GUILD WARS 2 JUMPCHAIN

Welcome to Tyria, Jumper! Tyria is a land in conflict, with different races vying for power, and tenuous truces holding things together from all out chaos. It's been over 200 years since the events of the first Guild Wars game, and while technology has massively improved, so have the threats that everyone must face. Elder Dragons, titanic beings of immense power, are awakening throughout the land, each of them eating all the magic they can and creating hordes of minions by corrupting whatever they interact with. But, all is not lost! Soon the hero known eventually as the Pact Commander will rise up and lead a coalition of races against the Elder Dragons. Enough about them, though. This is your story.

BACKGROUNDS

Tyria is a land of professions, nine of them in total, and you'll be choosing one primary profession for your stay here. Any option can start with a history in this world, or as a drop-in. The professions are as follows:

Guardian: Guardians are a heavy armor profession with a focus on protection and healing. They're equally at home buffing their allies as they are at smiting their enemies.

Revenant: The newest class to grace Tyria, and a heavy armor profession at that. Channels the spirits of legendary figures for all sorts of abilities depending on the spirit.

Warrior: Another heavy armor profession, warriors are the classic fighters, at home using a myriad of weapons and using the power of their adrenaline to deal devastating attacks.

Engineer: A medium armor profession that's skilled in many different areas depending on what gadgets and turrets they have prepared. The most versatile class, though not as specialized.

Ranger: The medium armored masters of nature. Rangers are most at home in the wilderness, where they make effective use of their pets, as well as traps, to take down their foes.

Thief: The thief is a medium armored profession capable of unleashing impressive combos of attacks and then dashing back into stealth. Also capable of stealing skills from enemies.

Elementalist: Light armored masters of arcane destruction. Able to attune to the four classic elements, each attunement giving them a different arsenal of skills to use.

Mesmer: If you think you see a member of this light armored profession, you're probably completely off. Mesmers are masters of illusion and temporary clones.

Necromancer: The minion masters of the light armored professions, necromancers are able to conjure the undead to aid them in battle by drawing on the life force of slain foes.

LOCATIONS

Roll 1d8 to determine starting location, or pay 50 CP to choose

1. Divinity's Reach: Human Capital, with six districts for the six gods.
2. Hoelbrak: Norn Capital and where the four great spirit lodges are.
3. The Grove: Sylvari Capital and home of the Pale Tree
4. Rata Sum: Asura Capital, with the home of three colleges
5. Black Citadel: Charr Capital, a massive metal city
6. Lion's Arch: Trading hub and center of commerce
7. The Mists: Afterlife of the setting. Hope you like PvP
8. Free Choice

RACES

Starting age for Asura, Charr, Human, and Norn is 1d8 + 17. Sylvari are 'born' fully formed and with background knowledge, so their starting age is 1d8. Gender is the same as it was in the previous jump. Or, you can pay 50 CP to choose age and gender freely.

ASURA: The Asura are a race of small, gray-skinned humanoids originally from deep underground. They come up waist high to most other races, and have large eyes and ears adapted for life underground. What they lack in brawn, they more than make up for in brains. Asuran culture is heavily focused on the blending of science and magic, and their golems are the most advanced in the world. They emerged some 200 years ago fleeing from a champion of the elder dragon Primordus, but they've adapted to surface life rather well.

CHARR: Charr are a race of large, bipedal, horned feline humanoids, with a strong emphasis on their warrior culture. Charr are typically divided into one of three allied legions. Ash legion is the spy network of the charr, blood legion is the more traditional warrior caste, and the iron legion is the one making sure that everything mechanical stays up and running. The fourth caste, the flame legion, is currently at war with the other three since their overthrow. War with the humans has recently ended, though tensions are still high.

HUMAN: Humans of Tyria are not all that different physically from the humans of Earth, with different cultures and appearances depending on the region they are from. Human culture has a heavy focus on the six gods, as they are the ones who originally brought humans to Tyria, though no one has heard from the gods in many years. Perhaps because of this, humans are a race on the decline, being pushed back to only a few small kingdoms after Ascalon and Orr were destroyed.

NORN: Norn are a massively tall humanoid race hailing from the frozen north of the Shiverpeaks. The Elder Dragon of frost, Jormag, has driven them from their ancestral home,but that won't keep the norn down. The norn have a viking-esque culture, with a focus on hunting and fighting, though they're no slouch when it comes to crafting their massive lodges, either. As for religion, norn revere the spirits of the wild, totem animals of the Shiverpeaks that may guide them on visions.

SYLVARI: Sylvari are a race of plant-based humanoids. Physically, they appear very similar to humans, but with green skin and leafy head hair, as well as being slightly shorter than the average human. Sylvari are not born, they are all grown as fruit of the Pale Tree, a massive plant that also serves as their main city. During the time they are grown, they experience the Dream, where knowledge is implanted into them through the collective memories of all the sylvari that came before them, allowing them to emerge as fully functional adults.

RACE PERKS

College Student (100 CP, Free Asura): The greatest pursuit in Asuran culture is the acquisition of knowledge, and you're no slouch at that. As a member of the College of Statics, Dynamics, or Synergistics, you've been learning your whole life and plan to keep doing so for a long time to come. This enhances your learning speed, as well as your focus and the amount of knowledge retained whenever you study.

