Gods of Blood and Powder

Introduction

The young nation of Fatrasta is a turbulent place — a frontier destination for criminals, fortune-hunters, brave settlers, and sorcerers seeking powerful relics of the past. Only the iron will of the lady chancellor and her secret police holds the capital city of Landfall together against the unrest of an oppressed population and the machinations of powerful empires.

The insurrection that threatens Landfall must be purged with guile and force, a task which falls on the shoulders of a spy named Michel Bravis, convicted war hero Mad Ben Styke, and Lady Vlora Flint, a mercenary general with a past as turbulent as Landfall's present.

Ten years after the Kez-Adran War, as described in the Powder Mage trilogy, General Vlora Flint, now head of the renowned Riflejack Mercenary Company, finds herself hired by the government of the independent colony of Fatrasta. Her mission is to find a dangerous insurgent leader, and independence fighter for the oppressed Palo population, named Mama Palo

Benjamin "Mad Ben" Styke, former hero of the Fatrastan Revolution and convicted traitor, is released from prison after ten years thanks to the machinations of a mysterious benefactor, who asks him to get into General Flint's good graces and keep an eye on her.

Meanwhile, Agent Michel Brevis of the Blackhats, the Fatrastan government's secret police, is given orders to investigate the origin of a widely circulated political pamphlet titled "Sins of Empire".

All their plans will once again be upheaved with the arrival of a massive fleet belonging to the long hidden and closed of Dynizie empire, looking for the ancient godstones to ressurrect their dead god

You will spend 10 years in this world. Take **1000 choice points (cp)** to help you survive the coming turbulent times

Age and Gender

Roll **3d10 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

You may however freely choose to start at any point of Fatrasta or or Dyinze.

Fatrasta: Fatrasta is an immense continent to the West of the Nine, the Nine being the nine countries being formed by the god Kresimir and his siblings, the continent where most of the powder mage trilogy took place. It was once part of the Dynize Empire. It is home to thousands of native tribal Palo societies, which are closely related to the Dynize people, scattered across the biggest unexplored wilderness remaining in the world. It is also home to a nation of the same name—an independent country formed by Kressian immigrants, frome the Nine, on the southeast edge of the continent.

The capital of the Fatrastan nation is Landfall, which rivals New Pyre in size, housing a million people, and export volume. Fatrasta is ruled by Lady Chancellor Lindet and her secret police as an independent nation since their war of independence against the Kez empire and is populated by races from every continent in the world (with the possible exception of Dynize)

The north of Fatrasta, beyond the iron hook mountains is a dense and inhospitable woodland at first glance but secretly houses a unified, organized and modern society of Palo, called the Palo nation, who formed their society in the image of modern Kressian nations. They have yet to make a public appearance, though they have their influence and spies everywhere.

Much of the strife in Fatrasta is caused by the impoverished and mistreated native Palo population being treated like second class citizens and wanting their voices to be heard, whether by diplomacy or violence.

Dynize: The Dynize empire is located on another massive continent to the West of the Nine and southwest of Fatrasta. The Dynize empire is truly ancient, but they have long ago withdrawn from the rest of the world. For the past century no one has seen the Dynize and has crossed their borders as they were involved in a brutal civil war and a war of succession of the throne after their last god died. After much blood spilled a new emperor was crowned and the country reunited under the guidance of the royal adviser and leader of the bone-eyes Ka-Sedial, who promised the return of their god, by finding all the ancient god stones, and turning their emperor into their new god. To that end the Dynize are even willing to involve themselves in a massive war against Fatrasta to secure all the stones.

The Dynize are pretty homogeneous people at least racially, like their cousins the Palo entirely composed of redheads with ashen freckles, although the Dynize have more angular facial features, but their politics is still heavily divided, even after their civil war.

All of Dynize society is based around the concept of the household, with different households of different size and importance filling various roles in the empire under the lead of a household head. All are of course subservient to the Dynize emperor with the various sorcerers, Privileged and bone-eyes, and sorcerous creations, the dragonmen, being the literal property of the emperor.

Whatever starting location you chose to start in does not automatically determine your racial background or home country. You may be a Dynize noble ruling in your country or invadind Fatrasta, you may be a Kressian settler from the Nine looking for gold in Fatrasta or being enslaved in Dynize or you may be a Palo fighting for Palo independence in the giant slums of Landfall or an Adran mercenary just looking for a fast fortune. This will depend on your future choices and the story you want to tell.

Backgrounds

Each background may be also chosen as a Drop in option, giving you no no memory and history of this place.

Agent (free): You are an agent of some sort. Whether you're part of Lady Chancellor Lindets' secret police, the Blackhats, keeping the Fratastran population under heavy surveillance and in a tight grip or whether you are a foreign agent spying on the population to give intel to your masters, you are a mid level agent with all the required training to have gotten you your rank. Your rank will be equal to a silver rose blackhat, giving you authority and command over several lower ranking agents, thugs and spies.

Warrior (free): You might be a soldier, a mercenary of another type of warrior. In any case war is your business. You may be a common soldier wearing the Adran blues or a general commanding the Dynizie army. This will be decided by your future purchases. This is a turbulent and bloody time and many soldiers won't see the end of the coming conflicts, but a talented soldier or officer might turn the tide in many fateful battles and in the age of gunpowder, rifles and massive field armies, single men and women may still change history.

Politician (free): You may be one of the few kressian nobles holding lands in Fatrasta, a politician in the Lady Chancellors government, a Dynize household head or even a great man of the clergy or even a royal cabal Privileged. In any case you've had an extensive education in politics, the way of the court and even martial matters. Your job mainly involves influencing politics, public opinion and straight up ruling a country or a people. In any case you are a wealthy and influential person and whatever side and whatever people you decide to back and what you decide to do will have quite some consequences.

Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

Agent

Forgettable face (100): You're really plain looking, you know that?. After just a short interaction people will completely forget your face and are unable to really picture it in their head or describe it to someone else, you're just that forgettable. This is a great trait for any spy as a memorable and recognizable spy is a bad one. You also know how to dress in plain clothing and act, walk and even express yourself in a forgettable manner.

Manners (100): You might be surprised to find out that one of the most important traits of an agent is the proper manners. You instinctively act in a pleasant, interesting and likeable manner. Likable people are informed. They say please and thank you. They ask for directions. They are punctual. You're going to be all these things, or you're not going to be able to do your job. People will feel themselves warm up to you very quickly and open their group up to such a pleasant but ultimately harmless and forgettable person.

I know someone (200): You always "have a guy" and "know a guy", people who owe you favours or are simply your friends in various avenues. Experts in their fields or simply people of influence or with access to information you need. You also tend to accumulate quite a network of people to get small amounts of funds, hiding spots, protection and other useful things.

