number of Drawbacks you may take, just try to use good judgment.

Worlds of Power (±0): Not terribly interested in the world of Khrone? Or perhaps you want to have more isekai in your isekai adventure? Rather than starting in the world of Skybourne, you may instead start your jump in any of the other settings described in the Worlds of Power splatbook. You may decide whether or not you want to keep your background from Khrone before arriving here (provided you didn't choose to Drop-In).

Pigeon (+100): Not everyone is suited for life amongst the clouds. Sadly, you're probably going to live your life here as a "pigeon" since flying doesn't seem to agree with you. Every time you fly, whether that be a ride on an airship, mount, or under your own power, you will suffer from debilitating motion sickness and vertigo, and you'll never quite develop a decent sense of ship-legs no matter what.

Spheres Art (+100): Everything in this world just looks hideous to you. Between the messy overly saturated colors, the grotesque shapes, and the ever pervasive sense of uncanny valley, you will be constantly visually assaulted by how ugly the world

looks to you. Sadly, you never really get used to this.

Cursed (+100): Just like in normal Pathfinder, Oracles and their divine curses are known to occur in this setting. Select a single Oracle's curse. You are now afflicted with this curse. Worse, unlike with Oracles this curse will not improve as you grow, nor will it grant you any additional benefits. This curse is in addition to any other Oracle Curses you may possess.

Roleplay (+100): Gotten the Roleplay big? Your background has greatly polluted your mind, and now you will feel a constant compulsion to act in a way that's stereotypical for one with your backgrounds. Elves will act all snooty and aloof, Fighters will tend towards simple meat-headed solutions, etc. It will take a great deal of willpower and internal fortitude to not constantly do "what my character would do" even if you know it would be detrimental and normally out of character for you. Enjoy being That Guy.



Starless Luck (+200): It was honestly a miracle that King Andrus Starlight was able to get so many disparate races and peoples to come together for mutual survival. Sadly, you don't have his luck in the regard. People of other races and groups tend to be generally (if not overly) suspicious of you. Individuals are more likely to hold racist about you, and even people who are generally more tolerable will be wary and made assumption just based on what you are. And gods help you if you took the Roleplay drawback or feed into those stereotypes. In general, its going to be a lot harder for you to find friends and prove yourself to others.

Dark Hunger (+200): You have a dark and destructive hunger, a need to feed on something others find valuable. It could be a thirst for blood like a vampire, a need to feed on living flesh, consuming souls, an addiction to consuming magic, or some other destructive hunger or addiction that will drive you into great conflict. Should you not sate your cravings when they're still controllable, they will gradually get worse until they consume you and force your hands. Even should you have the Ring of Sustenance item, the ring will at most keep the cravings back for about a week before they start to progress.

Nemesis (+200): There's someone out there in this world. They have comparable skills and powers to you, similar class and talents, but they are your opposite in character, alignment, and philosophy. This person is your very own personal nemesis, and they will do everything in their power to antagonize and ruin you. They will build parties to counter yours, they will steal your bounties, sabotage your business, steal your loot and belongings, and generally be a complete pain in your buttocks. Worse, they're like a cockroach, and will either constantly escape attempts to put them out of your misery or, failing escape, might inspire a new nemesis to continue menacing you.

Roll-Play (+200): Pathfinder is no stranger to min-maxers obsessed with numbers and spreadsheets more than actually playing the game, and unfortunately you've caught that bug yourself. You are chronically obsessed with things like higher numbers, optimization and trying to increase any quantifiable value you can, whether that be your bank account, records, or any other thing that can be measured. You can no longer just *enjoy* things for what they are, as you will constantly have this niggling desire in the back of your mind to optimize things more and more, even at the expense of your social life and personal enjoyment/enrichment. It hope its worth it, you damned munchkin.



Botched Rolls (+200/+300): You're just plain unlucky, things are just constantly going wrong. Coin-flips turn against your favor, plans will get canceled due to weather or other random natural disasters, and that ruin you just explored was already raided by another party just last week. While this bad luck won't actively endanger your life, it will make your life a constant cavalcade of inconvenience...that is for the +200 CP version of this drawback. For an extra +100 CP, you can make it worse. Now your bad luck can have endanger your life and if you're not careful can result in lethal consequences, whether that be ceiling blocks falling on you, walking into quicksand, or being at the center of a traffic accident. I suggest practicing extreme caution, and maybe enhancing your reflexes to keep your life from ending prematurely.