Summon Golem (200 CP, Discount Asura): You've assembled your very own D-Series (Defensive) or 7-Series (Offensive) golem. You're able to summon it to your side to aid you in combat, whether by providing a personal shield (D-Series), or launching it's fists at your foes (7-Series). If the golem is destroyed or otherwise removed from you, you are able to summon a new one.

Student of the Eternal Alchemy (400 CP, Discount Asura): Asuran inventors come out with dozens of new magitech devices every year, but perhaps the most important to society is the Asura Gates and the Waypoint network. These massive gates allow instantaneous travel between any two tuned gates for free, and can even be set up between Tyria and The Mists outside the world. The Waypoint network allows travel, for a small fee, to any previously visited Waypoint in the world. And with this perk, you know how to make, operate, and maintain your own networks of both Gates and Waypoints.

Advanced Hearing (100 CP, Free Charr): Unlike other races, Charr have two sets of ears. One of them is tuned towards higher frequency sounds than standard human hearing, and the other set is tuned towards lower frequencies. You'll have no problem adjusting to this advanced range of hearing, and you'll remain comfortably able to hear in the standard human range as well.

Artillery Barrage (200 CP, Discount Charr): Call in some air support from your legion and unleash a devastating artillery barrage on your foes. 15 missiles are called down, within a medium range around you, dealing powerful damage to your foes. A strike can be called down this way about every five minutes.

Iron Legion Technician (400 CP, Discount Charr): The Iron Legion is the industrial branch of Charr society, responsible for creating, maintaining, and operating their war machines and other mechanical projects, such as the Black Citadel itself. You have received training from the Iron

Legion and know the ins and outs of Charr mechanics, which is the best non-magical tech out there.

Adaptability (100 CP, Free Human): Humans are a remarkably adaptable race, able to form several different cultures. You find yourself more able to blend in with the locals of any given area, as long as you at least make an effort to learn their customs.

Determination (200 CP, Discount Human): Despite their setbacks, humanity is still doggedly holding on to what they have left. Despite constant wars, the seeming abandonment of the gods, and even losing an entire continent, they've never given up. And neither will you. No matter the odds, you'll find it in your heart to push through and keep going.

Blessing of the Gods (400 CP, Discount Human): You've been blessed by one of the six human gods, and have received power as a result. Dwayna allows you to heal yourself, Kormir removes conditions from yourself, Lyssa grants you a random boon while giving foes a random condition, Melandru allows you to transform into a plant-based Avatar, Balthazar allows you to summon two fiery hounds, and Grenth allows you to transform into a Reaper, chilling and poisoning your foes. Only one blessing can be active at a time, but you can switch blessings by praying at a statue of the relevant god.

Cold Resistance (100 CP, Free Norn): Norn are said to generate a lot of body heat at the slightest exertion, perfect for living life among the frigid Shiverpeak mountains . This allows them to wear revealing outfits that would give any other race frostbite within minutes, should they attempt the same thing. With this perk you too are effectively immune to environmental cold, able to shrug it off with your own body heat with minimal exertion on your part.

Become the Spirit (200 CP, Discount Norn): You're able to call upon the power of the Spirits of the Wild, temporarily taking on a hybrid form. For 30 seconds, you are able to assume a were-form of either Raven, Bear, Snow Leopard, or Wolf, enhancing your physical abilities and giving you several natural attacks. With training, you're able to stay in this other form for longer and longer, to the point some people might think you're an actual bear.

Shaman of the Wilds (400 CP, Discount Norn): You are a powerful shaman of one of the norn's Spirits of the Wild. This could be the four great spirits Bear, Snow Leopard, Raven, or Wolf, or it could be a minor spirit such as Ox or Wurm. You're able to call upon the spirit for aid, and it may assist you by granting you visions, or helping you in some aspect related to its domain. Calling on the spirit of Raven may grant you cleverness, for example. The spirits are not foolproof, and they may not give you their aid if they don't believe that you need it, but they will always come to help you in your time of greatest need.

Elder Dragon Immunity (100 CP, Free Sylvari): The Sylvari are immune to the corruption nature of the Elder Dragon's magic, unable to become undead thralls or Zhaitan, or branded crystal minions of Kralkatorrik. Not to say that they can't be killed by it, but they cannot be corrupted. This perk makes you immune to being corrupted in form and mind by powerful magic.

Summon Druid Spirit (200 CP, Discount Sylvari): Invoking the powers of nature, you're able to summon a Druid Spirit, a large humanoid treelike entity with the power to heal your allies and ensnare your foes with binding roots. The Spirit will stick around for a short time, but can be summoned again after a brief time.

Wyld Hunt (400 CP, Discount Sylvari): Every Sylvari is given a mission from the Pale Tree when they're still in the Dream, usually to solve some problem or protect the Pale Tree in some way. You're no different, though you get to choose your mission. Think of this as a willpower booster towards your chosen task, making you more focused and dedicated to whatever you set your mind to. Occasionally you may receive a vision or some symbol related to your goal as well, though it's up to you to interpret it. And, if you complete your task, you're free to choose another.