Playing with marbles (200): Well, not real marbles, mental ones. Like Michel Bravis you have mastered the art of compartmentalization. You're able to compartmentalize and separate parts of your personality, memory, feelings and entire ways of thinking, pack them tightly into a mental marble and store them deep away into the deepest depths of your psyche. This way you will never betray your true mission and your true cause as you don't even remember it or think about it in any way until the right moment and the right trigger factor lets your true personality emerge again, taking over.

Master duellist (400): Like Fidelis Jes, spymaster of the blackhats, you are a true master duellist. Whether you have, like him, fought several duels to the death each day for 10 years or not i don't know, but you have at least his skill. You are a true master with all forms of melee combat as well as the duelling pistols and no one, not enhanced by sorcery can match you with the sword, rapier,saber, knife, cludgel, duelling pistol, spear... Quick and agile on your feet you know everything there is to know about fencing, melee combat and fighting one on one in general. Every attack, every counter, every feint. You can dispatch most professional fighters in seconds, while true master duellists will see themselves hard pressed by you, as you learn their style in moments and adapt your style a second later to defeat them.

Lucky break (400): More often than not the spy business relies on luck. Luck to find the right clue, luck to be at the right place at the right time, luck to ask the right person the right question and luck to survive the attacks of people who don't want their secrets discovered.

You have that luck now. Enough of it that even an unassuming spy would survive a giant web of conspiracy and attacks of henchmen, agents and sorcerers.

Spy (600): Even without knack you're the perfect detective and spy. With years of experience you have a reliable gut feeling in most situations. You blend into most new environments seamlessly. You know where to look and how to look for clues. You know how to best extract information from people and how to keep them clueless as to what they've revealed to you. Once you pick up a lead you are likely to be able to follow it to the very end. Conspiracies and secret identities unravel under your inquisitive gaze and missing people will be found. You know how to spread information you want to spread and suppress information that shouldn't be leaked. You are also well trained in counter espionage, making other experienced spies jump at shadows and lead them on into corners they don't want themselves to be found in.

Double agent (600): The stress of being an agent can be rough, the stress of being a double agent however can be overwhelming. Being hidden in enemy territory and secretly leaking information to your employer only to be actually feeding that employer wrong information under the command of your true employer can be confusing and dangerous. You keep a cool head under the most stressful of situations and expertly handle being a double or even triple agent. Your true objectives, goals, funds and employers will be well hidden from others and no one will even suspect you to not be actually being loyal to their own cause. At the same time, whenever you actually reveal yourself to be a double agent you will find that the people you betrayed will still see you as if you were part of their own family. They will be hurt and hold grudges, but at the same time they will be far more understanding, friendly and forgiving.

Warrior

Model soldier (100): Among the troops, you're well known, well liked and well trusted and you are considered to be the perfect all round soldier. You can shoot, box, ride, and play cards and billiards. You are well trained, fit and mentally alert. An everyman as far as soldiers are concerned.

Veteran (100): As a veteran of several wars, you've become hardened, disciplined and skilled through your experiences. Indescribable scenes of slaughter, violence and gore won't faze you and you're able to march straight ahead towards superior enemy armies without fear.

Without permission (200): Fighting an entire war in foreign lands as a representative of a nation without that nation's official permission or declaration of war would see most soldiers or even generals field martialed and shot on the spot, but you somehow get away with it. Whether you always find an adequate reason for your actions, you're that convincing or just charismatic, you just don't get in trouble because of your decisions. Your higher ups will ignore you as long as you don't endanger too many lives and too many interests of your country/boss.

Best army in the world (200): The men and women you lead will always be among the best trained, organized and best equipped that can be found on any of the continents. Freely after the Adran principle of promoting according to merit, constantly train and test yourself in battle as well as heavily invest in the best modern military equipment. Quality over quantity.

Mad Jumper (400): Like Mad Ben Styke you're a walking giant. You are over 7 feet tall and weigh over twenty-two stones and are still deceptively quick for your size. You're not only tough enough to survive two volleys of a shooting command, but also strong enough to fight and win against a Dragonman, an enchanted Dynize elite warrior, caving in their skull with sheer force. In your rage you're more like a force of nature than you are a man. Whatever strength and power you have gained with this perk over normal humans, it will also apply as well in different alt forms and through different enhancements compared to the base of those forms, basically being a strength booster.

One Shot (400): You are a born sharp shooter. Even with the pretty unreliable flintlock muskets and pistols it is almost impossible for you to miss. Your hand is steady even in the most brutal fighting. You can load a rifle with incredible speed and handle several pistols simultaneously with ease. The bullet is merely an extension of your mind to you and your mind always finds its target. Without being a powder mage this perk won't give you any supernatural ability to make impossible shots, but should you be one then only Taniel Two-Shot would be considered your equal.

The great tactician (600): You're as much of a genius on the battlefield as general Vlora Flint. You continually defeat larger and stronger enemies with brilliant tactics, constantly outmaneuvering them and leading them into traps so well conceived and hidden that your enemies won't know whether to blame you or bad luck. Naturally you almost never fall for the traps the enemy has laid out for you. It would take traitors in your tightest circle to have you make a serious blunder on the battlefield. You read the ebbs and flows of a battle like others read books. Your flashes of brilliance and last minute tactics will save the battle and the day again and again. Be warned however since you're not the only smart person to wield a military force and superior numbers will eventually crush you, should they manage to pin you down.

Feared reputation (600): Somehow everybody seems to know you or at least know the legends about you. Your name alone strikes fear and awe. Common enemy soldiers will flee at the mention of your name. Hardened warriors will quiver. Enemy generals will hesitate in whatever tactic and movement they've planned. Even sorcerers, feared dragonmen, masterful duellists, people who normally never feel the touch of fear will start sweating and slightly shake in your presence. In the same token your allies will find their spirits elevated knowing that you fight on their side and you will always find willing participants to follow your cause, whatever that may be, even if most people would call your plans "mad".

Politician

Air of superiority (100): Some may call it arrogance or disdain, but around you people have the instinctive feeling of being outclassed by you. It's not even the way you act, it's just what

you are. You give everyone around you the disturbing feeling of not being able to match you in intellect. This can be switched off if you want.

Ambition (100): You have great ambition and willpower. You will suffer defeat after defeat and go through masses of enemies and allies to see your goal come to fruition. You won't make many true friends that way, but you will not lose course because of something silly like that.

Heir to the throne (200): You are definitely not just some minor noble or some small time politician. You are an actual heir to the throne or the next best candidate to the highest office of a country. What throne that may be depends on your starting location or your exact role. You may be an heir simply because you are the last surviving member or a great aristocrat purge or you may be the daughter of some royal adviser yourself. Your claim even holds true in face of some clear "influence" on the current emperor's death and the current advisers' madness. In future worlds you will always assume a similar role as a direct heir of a king or some equivalently powerful person.