Roll New Character (+300): All those fancy perks, powers, and items and warehouse and properties you've collected across the chain? Sorry, but you don't get those now. Neither do your companions. All you have is your base body mod (if you have one) and the things you've purchased from this Jump. No need to cheat with homebrews, we're running this campaign straight.

Maelstrom Nexus (+300): The Planar Maelstrom that covers the world seems to have concentrated around you. Planar disturbances will follow you around, causing fluctuations in the magic and world around you (like leaking planar/elemental energies, or inconveniently bending or twisting space). Further, any form of planar travel or planar magic performed either by you or in your feedback will open your surroundings to the Maelstrom, causing extensive backlash, damage, and potentially lethal consequences for the caster.

LFG (+300): Those free companions you normally get them? You don't get them. Companions you imported into the Jump? They won't appear. Recently acquired a familiar or animal companion? They're going to die shortly thereafter. Your time here in Skybourne is going to be lonely. You will find it difficult to connect with others and form substantive connections and bonds with others. People will generally avoid becoming friends with you, and any professional associations you make will stay professional, and while you may not live here alone, you will certainly always be lonely.

Forrest Corruption (+300): The Forest is more than just a bunch of expanding super-flora, its something alive and possessing of an alien intelligence. And that intelligence has noticed you, and decided you're either a great threat or boon. With this Drawback the Forest has decided to try and actively hunt you down. It will do everything in its power to target you, direct its growths, roots, and its Corrupted minions after you for one singular purpose: to subvert and corrupt you itself and steal away your mind. Should the Forest succeed in subverting you and robbing you of your mind, this will count as a chain failure. Even should you take the option to start your jump in another plane, the Forest will find a way to appear in and follow you to that plane to chase you down. Good luck, and watch the trees.





Wild Magic (+400): There's something wrong with your powers. Every time you attempt to use magic or create a supernatural effect, this will trigger a Wild Magic event to occur. Doesn't matter if its something you gained in this jump or in a previous jump, as long as its mystical to some degree it will invoke a Wild Magic event (and occasionally the rare Major Event) to cause some manner of bullshit to happen. In general, the type of wild magic it is will be based on which sphere's table is most closely associated/appropriate for the power used, though if none are clear or exist it will cause a general wild magic event to happen. If taken with Botched Rolls, your bad luck will affect the event, and the wild magic will always been something negative or bothersome for you. I hope

you're feeling lucky.

The Earth's Navel (+400): Within the Etkinean Valley lies a sacred location, first named by the ancient Orc tribes as "The Navel of the World", for it was at this location that the material world of Khrono was first formed and given life. It was here many empires have risen and fallen, and it was here Wizard-Emperor Ethain de Vhins III created the Planar Walkways to tap into the great planar scar that exists here, and where they eventually broke in The Shattering. Now this valley is the very Heart of the Forest, and it is here the heretical Druids of the 7th Sphere hold sway and control. Within the first five years of the jump, you must break into the Heart of the Forest, crush the Archdruids of the 7th Sphere, and take control of the Etkinean Valley. You must then spend the rest of the jump here defending the Navel and maintaining your control and ownership from all challengers and comers, and rest assured there will be many who will seek to take back this holy site, not least of which is the Forest itself and the various armies of both Chaotic creatures and opportunists looking to establish their new empire. Should you fail to defend your claim on the Navel, this will count as a chain failure.



A Wizard Did It (+400): Not long before the events of The Shattering, Wizard-Emperor Ethain de Vhins III achieved one of the great secrets of wizardry: immortality. Ageless and mighty, he now wanders the world to try and find a means to find pardon for his great sin...until now. Upon taking this drawback, Ethain has been made aware of your existence, and has been convinced that he can undo The Shattering by killing you and absorbing your Spark. Already, your presence in this world is altering things, making his immortality more potent and allowing him to resurrect from death. He will hunt you down, using all his great intellect, cunning, and magical power to destroy you. Further, should you possess Mythic Power, some of it will filter to him, allowing him to also achieve mythic ranks of his own. Good luck having an immortal 20th level Wizard-Emperor personally after your head.

Rocks Fall Everyone Dies! (+400): The world is ending! Again! And its even worse now. At the start of your jump everything will get significantly worse. The Forest will turn violent, hunting down and destroying all a life within it that it hasn't personally corrupted (including the cherufe, druids, leshies, and alraune that once called it home), great monsters and kaijus will come bursting from the Forest and various corners of the world, destroying every human settlement they can (including the sky islands), and great lovecraftian abominations will seethe from the depths of the sea and destroy all aquatic and coastal civilians in the name of the Great Old Ones. Not even the Planes will be safe, as the Planar Maelstrom will expand and start ripping large chunks of the various other planes asunder. In short, the world of Khrone is absolute screwed and gone to pot. I suggest acting fast to either try and escape or attempt to fight back against the oncoming hordes of giant monsters. If you're fast you just might catch the Tarrasque plowing its way through Andrus's walls.