GENERAL PERKS

Karma (Free/100 CP): In the world of Tyria not only is Karma a real, tangible force, it can be bought and sold, and you can even bottle it up and drink it if you're so inclined. There is no such thing as positive or negative karma, Karma is simply earned through doing things. Helping people, participating in events, defeating powerful foes, all these things earn you karma. Karma merchants throughout the world will even buy it off of you in exchange for various goods such as jewelry or weapons. This is free for everyone in-jump, but for 100 CP you can continue to accumulate Karma and find Karma merchants in jumps that follow.

Dodge Roll (Free): Every adventurer in Tyria is skilled in the art of getting the hell out of the way of attacks. As an adventurer now, you'll need to quickly learn this essential skill. You are able to nimbly roll out of the way of most attacks, assuming your stamina holds up. You could probably dodge roughly every ten seconds without getting fatigued, though a second dodge in that time frame would leave you a bit winded and needing to rest before you can dodge again.

Character Creator (100 CP): Wow, you must have spent a while getting your look just right before starting the game. You have free reign to decide your appearance, within the bounds of your race, and can look damn good as a result. You wouldn't just settle for the default option, right?

Pact Commander (300 CP): You're an inspiring leader to those under you, and this comes with several benefits. Firstly, if you wish, you're able to project an aura of mentorship, such that anyone who sees you will think that you're friendly and wouldn't mind showing them the ropes about this adventuring business. Second, you and your party are also able to maneuver around cities more swiftly, and have access to special merchants who recognize your prowess within those cities. Lastly, you're able to quickly help out your allies that are knocked out and on the verge of death, and get them back on their feet.

PROFESSION PERKS

Armor and Weapon Proficiencies (Free / 100 CP): Every profession gets proficiency in either light, medium, or heavy armor, as noted in their profession description. This allows them to freely equip any armor of that type. All professions also receive a number of weapon proficiencies, though each profession might use them differently. An engineer's gun will fire nets or sticky glue, while a warrior might use his to fire explosive shots, or just hit someone with the butt of the rifle. Your profession's proficiencies are free, but for 100 CP you can also access the proficiencies of another profession of your choice to mix and match both skills and armor pieces.

Specializations: Also known as trait lines, these can increase the power of your chosen profession, or change the way they play in some manner. You can only have three specializations active at a time, though it takes but a moment out of combat to change them around. Only one elite specialization can be active at a time, as they wildly change the mechanics of a profession. That said, feel free to take specializations from outside your chosen profession to mix and match a play style that suits you.

Virtues (100 CP, Free Guardian): Justice. Resolve. Courage. These Virtues are the core ability of the Guardian, passive effects that can burn enemies, and regenerate and shield yourself and nearby allies. They can also be individually activated for a more immediate effect, with a small cooldown afterwards.

Core Specializations (200 CP Each, Discount Guardian):

> Zeal: Increases damage done to enemies and makes them vulnerable.
>
> Radiance: Deals with burning and critical hits and reduces condition damage.
>
> Valor: Makes blocking easier and makes you physically tougher.
>
> Honor: Increases ability to dodge, heal, and protect.
>
> Virtues: Obviously, enhances the Virtues of a guardian, and reduces condition damage.

Elite Specializations (400 CP Each, Discount Guardian):

> Dragonhunter: Allows the Guardian to use the longbow and grants trap skills. Virtues are improved, taking on a physical form when activated.
>
> Firebrand: Allows the Guardian to use axes and access mantras, skills that require a chant and affect an area around you. Virtues are improved, becoming Tomes that grant weapon skills as their pages are consumed.

Willbender: Allows the Guardian to use swords in their offhand, as well as more physical skills. Virtues are improved, removing the passive effects, but providing movement effects when activated.

Master Guardian (600 CP, Discount Guardian): Master Guardians are even better able to shield their allies from harm and apply buffs to them. The range of their auras are increased, they're able to shrug off more damage, and they can get a sense of just where they need to be to help those in need.

Legends (100 CP, Free Revenant): Revenants are able to channel Legendary figures from the past, invoking some of their powers for an Energy cost. Revenants can have two Legends 'equipped' at once, and are able to switch back and forth between them. Different Legends have different focuses, from healing, to defense, to extra damage.

Core Specializations (200 CP Each, Discount Revenant):

Corruption: Deals with condition damage, both dealing more and taking less.

Retribution: Reduces incoming damage and increases ability to dodge.

Salvation: Increases healing and support abilities.

Invocation: Increases critical hit chance and improves Legend invocation.

Devastation: Increases damage dealt, and steals health.

Elite Specializations (400 CP Each, Discount Revenant):

Herald: Allows the Revenant to use shields and invoke the Legendary Dragon Stance, invoking the crystal dragon Glint as their Legend. Skills focus on supporting your allies, and Facet of Nature provides different effects based on the currently invoked Legend.

Renegade: Allows the Revenant to use shortbows and invoke the Legendary Renegade Stance, invoking the charr rebel Kalla Scorchrazor as their Legend. Skills focus on commanding your allies in battle, and calling on support from The Mists.

Vindicator: Allows the Revenant to use a greatsword and invoke the Legendary Alliance Stance, invoking the Canthan heroes Saint Viktor zu Heltzer and Archemorus. Saint Viktor provides support skills, while Archemorus provides damage dealing skills, and you can switch between both with this single stance.