Lawyer (200): A good politician should know the laws of a country and organization. As an expert lawyer you find it easy to navigate the law but also how to best exploit it for your purposes. Constrict the movements of your enemies with legal battles, condemn them for violating legal traps you set for them, slip through the holes of the law to further your own goals and invoke obscure clauses to get your way. You're also an expert in setting up fair and useful laws to govern your people and country.

Loyal subjects (400): The Dynize army is feared for their complete and utter unrelenting discipline. Even without bone eyes controlling the armies movements the whole army and the whole country is incredibly devout, loyal and disciplined. The common soldier doesn't break rank even in the face of an overwhelming enemy charge, turning most combat into a horrible grinding and long drawn affair. Your followers, subjects and even companions will be equally loyal and harshly disciplined.

By the emperor's command (400): You are not just a mouthpiece of some higher up, you act with his authority. Some might even rumor that the emperor is just a puppet of yours..but that is nothing more than a rumor whispered behind closed doors. Whatever position you take in any organization and government you can be assured to be able to act almost without impunity within that organization as you have the official blessing of the top of that hierarchy to act in their name. As long as you don't officially declare yourself the boss, immediately offending and clashing with the true ruler, and as long as you don't actively threaten their role, life and overall interests too much you have freedom to act as you wish.

Anti-revolution (600): The era of kings and gods draws its final breaths. Except for you. The era of jumper is just beginning. Whether your enemies kill themselves in internal squabbles, whether you hold such a tight fist around your population that no one dares raise his hand against you, whether your spy network is just too good, or your loyal subjects too well prepared, revolution around you simply doesn't happen. You will be safe against coups like Tama's coup that killed king Manchouch or the revolutions of a brewing civil war that tore the Dynize empire asunder. Sure you may be defeated on the battlefield, but you will never be dethroned, never be dragged through the streets and put to the guillotine. Your right to rule will be untarnished.

The long game (600): You are a genius politician. What general Vlora Flint is on the battlefield you are on the political stage. You are charming and intimidating at the same time. You know how to climb the ranks quickly and how to outmaneuver your enemies even months before they realize you even made a move. You would be able to mend a long torn nation and end its civil war or hold a young and fragile nation full of thousands of different interest groups together solely with your iron will. You also know how to implement and organize the best structures necessary to uphold order or lead the country in a certain direction, such as a secret police organization and state. Your diplomacy skills are impressive, but your true talent lies in the secret plans you forge. The blackmail, the extortion, the violence and the secret deals that make the country run like clockwork.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds

General

Godstones (1600): You get the 3 godstones everyone on at least 3 continents is looking for. Those truly ancient giant obelisks are weaved in potent sorcery making them basically indestructible with the technology and sorcery of this time. They whisper into the minds of people around them, driving people and spirits alike insane if they come too near for too long With the blood sacrifice of a million souls as well as that of at least two-three powerful sorcerers you will be able to unlock the stones, having them open a portal directly into the Else, the source of magic. There you will find an orb of blackness, the essence of gods, ready for the taking. There's the possibility of other people entering through the portals challenging you for power, so you better guard the stones. Buying the stones here will have them ready with all the necessary blood sacrifices already made, enabling you to immediately take the power yourself, have someone else take it or share it among many. In further settings you will have to make the appropriate sacrifices to unlock the stones again, granting others the power of gods or taking it yourself again to become even more powerful if you wish. In settings without sorcerers to be sacrificed you will have to find other powerful individuals or sacrifice far far more people.

-300 For an extra 300cp you won't require blood sacrifices anymore to turn people into gods. Each 10 years or each jump, whatever comes first, the stones will amass enough power from the Else itself to elevate 1 person to godhood. You may still make blood sacrifices to get more gods

The stones will integrate themselves somehow into your warehouse or be inserted into new settings wherever you wish in future jumps.

Agent

Knuckle duster (100): A strong, handy and surprisingly comfortable set of knuckle dusters. Can be slipped on fast and uncomplicated with only one hand and won't be noticeable when hidden in your pocket. Perfect for surprise attacks and last second defenses.

Silver rose (100): A small silver medallion depicting a rose. It will mark you as a middle ranking member of the blackhat organization or a similar position of another organization, depending on your story. In any case you are easily identified that way as a part of a dangerous and powerful organization and people will be more than willing to cooperate with you in whatever you ask them if you show it to them. You will also find that people will start paying for your stuff, such as buying you a pint of beer, to stay on your good side.

Set of fake identities (200): You have several sets of different identification papers, cards, letters of reference etc. With these you can enter most countries and organizations without much hassle. Of course should someone take too much interest they might start asking questions and check your story a bit more thoroughly, so be careful.

Safe house (200): A good spy has several safehouses in a single city. This safe house however will always stay hidden. It can't be found unless you want people to find it. For some reason it will also be incredibly hard for people to follow you on your way to and from the safe house. It won't be impossible, but you will be incredibly slippery and your pursuers will run into inexplicable problems. A good agent shouldn't be able to be followed anyway..

Open checkbook (400): You have carte blanche when it comes to spending as long as it is for your investigation or mission: Cab fare, housing and food, bribes...Spend as much of your organization's money as needed, within reason at least.

Catacomb network (400): Wherever you are you will have access to a giant and confusing network of deep and extensive catacombs, with various entry and exit points all across the city or other place you're staying. They can be used to travel fast and unseen from one point to the next, house and funnel refugees, start a guerilla operation etc. You can be found and flushed out, but it won't be easy as you're the only one with a full set of plans to the catacombs.

Spy organization (600): You are now the spy master. You've either taken Fidelis Jes' place as the platinum rose in the Fatrastan blackhat secret police or you are some other type of intelligence agency leader like the Dynizie minister of scrolls. You command an organization of thousands of well trained spies and agents of varying rank. This network of spies and police agents could hold together an entire volatile young continent full of strife.

Secret library (600): An archive and library holding an incredible amount of knowledge and information collected by a spy organization over several decades. It will update in every new setting, being filled with crucial information about important individuals, sorcerous artifacts, technology and even down to detailed maps and construction plans. Knowledge is power.

Warrior

Horse (100): A big warhorse. It's strong, smart, fast and already trained for war. It won't flinch at the sound of gunfire and readily charge a line of pikers at your command.

Dragonman axes (100) Enchanted by privileged and blessed by boneeyes. These axes made of swamp dragon bone can cut through steel and magic wards alike. You also get a knife with the same properties.

Perfect rifle (200): Made by Hrusch himself. This rifle is awfully long, has a good weight and perfectly fits your respective hands. Rifled bore and a covered pan on the flintlock. Beautiful craftsmanship. Never misfires even in the worst of weather. The true envy of all the soldiers in the Nine. This rifle also comes with a free set of duelling pistols.

-100 for an extra 100cp this rifle will be upgraded into a M1865 Spencer repeating rifle and your duelling pistols turn into original Colt revolvers.

Powder and bullets (400): You'll get two powder horns or the equivalent amount in prepackaged charges as well as a whole bag of bullets. Both will be filled up again within a day. You will see that this is an incredibly valuable set of items in a very short time. (Just don't sniff too much of the powder, ok?)