Oh, and don't think you can escape this with Worlds of Power, as comparable apocalyptic events will occur to any such setting you arrive in instead.



Ending

It has been 10 years since your arrival to the world of Skybourne. Now that the jump has ended your drawbacks have been lifted, your items and companions restored, and you must once more choose what the next step of your adventure must be.



Stay

Perhaps this world has grown on you? You may choose to end your chain here in the world of Skybourne, keeping all the perks, items, and companions you've gathered across your chain. Enjoy your future adventures in the world of Skybourne.

Return

The campaign has ended, the session is over. Time to close the game and return back home from your adventures. You may choose to end your chain and return to your world of origin, keeping all the perks, items, and companions you've gathered across your chain. Enjoy your future adventures in the world of Skybourne. Enjoy your retirement.

Continue

The end of one adventure is merely the start of another, and your journey still has a long way to go before your tale has ended. Continue of your chain and go forward to your next Jump. keeping all the perks, items, and companions you've gathered across your chain. Enjoy your future adventures in the world of Skybourne. Best of luck to you, and may the road rise to meet you on the path to your destiny.

Notes and Questions

First I'd like to give a special thanks to the anons, jumpers, and jumpmakers of /tg/ and the /jumpchain/ Bunker, for their support, feedback, and inspiration. You autistic apes are truly wonderful. Below are some notes, clarifications, and Q&A stuff.

Sounds like a fancy/interesting system or setting. Where can I learn more?

The Spheres of Magic/Might/Guile systems and their various talents, rules, and other options can be found listed for free in their official wiki:

<http://spheresofpower.wikidot.com/>

The lore of the setting can be scatted across the splatbooks such as the Player's Guide to Skybourne, Woodfaring Adventures, Andrus The City of Men, and the three campaign modules (Wizard Academy, Jaws of the Jhambizaur, and Wreckage to Deliverance). You can either find those splats for sale at places like Drivethrurpg, or by sailing the seven seas. Yarr!

Where did these ugly pictures come from?

All images used are from various published DDS rulebooks and splats. Yeah, its not great. I even tried to spare you from the worst of it. Now you know why that one drawback exists.

Since when was Rogue or Fighter a Spellcaster?

Eldritch Scoundrel archetype from Arcane Anthology granted rogues access to spellcasting, and Spheres has a couple of Sphercasting archetypes like Treasure Seeker. Fighters meanwhile have the very niche "Child of Avacna and Amazen" archetype granting them spellcasting. The archetype sucks, but I would be remiss to not include it as an option.

Some of these classes I don't recognize!

The Artisan, Aspect, Channeler, Dilettante, Luchador, Spiritualist (DDS), Vauntguard, and War Dancer are classes made previously by Drop Dead Studios before they created the Spheres system. Despite that, these classes were listed in the Skybourne Player's Handbook as existing in the Skybourne setting, and thus were listed in this jump.

Tech or Tinker Sphere?

I understand that recent works have had DDS try and rework/retcon the Tech sphere with the Tinker sphere. How that relates to your chain and which one you can use I leave to you and fanwanking.

What about April Fools content?

Of the April fools content published by DDS for the Spheres system, this document assumes that only the Bear Sphere is not canon/accessible to the setting. So yes, you CAN use the stuff from the Catgirl Handbook, nya~!

How big can my Cryptwood get as a Forest Lord?

Cryptwoods by default seemingly cap out at Overwhelming (500 miles) in the Woodfaring Adventure splatbook, but with OCP and the length of your chain, there's theoretically nothing stopping you from enhancing it even further and covering a whole planet in your Cryptwood.

How does this affect Wizard's Academy?

The events of the Wizard's Academy campaign module will occur within roughly one year of you arriving to this jump. To what extent I cannot say, nor can I (now will I) decide for you which Professor is the villain of that adventure for your time here. That one is between you and your Benefactor.

Is 3rd Party Spheres content allowed in this jump?

No, This jump is made under the assumption that only published Paizo and DDS content is accessible/usable to the players and setting. Other Spheres content publishers and their content is not allowed, whether it be DRS, Studio M, Legendary Games, or the like. So sorry, no Card Casting, Arcforge, Diamond Spheres, or my own embarrassing homebrewed archetype stuff is allowed.