Master Revenant (600 CP, Discount Revenant): Master Revenants are experts of the Mists, able to commune with all sorts of spirits and potentially learn their powers. They're also adept at traveling through the mists, able to navigate that dangerous region without getting lost or

trapped. And, the traditional Revenant blindfold is no impediment to their sight, using their third eye to see more clearly than their physical eyes.

Adrenaline (100 CP, Free Warrior): Adrenaline is the Warrior's ability to build up energy as they attack, then release it all in a single burst of damage. The more adrenaline is built up, the more powerful the burst attack is. Some skills have additional effects based on adrenaline, such as increased damage or health regeneration.

Core Specializations (200 CP Each, Discount Warrior):

Strength: Improved dodging, brute force, and physical skills.

Arms: Enhances critical hit ability and condition damage.

Defense: Lessens damage, improves stability, and helps crowd control skills.

Tactics: Focus on support skills using adrenaline burst and shout abilities.

Discipline: Increases adrenaline gain and ability to swap weapons in combat.

Elite Specializations (400 CP Each, Discount Warrior):

Berserker: Allows the Warrior to use torches, as well as giving access to a berserk mode. Berserk mode replaces the standard Adrenaline burst skills with more powerful Primal Burst skills. Certain Rage skills are able to extend the length of berserk mode.

Spellbreaker: Allows the Warrior to use daggers, and provides access to meditation skills and Full Counter. Meditation skills help remove enemy boons, or boost you up in some way. Full Counter absorbs the next attack that would hit you, and counterattacks all foes around you at once.

Bladesworn: Allows the Warrior to use pistols, the Gunsaber, and the Dragon Slash burst ability. The Gunsaber is a special weapon that fires explosive shots, and can still be used as a sword. Dragon Slash is a special burst ability that you must channel, dealing large amounts of damage to foes in front of you.

Master Warrior (600 CP, Discount Warrior): The cream of the crop, that's what you are. As a Master Warrior, you're stronger, faster, and tougher than the average, and can use any weapon with expert skill. The longer you fight, and against greater odds, you'll find your adrenaline rising to untold heights to allow you to deliver devastating attacks.

Tool Belt (100 CP, Free Engineer): An Engineer's tool belt allows them to practically double their number of skills. For each skill, the tool belt can pull out a lesser version, such as a med kit skill

allowing you to quickly bandage yourself instead. These skills recharge independently from the parent skill, and can be quite useful in a pinch.

Core Specializations (200 CP Each, Discount Engineer):

Explosives: Increases damage, dodging ability, and of course, explosions.

Firearms: Increases critical hit ability and ability to inflict conditions.

Inventions: Improves healing, defense, and ability to remove conditions.

Alchemy: Grants boons and enhances support skills.

Tools: Improves tool belt skills and increases ability to dodge.

Elite Specializations (400 CP Each, Discount Engineer):

Scrapper: Allows the Engineer to use hammers, call forth gyros, and use the Function Gyro. Gyros are small flying machines that follow the Engineer and provide a number of useful effects such as healing or stealth. The Function Gyro is able to revive downed allies, and finish off weakened foes.

Holosmith: Allows the Engineer to use swords, use Exceed skills, and access the Photon Forge. The Photon Forge allows an Engineer to summon hard light constructs, at the cost of generating Heat, which can damage them. Exceed skills make use of Heat to deal damage, or block attacks.

Mechanist: Allows the Engineer to use maces, signet skills, and summon forth a Jade Mech. Signets are passive skills that can be activated for a more powerful effect before going on cooldown. The Jade Mech is a large construct that follows your commands, and can be customized to better provide support, deal damage, or heal.

Master Engineer (600 CP, Discount Engineer): This might be the only master perk that comes with its own Master's Degree. You're a mechanical genius, able to fashion together all sorts of gadgets, some of dubious use. All sorts of zany inventions are within your grasp, just try not to blow yourself up in the process. Comes with enhanced ability to make fun acronyms for your inventions.

Pet (100 CP, Free Ranger): The Ranger is able to seek out juvenile animals and befriend them, turning them into combat-ready allies that follow them into battle. Rangers only start out with one pet, and can have a maximum of four active pets at a time, two terrestrial and two aquatic. Pets have unique skills depending on their type, so a well rounded ranger will end up with quite the collection.

Core Specializations (200 CP Each, Discount Ranger):

Marksmanship: Deal extra damage, and start fights with more burst damage.

Skirmishing: Enhanced critical hit capability, and improves swapping weapons in combat.

Wilderness Survival: Increases defense, and helps with conditions, both afflicting and receiving.

Nature Magic: Improves healing and the granting of boons to allies.

Beastmastery: Improves your pets, both their skills, and your ability to switch in combat.

Elite Specializations (400 CP Each, Discount Ranger):

Druid: Allows the Ranger to use staves, access glyph skills, and transform into a Celestial Avatar. Glyph skills are interesting effects which have their properties reversed when in Celestial Avatar form, such as a glyph to push enemies away pulling them closer, or a glyph that dazes foes healing that condition from allies. The Celestial Avatar form offers powerful healing skills, though has limited offensive capabilities.

Soulbeast: Allows the Ranger to use daggers, access stance skills, and merge with their pets into Beastmode. Stances are different modes you can switch to that could help you defend against attacks, grant boons, or even make extra attacks. Beastmode is a melding with your currently active pet, giving you access to their skills to use as your own.