-100 for an extra 100cp those bullets and powder will be transformed into modern cartridges. (You will get this upgrade for free if you have already purchased the repeating rifle upgrade to the perfect rifle item)

Magic armor (400): 500 sets of ancient magic full plate armor. They are enchanted by Privileged and blessed by boneeyes. They turn both bullets and magic spells aside, letting you ride through the enemies and cut them down like grass. You can still be pulled to the ground and be stabbed through gaps in the armor or killed by magic breaking objects.

Brigade (600) Congratulations soldier, you've just been promoted to Colonel and you'll get your own command of an entire infantry brigade of 3500 men. All of your men are hardened veterans well equipped and well trained. They'll follow your command within reason.

-100 Another promotion! to General this time: You get two brigades of infantry, the best of the best equivalent to the riflejack mercenary group under Lady Flint.

and as a bonus a group of powder mage cabal of 4 mages.

Mad Lancers (600): A company of heavy cavalry. Around 1500 veteran cavalry men and women, equipped with long heavy lances, heavy breastplates as well as carbines and sabres, mounted on big sturdy and fast warhorses (brudanian draft horse- gurlish racehorse mix breeds if you want to be specific). This is the perfect shock troop.

Politician

Manor (100): An extensive and luxurious manor or several sets of manors full of artwork and knicknacks fitting your taste. It comes with it's own big staff of servants, enough for basic maintenance. It houses several safe rooms as well as secret passages and escape tunnels and despite its distracting opulence can act as quite a sturdy fortress. This will be big enough to house an entire Dynize household of a thousand people.

Library (100): An extensive library holding the most important works of this era and eras past. Everything from fiction to history, science, politics, engineering etc. A must have for any truly educated and well read politician. Will update its contents in every new setting, somehow keeping the books of past settings, without taking up more space.

Troop of Dragonmen (200) Ten Dragonmen at your command. These are the elite soldiers of the Dynize empire. Highly trained, disciplined and enhanced by bone eye sorcery. One these tattooed warriors clad in swamp dragon hide armor and wielding bone weapons could take out a squad of 40 soldiers in a straight fight.

Secret caches (200): You always come prepared. Hidden all over the country and in each town and city are hidden vaults and bunkers full with food, weapons and ammunition, maps, clothing etc. Everything you need for your people to weather all kinds of catastrophes, from natural disasters to foreign invasion.

Bone eye cabal (400): You get your own small cabal of six bone eyes. Each of them is able to control at least several dozen and up to hundred people at once. They are the perfect tool to control and spy upon a population, army or organization and strike fear in the hearts of enemies.

Privileged cabal (400): Four royal Privileged that do your bidding. While bone eyes are terrifying for the potential they can wield over time, Privileged are terrifying from the start, welding and controlling the elements and reducing their enemies to ash with a movement of their finger.

Household (600): You are the head of a Dynize household or some new Fatrastan equivalent. Thousands of people are now under your protection and rule. A household consists of all manner of people. From soldiers, scholars, students, workers, engineers, children, diplomats, lawyers and even sorcerers should they exist in your household… literally a big family living and working together in a close knit autonomous community. All those people are loyal to you and recognize you as the unquestioned head of the household. New people can be officially adopted into the family at your word.

The hammer (600): A piece of land you hold dominion over. You get several hundred square miles of good bountiful land in Fatrasta, mostly unpopulated, but with several smaller towns and cities as well as some rather sturdy sea fortresses.

Companions

Canon companion (variable): Normal humans cost 50cp, powdermages, bone eyes and privileged 200cp, Predii and special bone eyes like Ka Poel 400cp

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate up to 1000cp in total

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Connection to the Else

Sorcerous/magic powers

General

Third eye (free): See into the Else and see the different auras, letting you see the touch of magic on the world. Different colors correspond to different types of magic and spells and the luminosity around objects or people tells you something about their respective connection to the Else and how much power they gain from it. Opening your 3rd eye can be nauseating at first, but it let's you see a gray and white version of the world colored only by magic.

Basic training (free): You have some basic training with the magic purchased later down the line. Nothing that makes you automatically extremely skilled, but enough so that you don't just blow yourself up the first time you try to summon fire as a Privileged for example.

Special ability (100): You have one special unexplained ability that makes you stand out from amongst the rest of your peers in regards to your connection to the Else. Something that gives you a huge advantage when using your powers. Examples of that would be Privileged Nilas ability to reach into the Else without the need of gloves, something only the gods can normally do and not even Predii as well as Powdermage Vlora's ability to detect and ignite gunpowder from almost 2 miles distance, much farther away than any other known powder mage, even including Taniel after his enhancement.

Special talent (100): You have one special talent that makes you stand out from amongst the rest of your peers in regards to your mastery of the Else. This isn't something that may be completely unique to you, but in any case this talent will be rare and valuable. Examples of this include Powdermage Taniel Two-shot's ability to have two bullets flying at the same time and hitting independent targets and the rare Privileged ability to have Aether be the

strongest ability they're able to manipulate, resulting in powerful healing, biological manipulation, lighting creation and other things related to creating and destroying bonds.

Can be taken multiple times.

Utility (100): You've learned some art, trade or skill that works especially well together with your specific type of magic, enhancing both in usefulness by several factors. A Privileged with average healing abilities could for eg. combine her subpar healing magic with an actual surgery skill to perform incredible surgical and healing feats. Those will be still inferior to what a Privileged specialized in healing can do but it will outclass anything modern medicine is capable of.

Can be taken multiple times.

Mastery (100): You've had several years or even decades worth of high quality training and maybe even experience on the battlefield when it comes to using your powers. You are an expert when it comes to applying your sorcery and supernatural powers in the most subtle and controlled way. The traps you lay with your magic will be superb, your wards stronger and your control over your magic just an impressive and beautiful sight to behold.

Inexperienced (+100): You've just discovered your sorcery and you've had literally no experience using it. For some forms of sorcery this might be very dangerous as experimenting on your own, without a proper guide could be harmful or lethal. You'll get an additional +100 cp for taking this drawback. This doesn't count against the general drawback limit.

Powerful (300): Whether you are a result of the natural evolution like Privileged Nila, a result of being enhanced through sorcerous forces clashing, such as the fury of a god and the protective wards of a bone-eye like Powder mage Taniel or whether you are much stronger and enhanced than others of your kind through means unknown such as the powerful bone eye Ka Poel, you are now far stronger than you normally should be given your other purchases in this section. Just by being born this way Nila was considered to be the strongest Privileged had seen in 600 years and Taniel was steeled and enhanced through his experience in a way that the god Adom considered him a Predii equivalent of a Powder mage.

This purchase will give you a straight power boost to your sorcerous abilities purchased here and enhance some abilities of yours but not really grant you new abilities or techniques.

-300 For an extra 300cp this power boost will be applied to all magic and sorcery you have or will gain from outside this setting.

Type of Magic

Here you can choose how your connection to the Else manifests

only pick **ONE**

Knacked (100): Knacked are the weakest and the most common magic users. As the name suggests they are especially talented in regard to one single ability even supernaturally so, giving them a knack. Otherwise they are normal human beings. Examples of knacks include: no need to sleep ever; perfect memory and recall; always knowing when people lie; smell various kinds of sorcery; have a sense of smell more keen than a bloodhound; heal people better than even a privileged; instinctively process complex calculations etc. You may choose one singular ability, talent or aspect that will be turned up to supernatural levels.

Dragonman (200): While not sorcerers themselves the Dragonmen are a product of sorcery. They are a creation of the Dynize bone eyes and the elite fighters of the Dynize army and emperor. You're now one of them. You have enhanced senses, are very fast, strong and most importantly though. You can take serious punishment and heal faster than a normal person. With medical attention you could survive three crossbow bolts to the torso and be up and running in a month. You can still be brought down with much force, but you can expect to take a squad of 40 well trained soldiers before going down.

Spiritualist (200): You are able to see and communicate with the souls of the dead. To a degree you can also control and goad them to talk with you although they mostly will remain independent. Powerful blood sorcery, such as god stones and bone-eyes on Ka-Poels level will scare the souls away or drive them insane, but otherwise you will find ample amounts of the dead everywhere. While the dead won't be much of an active help to you in terms of fighting power you will get an incredible amount of information from them as they can travel anywhere and everywhere without impunity and ancient spirits may hold valuable secrets. The perfect reconnaissance tool.

Powder Mage (300): You are now one of the Powder Mages, also called the Marked. Powder mages have multiple abilities related to gunpowder. They can sense the location and exact amount of blackpowder for up to 300 feet, and can ignite that blackpowder with a thought at a distance, or stop the powder from igniting. They can redirect the energy of ignited blackpowder for various effects such as giving more power to a single bullet to let it fly farther or penetrate deeper, but also to influence bullets mid-flight, giving it more power again to shoot farther, nudge or completely redirect them. A trained powder mage will be expected to put a bullet clean through a Privileged's head at a 1 mile distance. Energy from blackpowder reactions can also be channeled into objects other than bullets, like an enemy's arm, shattering it. Highly trained powder mages can easily channel and guide the energy of a whole barrel of blackpowder and in extreme situations even of 5 barrels. After Ingesting or snorting blackpowder, mages enter a so-called "powder trance" where they become far tougher, stronger, faster, more pain resistant and more alert with greatly enhanced senses. Beware of consuming too much powder for a longer period of time, since this is very dangerous. Blackpowder is highly addictive for powder mages. After too much powder a Marked can go powder blind Going powder blind could see any of the mages dizzy, disoriented,unconscious, or even dead. Another word of caution: Gold in your blood makes you lose your power as long as it remains in there, a fact used by enemies to subdue mages.

> **Modern propellant** -100cp: For an extra 100cp these abilities will also work with modern gunpowder and other propellants you may find in other settings and not just black powder

Privileged (300) Privileged are the standard types of real sorcerers you will find in this world. They can accomplish all kinds of magic feats by manipulating the Else. They reach with one hand into the Else and pull raw magic out and use the other hand to manipulate it for various effects, most commonly to create and manipulate the 5 elements: Fire, Water, Earth, Air and Aether and most matter that is composed of those elements in various ways like creating and casting fireballs, storms and ice shards, throwing boulders, call down lightning and erecting force fields of hardened air, but they can also to create minor illusions (looking like someone else or making fake fire) create powerful wards, enchantments and fields, on rare occasions heal people and twist biology to create monsters like the Wardens etc. Most Privileged are limited in their range and most of their spells have a range of less than a half mile. Privileged are allergic to gunpowder and unable to see gunpowder with the third eye, or manipulate it in any way. If you look with your third eye a knacked is a lantern a Privileged is a bonfire. You will get a set of Privileged gloves, which will never break, burn or get lost for free. You will need this to cast magic, else your hands will burn from the inside out when reaching into the Else.

Royal cabal -100 cp: You are now one of the members of a royal cabal of Privileged or at least you are at their level of power. Whether you're like Bo, of the Adro royal cabal or from somewhere else. You hold great power, literally and politically, being the closest advisors to kings and being treated with higher esteem than most nobles. In terms of sorcery you can cut a whole house facade with a blade of air, fire and defend against powerful gusts of flame that can melt through stone, levitate and fling rocks as big as a house, rip of the arms of humans and twist their necks with a flick of your wrist, create wards in the air that let even cannon balls bounce off with concentration and so on. More importantly than raw magic might be sorcerous knowledge cabal members have access to.

Predii -500: For an extra 500cp you're one of the Predii. The Predii are ancient Privileged, agelessly immortal and immune to disease. They can do all a privileged can do but are far more powerful and can be considered demigods in their own right. You alone are worth half a royal privileged cabal. With a movement of their hand they can incinerate a building, cut down a tower with a blade of air, move more dirt than a hundred men could move a day, explode people into ribbons, push an entire crowd away with walls of hardened air and explode a whole city block without breaking a sweat. . Predii can change their shape, even assuming animal forms and create compelling illusions. A Predii outclasses even royal cabal members so much that they can pretty much tear through wards and traps erected over a week and brush their spells aside mostly ignored. They can even overpower an average magebreaker, ignoring their anti-magic and melt them if they wanted to. Not only can they dish it out, but they can take an incredible amount of damage, if someone even manages to get through their wards that protect them from even normal musket fire while unprepared. They could recover and heal from things like being impaled and shot several times through the head with high speed bullets as well as burned alive and fall down a mountain cliff. Of course, due to their age and being the ones who summoned the god Kresimir the first time they know many ancient secrets regarding

sorcery and more. They can channel the aura of stars and planets, so that special astronomical events such as a solstice greatly enhances their spells

Gain “mastery” for free

Magebreaker (varying): A magebreaker is a Privileged who forsook his connection to the Else and gave up his incredible power to cast magic in order to become the opposite: something immune to magic. Magic fire won’t harm you, magic gusts of wind will leave you standing and you can see through illusions and step through wards. In close proximity you can shut off the connection of a Privileged to the Else entirely, making them unable to cast magic. Whatever level of Privileged power you’ve purchased, can be converted into being a magebreaker by giving up your magic out of your own free will. A magebreaker seems to be slightly stronger than the level of Privileged they were before. A subpar Privileged becoming a magebreaker would be immune to the magic of even a royal cabal member. A Peredii would still be able to get past that, so you’re lucky there’s not many left. Powerful Magebreakers, like the gurlish wolf who had been a royal cabal level Privileged before forsaking his magic can cast a net of nullifying power over a wide area, completely rendering his entire company of dragoons and crussairs immune to enemy magic and shutting down the abilities of enemy sorcerers.