Untamed: Allows the Ranger to use hammers, access cantrip skills, and enter an Unleashed mode. Cantrips are powerful skills that deal with conditions, inflicting them upon your enemies and removing them from yourself. While you or your pet are Unleashed, you have access to more powerful Unleashed skills.

Master Ranger (600 CP, Discount Ranger): The master Ranger is even more in tune with nature than their peers, able to blend in among their surroundings, track foes across long distances, and they are veritable encyclopedias of knowledge about flora and fauna. Their pets are stronger and more well trained, possibly leading to using more than one pet at a time.

Steal (100 CP, Free Thief): Thieves are, of course, able to steal from their foes. By shadow stepping towards an enemy, they’re able to take a random item from any enemy and use that item as a skill. For example, stealing from a Moa bird might give a healing egg or blinding feathers, while stealing from a raid boss would give a powerful item unique to that boss.

Core Specializations (200 CP Each, Discount Thief):

Deadly Arts: Enhances the poisoned condition, and deals more damage to injured foes.

Critical Strikes: Improves critical hits and critical damage.

Shadow Arts: Enhances stealth capabilities, and ability to blind foes.

Acrobatics: All about mobility and dodging, with some emphasis on healing.

Trickery: Improves the Steal ability and helps deal with managing initiative cooldowns.

Elite Specializations (400 CP Each, Discount Thief):

Daredevil: Allows the Thief to use staves, changes the steal skill, and improves dodging capabilities. Swipe is the replacement of steal, having half the range, but a quicker cooldown time, and identical stolen items. Swipe however can also reduce the cooldown on your dodging, and the Daredevil is able to dodge more often than any other class to begin with. Your foes will have a hard time hitting you with how often you can roll out of the way.

Deadeye: Allows the Thief to use rifles, access cantrip skills, and replace the Steal mechanic with deadeye's marks. Deadeye cantrip skills focus on stealth and shadow magic. Deadeye's marks cause your attacks on the marked target to generate malice, which is used to empower the Thief's stealth attacks.

Specter: Allows the Thief to use scepters, access well skills, replace Steal with Siphon, and gain shadow shroud. Well skills are skills that act like an aura around the Thief, granting boons, striking foes, or healing allies. Siphon steals the energy from a target's shadow, slowing them and allowing you to enter Shadow Shroud. Shadow shroud focuses on shadow magic, inflicting foes with conditions such as fear and stun.

Master Thief (600 CP, Discount Thief): Ordinary Thieves are nothing compared to the feats you can pull off. Shadowstepping is almost as easy as walking, and you're able to steal items and skills without enemies even noticing. Not that they'll notice you much in the first place, considering how stealthy you are.

Attunement (100 CP, Free Elementalist): Elementalists are able to attune to the four classical elements of Fire, Water, Air, and Earth. Swapping between these attunements gives different skills, similar to how other classes can swap weapons for more skills. Fire grants heavy damage and burning, Water grants support and healing, Air grants heavy damage and control, and Earth grants damage over time and defense.

Core Specializations (200 CP Each, Discount Elementalist):

Fire: Increases damage and the burning condition.

Air: Improves movement speed, critical hits, and critical damage.

Earth: Enhances defense and the bleeding condition.

Water: Boosts the power of healing skills, and ability to exploit vulnerability.

Arcane: Focuses on boons and switching attunements.

Elite Specializations (400 CP Each, Discount Elementalist):

Tempest: Allows the Elementalist to use warhorns, access shout skills, and overload their attunements. Shout skills affect the area around the tempest to deal damage to foes and grant buffs to allies. Overloading attunements works by essentially switching to the attunement you're already in, and causing a powerful effect based on that attunement. Overloading Fire conjures a burning fire tornado, for example. Once overloaded, it takes a while to be able to use that attunement again.

Weaver: Allows the Elementalist to use swords, access stance skills, and use two attunements at once. Stance skills allow you to channel the elements into your movements, such as channeling Earth to grant yourself a barrier, or Air to break out of stuns and evade attacks. Attuning to two different elements allows you to use powerful Dual Attacks which combine the strengths of both elements.

Catalyst: Allows the Elementalist to use hammers, access augment skills, and use Jade Spheres. The Jade Sphere creates a combo field and grants boons to your allies depending on your attunement when you summon it. Up to three spheres can be summoned at a time, though you must gather energy from striking your foes to summon one. Augment skills are buff skills that are increased in power and duration while within the radius of the Jade Sphere.

Master Elementalist (600 CP, Discount Elementalist): You've learned to harness your abilities to a greater degree than normal Elementalists. Depending on your attunement, you could create buildings out of stone, sink a ship, or maybe even discover a new attunement.

Illusions and Phantasms (100 CP, Free Mesmer): Mesmers' main gimmick, the ability to create magical illusions of themselves and others to attack and confuse their enemies. Phantasms are effectively summoned creatures that attack for you, and clones are copies of the Mesmer that are more for distraction than assault. Mesmers are able to shatter their clones at will, destroying them to damage or stun enemies.

Core Specializations (200 CP Each, Discount Mesmer):

Domination: Interruptions, vulnerabilities, and removing of boons are key here.

Dueling: Improves critical hits and elusiveness.