Bone eye (300): Bone eye sorcery is only known in the Dynize empire, an ancient empire that hasn’t opened its borders to any outsider for 100 years. It is magic of blood and flesh and hair and magic of wax. With a drop of someone's blood or some other piece of them like a hair and a little wax you can create powerful voodoo dolls and it’s associated magics allowing you to squash opponents, setting them on fire, tearing their limbs… but also controlling their movements at a distance. You are capable of taking command of several dozen or even hundreds of wax dolls/people, depending on your power, have them dance and float before you and control the movements to the smallest detail (given that you’ve collected some “samples” of the individuals you control). This will also work on Privileged, though the greater the difference in power between you and other sorcerers and sorcerous beings, the harder it will be to take control. With your control over people come several additional feats: Your control is absolute, you’re capable of extracting information out of the minds of the people you control, absolutely control movement and speech, remote sensation via the people you control over vast, continent spanning, distances, pain inducement and consciousness shifting (controlling whether their “awake” inside their body or whether they don’t consciously know what’s happening to them etc.) among other feats. You also have quite a powerful warding ability. With time and your blood infused with your lifeforce you can apply incredibly effective and tight wards around a person, enough to keep someone safe from most sorcerous attacks, including protection against enemy bone eye takeover attempts, although that depends on the specific power compared to yours. Using your blood you can anoint selected champions making them stronger, faster and more resilient/thougher by having them continuously feed off your sorcery, or with one time use of this power create enhanced humans like the dragonmen. Using your blood infused with your lifeforce as well as some sacrificial offerings, be they animal or human, you can also create redstripe ammunition among other sorcery breaking items, tearing through most Privileged wards.

You're able to track people over vast distances with minor clues like a strand of hair. Using blood and blood sacrifices you're capable of sealing or unsealing sorcerous power in objects and people.

The drawbacks to this amazing power are quite clear: You're still a normal human and have no protection against mundane attacks. And while you, your wards and your magic are an anathema to other sorcery, unraveling it and tearing through wards, you require a bit of another person in order to affect them in any way, though some "samples" work better than others, blood being the best to work with. People far more powerful than you (in a magic sense or general) may be impossible for you to enslave and trying to do so may even cause some backlash. Your claim over a person you control may be contested and potentially wrestled from you by another bone eye. This may free them permanently or give you "ownership" over them.

Drawbacks

no drawback limit

History (+0): You've been here before, Jumper. If you've completed the "Powder Mage" jump before this one you may choose to continue your story from there in this jump, with all the memories, friends, foes and impacts you made. The changes you made 10 years prior may have already heavily changed whatever will be happening in this jump.

Sniff! (+100): You're addicted to snorting gunpowder and you simply can't shake your addiction. Without it your limbs will shake and you'll have bouts of cold sweat and nausea. If you're a powder mage, this might be very dangerous. If you're not one, then it's just plain stupid.

+100 for an extra 100 you get a mala addiction on top of it. While gunpowder acts more like a stimulant, mala is clearly an opiate, making you sleep and forget large passages of time. A destructive and expensive addiction

Mute +100: You can't talk and not even laugh or make any other sounds with your voice. Sure you can be very expressive with your gesticulations, but official sign language isn't a thing here, sorry.

Old +100: You look and feel very old. Add at least +30 years to the age you rolled. Even if you are some immortal being you will still feel the pains, stiffness and reduced strength/speed associated with old age

Crippled +100: Whether you lost a leg or have a slightly crippled hand, your movement and dexterity is reduced in a notable degree

+100 Your old injuries will also cause you constant pain and overall stiffness, not enough to completely drive you insane all the time, but it will always be there.

Fidelis Jes' attention +200: Jes thinks that you might be of interest for his master's goals. He'll try to get you to "cooperate" with him. He is a very dangerous and heartless man in control of the entire blackhat secret police organization. Not someone you want to cross.

Lost hand +200 Someone cut off your hand in revenge. Despite any powers or technology you may have, it can't grow back. Can be taken twice.

Demoted +200: You have been demoted due to insubordination. You can never be more than just a regular soldier, a minor noble, a small-time criminal, a poor agent or a lowly laundress during this jump.

Petty +200: You're incredibly petty. You will spend considerable time, mental energy, funds and manpower to avenge yourself from people who have wronged you even in the slightest. An enemy commander just defending her city would see you send entire armies after her specifically just because she "humiliated" you. A warrior single handedly killing one of your priced dragonmen would see you amass a task force of several dragonmen to hunt him down in return. You will make pretty unnecessary and stupid decisions solely based on your hurt pride.

Hunted +300: You are actively hunted by the entire Blackhat organization or the Dynize army. You can take this drawback twice and they will for some reason start working together hunting you down.

+300 Now even the powder mage Taniel Two-Shot, his wife KaPoel the strongest bone-eye in existence, general Vlora Flint, the spy Michel Bravis and Mad Ben Styke come looking for you. They are a powerful tag team, having solved their internal conflicts to see you dead.

Powderblind +300 You've taken too much powder or have overdone it otherwise with your magic use and you lose all your supernatural powers because of it, even if you're not a powder mage for the remainder of the jump.

Traitors +300: During your time here you have to suffer constant backstabbing, traitors and betrayal even from your most trusted friends.

Controlled +600: You are under the active control of the Dyize bone eye Ka-Sedial, a cruel and ambitious man. None of your actions will be your own and you have no freedom of movement and action. There is no way to break his control and you only have to hope that he doesn't send you on a true suicidal mission and that he finds you useful even after he has reached his ultimate goal.

Civil war +600: Whatever organization, group or nation you belong to, it will always dissolve catastrophically and violently into internal squabble and civil war. You will always find yourself drawn into the mix and try your best to solve the internal issues and mend the wounds but in the end you will never have any stability at all for the next 10 years.

Notes

This jump is based on the Gods of blood and powder trilogy by Brian McClellan, set in the powder mage universe.

The Else:

The Else is the mysterious dimension from which magic users like Privileged and powder mages draw their power. It is a dimension of limitless pure sorcerous energy. All magic users, including the Knacked, can use their Third Eye to look “into” the Else to some degree, but more accurately what traces the Else leaves in our world. Looking through a 3rd eye will reveal the traces of sorcery, most commonly seen as different colored auras of varying luminosity.

Privileged elemental sorcery:

A Privileged manipulates five different elements within the Else; air, water, fire, earth, and aether. A Privileged’s main hand can be used to summon those elements from the Else into our world. Their off-hand is commonly used to direct them, not only the elements summoned into this world, but also the elements as they appear in our world. A Privileged could for example pull giant icicles into reality from the else, but he can also just manipulate existing sources of water like the water in a lake. The Else can be manipulated fully with just one hand, or the off-hand, it’s just much harder. Each of the fingers corresponds to one of the elements and determines how strong Privileged are in each element, starting with the forefinger for the strongest, and ending with your thumb as the weakest. What you’re strongest in is mainly incidental and, for the purposes of the jump, up to you, except for Aether since this is a very rare element to master. Aether is used to create and destroy bonds between objects and elements, so think of it as an ignition source. It’s the spark that starts your sorcery. The ones who are stronger with Aether tend to be healers, as they can knit the bonds between flesh, bone – even blood vessels and brain matter.