Chaos: Enhances defense and helps gaining and keeping boons.

Inspiration: Enhances defense, support, and healing skills.

Illusions: Improves ability to create and shatter clones, and does it quickly.

Elite Specializations (400 CP Each, Discount Mesmer):

Chronomancer: Allows the Mesmer to use shields, access well skills, and replaces shatter skills with Chronomancer shatters. Well skills are auras that follow the Mesmer, damaging, slowing, and even crippling foes. Chronomancer shatters destroy clones as regular shatters, but have additional time based effects. The most powerful Chronomancer shatter destroys all clones and creates a rift in time that you will transport back to, staying where you are chronologically, but reverting to the earlier state, including health and skill cooldowns.

Mirage: Allows the Mesmer to use an axe, access deception skills, and replaces the ability to dodge with Mirage Cloak. Deception skills focus on deceiving your target and shadow stepping away from danger. Mirage Cloak protects you from damage just as dodging does, but can be done even in the middle of actions. While in the Mirage Cloak, you have access to powerful Ambush skills, which improve your primary weapon attacks.

Virtuoso: Allows the Mesmer to use a dagger, access psionic skills, and replaces clones with Blades. Psionic skills conjure up psychic blades to attack, knock back, and apply conditions to foes. Bladesongs, replacing shatters, instead use your conjured blades to great effect, dealing massive damage or blocking attacks.

Master Mesmer (600 CP, Discount Mesmer): You've taken your mesmer skills to the next level, able to use abilities beyond the norm. Feats such as rapidly creating portals to 'fall' up a cliff, or creating a barrier able to cover a whole city are now within your reach. With time and practice, who knows what you'll be able to accomplish?

Death Shroud (100 CP, Free Necromancer): Necromancers are able to use the life force of creatures that die near them to enter a more powerful state known as the Death Shroud. Within this state, they have access to more powerful skills and use life force in place of health. While this has advantages, they also cannot be healed or gain life force from nearby deaths while Death Shroud is active.

Core Specializations (200 CP Each, Discount Necromancer):

Spite: Improves damage, generates might, and applies vulnerability to foes.

Curses: Applies conditions, makes conditions stronger, and improves critical hits.

Death Magic: Grants toughness to increase defense and protect against conditions.

Blood Magic: Supports allies with healing, life stealing, and reviving.

Soul Reaping: Improves the Death Shroud and how much life force you acquire.

Elite Specializations (400 CP Each, Discount Necromancer):

Reaper: Allows the Necromancer to use a greatsword, access shout skills, and replaces Death Shroud with Reaper's Shroud. Shout skills apply an area of effect around the Reaper, and become more powerful the more enemies they hit. Reaper's Shroud loses life force quicker than Death Shroud, but its attacks are more powerful to make up for it.

Scourge: Allows the Necromancer to use torches, access punishment skills, and replaces Death Shroud with Sand Shades. Punishment skills apply boons to allies, and corrupt boons on enemies into conditions instead. Sand Shades are manifestations of the Scourge's will, similar to Mesmer phantasms. They are able to use their Shades to attack foes and help allies. Sand Shades do have a steady life force cost that they drain as long as they are active, though.

Harbinger: Allows the Necromancer to use pistols, access Elixirs, and replaces Death Shroud with Harbinger Shroud. Elixirs are potions that the Harbinger can throw to deal splash damage to enemies, or throw buffing potions onto allies. Harbinger's Shroud is more offensive than Death Shroud, but will slowly gain Blight over time, reducing the maximum health pool of the Harbinger as more and more Blight builds up.

Master Necromancer (600 CP, Discount Necromancer): Your necromantic powers are far improved over ordinary Necromancers. You can conjure stronger minions, and in greater numbers. Your Death Shroud lasts longer and is able to channel more life force, as well. You might not rival Zhaitan, but you can certainly get close.

COMPANIONS

Adventuring Party (100 CP, Can be taken twice): It's a common strategy for adventurer's to team up with others in order to take on greater challenges, and now you can too. This perk grants you 4 companions, each with their own 600 CP to spend on perks and items, either imported from previous jumps or created here. Additionally, canon characters can be recruited as well, though they don't get any extra points. Normally the maximum party size is 5, but you can take this perk again for an additional 4 party members.

Guild Leader(600 CP): What's that, a full party isn't enough for you? Well alright then, with this perk you've become the leader of your very own guild, hosting a full allotment of 50 players, each with 600 CP to spend on perks and items. These can be imported from previous jumps, or created here. As Guild Leader you are able to promote members to a position of leadership, change your guild's emblem, and generally have control over the various ins and outs of the guild.

Mount (200 CP): Though it might be a bit early for you to be riding one of these, timeline-wise, you've now gotten access to a mount that you can summon to carry you around. Several mounts are available, from the high jumping Springers, water gliding Skimmers, and long leaping Raptors, to more esoteric mounts like the teleporting Jackals, inspiring Warclaws, and even flying Skyscales. The more you train with a mount, the more of its potential you can bring out, dashing further, gliding longer, and so on.

ITEMS

Starter Backpack (Free): To get you started off on your adventure, here's a simple backpack with 20 slots for items in it. Some things, like weapons and armor pieces, will take up a slot on their own. Others, like crafting materials, can stack up to 250 times per slot. The bag also holds an unlimited number of coins.