Elements can be combined in various different ways: use air to carry a flame anywhere and give it power or combine fire with water to make it behave like liquid fire, combine earth with air to form hardened air that acts as a shield against bullets and so on. With enough strength and mastery (and an affinity for earth and fire) you could even pull rods of compressed molten matter out of the Else, that will behave like hot iron rods that don’t lose their heat. Those make for truly terrifying weapons when fired.

With this manipulation of the Else they can also create wards, fields and enchantments, pouring their elemental sorcery into objects and places. Royal cabals were responsible for creating city walls and fortifications that stand strong even against an onslaught of modern canons, old hallways and hidden rooms permanently lit by sorcerous light and so on.

Bone eyes and Ka-Poel: She is exceptionally strong, without any explanation given. Other dinzie bone eyes you’re going to find here will not be as strong as her, but most likely far more experienced and knowledgeable.

Powerful:

Canon examples of what the power boost of “Powerful” would look like.

Taniel: He had incredible speed, toughness and strength even without the use of gunpowder, enough so that normal humans are basically unable to break his bones or easily knock him out. With powder he was able to keep up and beat creatures like wardens and enhanced humans like dragonmen easily. His senses were further enhanced, even without the use of powder and your mastery of bullets and ability to channel large amounts of powder energy is bar none. He basically slaughtered a whole Dynize army almost by himself, although he had been drawing power from Ka-Poels sorcery as one of her anointed champions at that point.

Nila: She’s considered the strongest Privileged in 600 years by royal cabal Privileged Bo. She cooked an entire brigade (3500 men) of Kez soldiers with a giant wave of flames, completely incinerating 3/4th of it to the bones. It did knock her unconscious, but it was still a feat impressive enough for even the royal cabal Privileged Bo. Was strong enough to summon magic despite the heavy influence of the gurlish wolf, the famous powerful magebreaker. While the magebreaker was able to suffocate that magic in close proximity, it is still an impressive feat since the only other characters able to counter a magebreaker through pure strength of sorcery were Predii. Whether Nila is as strong as a Predii is hard to quantify however.

Ka Poel: She was a bone eye powerful enough to control thousands of individual soldiers simultaneously and even bind a god and control him. She created wards strong enough to keep someone safe against direct Peredii attacks and most sorcery in general, enough so to resist even the sorcery of a god and break through their own wards being able to punch and bloody them. Same goes for the redstripe ammunition and other redstripe items she created. The most powerful and experienced bone eyes and privileged of the Dynize needed months to unravel the seals she had placed on a godstone and in a straight sorcerous fight she was able to overpower and hurt the great bone eye Ka-Sedial via a vessel he controlled.

What happens if I become a god, what can they do?

Gods are very very powerful sorcerer. If feeling a Privileged do magic was like the heat of a candle, your magic is as if standing in a smith’s furnace, although you will be able to just hide your appearance in the Else from others, looking like a mundane humans through the 3rd eye or just a Knacked. Gods are powerful magic users that can use their abilities in incredible ways that leave you wondering what those abilities have to do with the 5 elements.

The god Adom could for example create enough delicious food out of thin air to feed all of Adopest, a city of more than a million, for an entire week long festival while infusing the food with his magic and weaving a giant spell that lifts the spirits of everyone and makes them come closer together as a people. He could also just vanish people into nothingness at will. Able to heal serious wounds in an instant. Hide an entire army until the moment of attack, control the weather, make people temporarily invisible, see vaguely into the future and have great awareness of what’s happening in a wide range around him. The god Kresimir, the

more...aggressive of the brothers, was shown to be able to easily telekinetically move an entire lake worth of water and level a mountain after being hurt by a red stripe bullet. Gods can also bridge space in an instant, appearing wherever they want and even travel through space, see a bit into the mind of others, even gods.

Your wards around you will make you almost impossible to kill. Knives will bend on your skin, cannon balls will shatter on you and leave you standing where you are, taking two of Ka Poels red stripe bullets through the eye and heart and the explosion of a mountaintop won't kill you. Should you occupy not your original ageless body, but choose to have been reincarnated in a normal human body like Adom, your mortal vessel could die or be killed, but your spirit would just enter a new adequate vessel of your choosing.

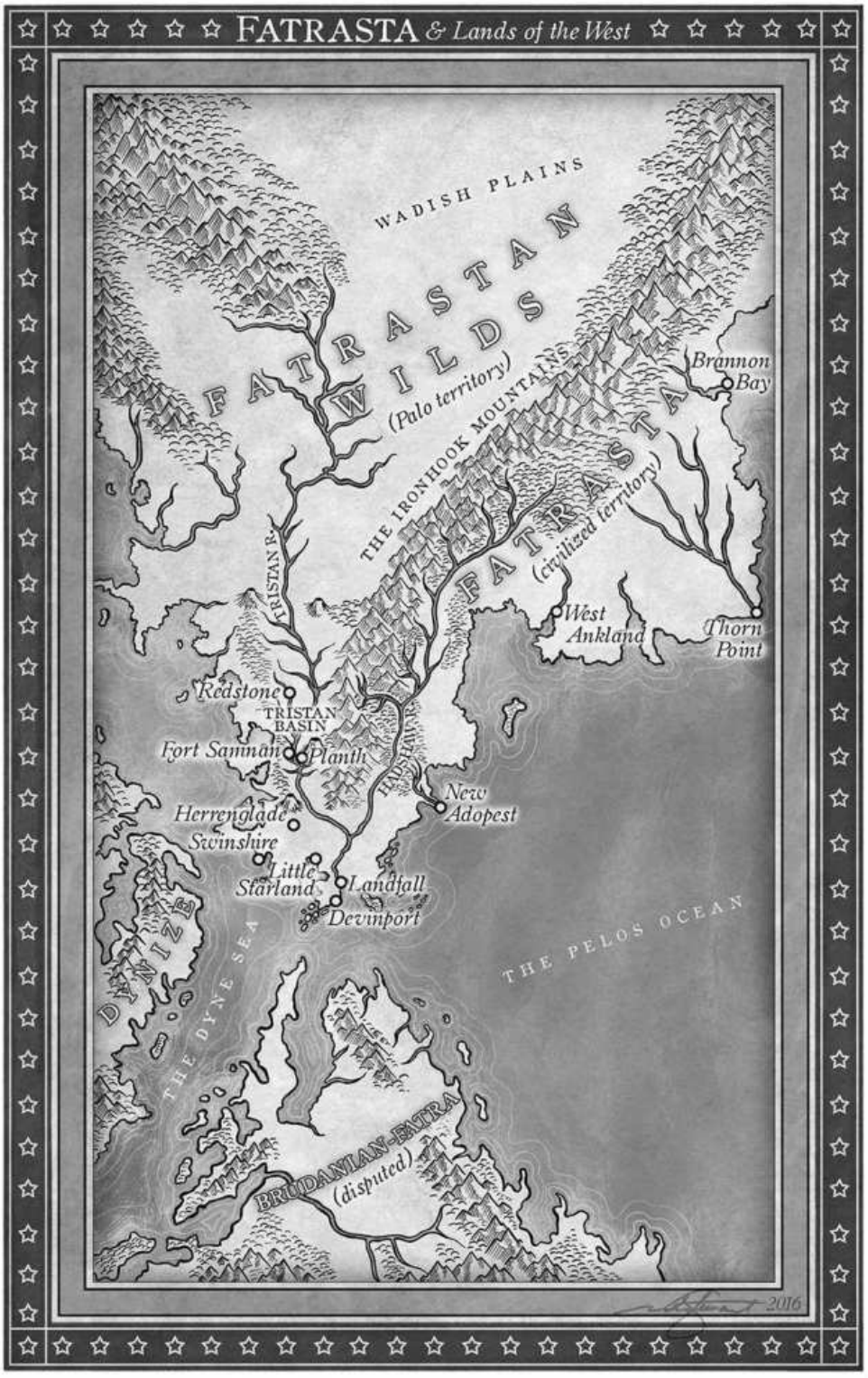
Gods are not only extremely powerful sorcerers, they are also extremely talented and knowledgeable in it: a complex spell that would take a mortal privileged a week or a month to figure out only takes a god mere moments or minutes.

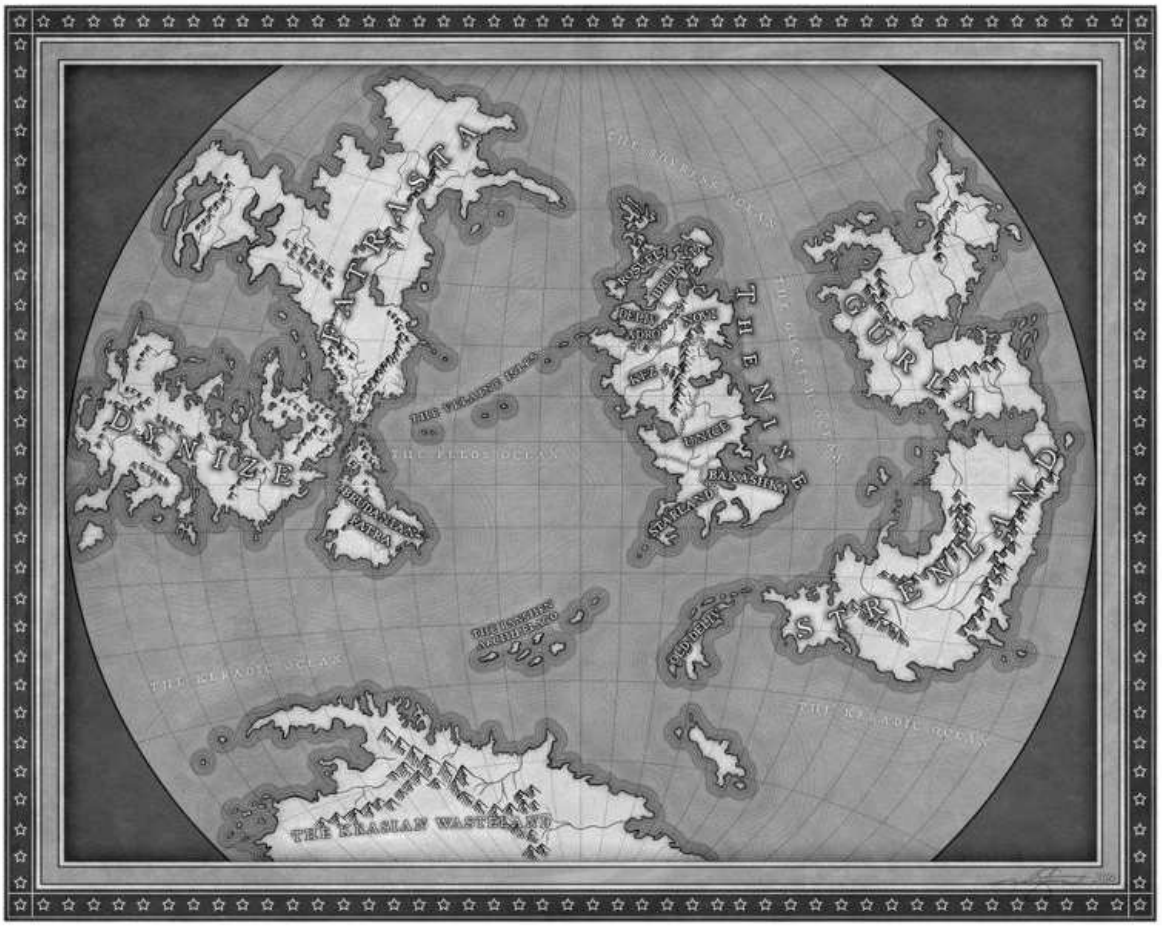
Gods CAN be harmed and killed however: Enough sorcery would even overwhelm a god. Kresimir was able to open a direct connection to the Else, letting sorcery into reality as bright as a thousand suns, enough to consume and destroy Adoms mortal shell. The blood of a good can be used to bind them into a comatose state or control them through application of Bone eye magic by a very powerful practitioner. Ward breaking items from extremely powerful bone eyes like red stripes, bone eye enchanted baionnettes etc. can harm and kill a god permanently.

Who are the backgrounds based on?

> **Agent**: Michel Bravis, Fidelis Jes, other Blackhats, the red hand/taniel-mama Palo/Ka-Poel
>
> **Warrior**: Vlora Flint, Taniel Two-shot, Olem, Mad Ben Styke, general Etepali
>
> **Politician**: Ka-Sedial, Lady Chancellor Lindet, Meln-Etzi, Lady Snowbound

Maps:


FATRASTA & Lands of the West
WADISH PLAINS
FATRASTAN WILDS
(Palo territory)
THE IRONHOOK MOUNTAINS
FATRASTA
(civilized territory)
Brannon Bay
TRISTAN R.
West Ankland
Thorn Point
Redstone
TRISTAN BASIN
Fort Samnan
Planth
HADRIAN'S
New Adopest
Herrenglade
Swinshire
Little Starland
Landfall
Devinport
DENIZE
THE DYNE SEA
THE PELOS OCEAN
BRIDANIAN-FATRA
(disputed)
2016


ATRASTA
DANIZE
THENIZE
GURLAND
STRENLAND
THE KHASIAN WASTELAND

-HDManon