Basic Gear (Free): Here's another freebie, a full set of basic gear covering the six armor slots, 2 rings, 2 trinkets, a back slot, and an amulet. Each provides a minor stat boost, but if you do any adventuring at all you'll outgrow it soon.

Bag of Coins (50 CP): This bag contains 500 Gold Coins, a small fortune that you could easily live off of for your time here. One gold coin is worth one hundred silver, which are each worth one hundred copper. And don't get any funny ideas about making your own coins, a solid gold ingot is only worth about one silver piece on the market. How does that work? Don't ask me, I'm not an economist.

Bag of Upgrade Components (100 CP): This leather bag contains assorted runes, sigils, and jewels which can be used to upgrade equipment with bonus stats and other special effects. Most equipment can only hold one or two upgrades at a time. Quality depends on the rarity of the upgrade component, and some may be harder to find than others. The bag starts out with a dozen components of assorted rarity, and gets a dozen more every week.

Bag of Transmutation Charges (100 CP): This leather bag contains 6 small crystals with two golden arrows on them, which you can crush in your hand to change the appearance of one piece of clothing into any other piece of clothing that you've worn before. So if you've got something with good stats but hate how it looks, these are for you. 6 more crystals fill the bag every week.

Bag of Dyes (100 CP): The glass rack contains 20 vials of dye which can be used to change the color of your armor pieces, or mounts weirdly enough. Each vial can be used an unlimited number of times too and magically fills in individual parts of armor pieces, even parts that logically wouldn't be dyed. Every week you get another vial in the rack until you've got a full rainbow of colors.

Silver-Fed Salvage-o-Matic (200 CP): Don't be fooled by the misleading name, it actually only costs 60 copper pieces to use this unlimited salvaging machine. Equipment of any rarity save for Legendary can be placed into the machine and disassembled, becoming a roughly equivalent pile of materials of similar quality as what was destroyed. Rarer items will also produce globs of ectoplasm and dark matter, key to high level crafting. You can also find Essences of Luck, which help you find rare items more easily in the future as well.

Super Adventure Box (200 CP): The super adventure box is a room sized virtual reality setup that allows the player to experience a life sized interactive video game, styled after a 3D platformer. Though the graphics may leave something to be desired, the music is quite fun. Additionally, there are three modes of play from the painfully easy infantile mode, difficult but fun normal mode, and blatantly unfair tribulation mode. Comes with an Infinite Continue Coin, so you can keep playing as long as you'd like.

Unbreakable Gathering Tools (300 CP): This will save you a lot of hassle in the long run from having to carry dozens of tools on you that break all the time. This is a set of a logging axe, harvesting sickle, and mining pick that are completely unbreakable and can be used as often as you like. They'll also boost the chance of you finding a rare item such as gems when mining.

Mystic Forge (400 CP): A massive hole in the ground with a crystal floating above it, the mystic forge contains a bound djinn who is able to transmute various items into higher tier ones, though nothing above Exotic rarity. Only 4 items can be fused at a time, but with the right combination, you could even get precursors to Legendary weapons. Powerful arcane reagents can be combined in order to create more powerful reagents, and so on, until you have 3 very powerful items to fuse with a precursor weapon in order to make a Legendary weapon. Prepare to throw in a lot of coins, crystals, and wine though. More mundane materials can also be combined, such as combining a large pile of jute scraps, as well as a few arcane reagents, into a smaller pile of wool scraps. Can be attached to your warehouse or placed down in-jump.

Ascended Gear (400 CP): Now we're talking. Ascended gear is some of the best in the game, boasting the highest stat bonuses out of any gear, and automatically being level 80. Normally, you'd need to be level 80 yourself to even wear this, but since you bought it with points, it's fine. Comes with a full set of 6 armor pieces, one backpack, 2 trinkets, 2 rings, and an amulet. You can choose what the prefixes are, which determine what stats are boosted, though you can't change later. Ascended gear can also be infused, either for Agony resistance to avoid health drain, or for slightly more bonus stats, though you'll need to find the infusions yourself.

Guildhall (400 CP, Discount Guild Leader): A Guildhall is a massive area, roughly the size of a castle, for you to use as your guild's base of operations. The actual details of its construction can vary, from caverns and rooms carved into a rockface, a tranquil isle, or just a simple wood and stone building. The guild has several features, including an arena, mine, tavern, workshop, war room, and market. Some of these features are a bit shabby to start, but with the help of your guildmates I'm sure you'll have it fixed up in no time flat. Can be attached to your warehouse or placed down in-jump.

Airship (600 CP): This ship is a mechanical marvel containing tech and ideas from the five main races of Tyria. Several hundred feet long, the ship is still able to fly through the air with ease and maneuver with grace. The ship is also equipped with several anti-dragon cannons, as well as a forward facing MEGA-LIT cannon, able to cripple even an elder dragon. Though, it doesn't have the greatest defenses, so make sure you can actually get your shot without crashing out of the sky.

DRAWBACKS

This is My Story (+0 CP): Ordinarily, a figure that will come to be known as The Commander will rise up from the depths of obscurity to become one of the most important figures on the face of Tyria. But, that character never seems to come. Allows you to take the place of the main character of the story. How things progress from there is up to you.

The Train (+100 CP): Just who are all these people, and don't they have anything better to do? Wherever you go, you'll find dozens of high level adventurers making a nuisance of themselves and getting in the way of what you want to do. Field bosses? Nuked down before you can get a hit in. Resource nodes? Already tapped. Crafting stations? Hope you like waiting in line. And of course, they won't help with actual story bosses, those are up to you.

Karka Infestation (+200 CP): Karka are large crustacean enemies that normally infest Southsun Cove as well as other areas around the Unending Ocean. Well now they're infesting your stuff too. Any properties you own, or buildings you spend too much time in, will have karka hatchlings popping up. They're only about the size of a small dog, but given enough time they can grow bigger than even a norn.

New Character (+300 CP): As The Commander started at the bottom, so will you. You come into this jump with no out of jump powers or items, leaving you only with what you bought here. Do you have what it takes to reach level 80?

Mysterious Stranger (+300 CP): A strange being has arrived through a portal, looking almost exactly like you, except edgier. This Mysterious Stranger is from an alternate future, a bad timeline where you took over the world and enslaved everyone. And they've got it in their head that the only way to preserve that timeline is to defeat you in the here and now. Do you have what it takes to defeat yourself?

Rage of Dragons (+800 CP): Something has gone horribly wrong. The Elder Dragons, titanic beings of immense power, would normally be half asleep at the beginning of this jump. Only Zhaitan would be active creating his zombies, and the rest would be preparing to slowly wake up over the course of your stay here. Well, not any more. Now, all six Elder Dragons are awake, active, and pissed off. Expect all of civilization to be destroyed as all the magic in the world is eaten unless you do something.

ENDINGS

So, you've survived your time here in Tyria during one of the most chaotic periods in history, what will you do now?

Stay: You've grown attached to this little corner of reality and want to stay here. Your chain ends, but you keep everything you've earned so far, and there are many other worlds out there if you can brave the mists.

Go Home: You've decided that you miss Earth too much and decide to head back. Your chain ends and you go home with all your acquired powers, items, and companions.

Continue: You've had fun here in Tyria for the past 10 years, but it's time to move on. Proceed to the next jump.

SCENARIOS

Take any number of Scenarios that you'd like. These are more for fun than anything else.

True Jumper: So, you call yourself Jumper, eh? But can you actually jump? Scattered throughout the world are a few dozen obstacle courses that will put your parkour skills to the test. And don't think about flying, teleporting, gliding, or what have you. These will be a true test of your ability to make precision jumps, often over deadly pits. Some of the harder and longer jumps will have checkpoints that you'll need to go through in order, so no skipping to the end, either! Completing all jump puzzles will award you the title of Jump Master, and ensure that you never miss a jump again.

Champ in the Making: The Mists are home to spirits of long-dead heroes, and it wasn't long before someone found a way to organize a fight between them and the living. If you'd like, you can find a portal to The Mists in any major city and challenge these spirits yourself. If you manage to get through hundreds of battles and prove yourself the greatest fighter, living or dead, you'll have earned the legendary wings The Ascension, and the respect of anyone who sees you.

Fashion Wars: Grinding for levels, delving dungeons, completing raids? Bah, that's all amateur hour. Everyone knows the real endgame of Guild Wars 2 is the Fashion Wars. Compete with the

rest of the world to show off your stuff, whether that's rare armor you grinded hours for, or a super rare dye color you had to buy with gems. Before the end of your stay here there will be a fashion show, and you'll have to strut your stuff on the runway in front of a panel of judges to see if you truly deserve to be the king of fashion. If you win, you gain an unlimited number of transmutation charges, a full set of every possible dye color, and the adoration of your loving fans.

Fractal Master: The Mists are a strange place, a proto-reality on the edge of the real world. But, some say it connects to other worlds as well, worlds both similar and very different from your own. These fractals are shards of other realities, places where things have gone horribly wrong. Perhaps old enemies teamed up and now must be fought together, or perhaps this is a world where cat golems took over. There are 100 of these fractals, on a scale of increasing difficulty. The further along you go, you'll also encounter Agony steadily draining your health unless you have powerful equipment able to counter it. If you're able to clear up all 100 fractals, you'll be able to assemble the legendary wings Ad Infinitum, as well as the gratitude of everyone you helped along the way.

Been There, Done That: The world of Tyria is full of interesting places to visit, and incredible things to see, as well as plenty of people in need of some assistance. To complete this scenario, you must visit, at least briefly, every point of interest on the map, see every breathtaking vista, help as many people as you can, and complete challenges to prove that you're a hero. Some of these will be simple, like helping a farmer with his orchard, while others will take you to the depths of ancient jungles just for one fantastic view. Should you succeed and prove yourself a true world traveler, you'll gain the ability to teleport to any major city for free.

NOTES

By GW2Anon !3ZmXiJrYAI

CHANGELOG

Version 1.0: First Release, open to feedback.
Version 1.1: Clarified companions can be canon. Changed some racial perks to remove game-like descriptions. Moved human's Determination to 200 and put Blessing in 400 slots. Discounted Guild Hall to 400.
Version 1.2: Added Mysterious Stranger drawback. Added tripcode. Added 'Master' profession perks.
Version 1.3: Separated Race and Race Perks into their own sections for ease of reading