

a simple jumpchain by acheld 1.8.1

The prophecies of Alaundo spoke of the spawn of Bhaal, god of murder, who would sow chaos across the land. And indeed that did happen, in one narrative at least. Chaos, death, war, all brought about from the machinations of a deity thought dead and gone.

Here, we travel to the germination of that conflict, back when most of those ‘spawn’ were ignorant of their divine heritage, and only an ambitious few sought to make use of it. One of those few was Sarevok, and it is he we are most concerned with as the antagonist of this tale.

Another had a peaceful childhood in the scholar-citadel of Candlekeep, raised by the mage Gorion, ignorant of the black blood that ran through their veins. Alas, not all were so ignorant, and there came the day that their death was sought. Gorion and the young man (or woman; it varies with the telling) set out from Candlekeep, to flee assassins seeking a fat reward. All too soon they were set upon by Sarevok, who struck Gorion down after a fierce but brief battle. The young man fled with the time bought by their father. And that’s when their story began.

It might be *your* story this time around, as Gorion’s Ward, or a different participant. Or perhaps you’re merely a witness. That’s not for me to say.

This is a time of great conflict in the Sword Coast. Iron brought forth from the mines seems to be cursed and weakened, with swords and armor crumbling left and right. Bandits prowl the countryside in unprecedented numbers. Rattles of war begin to rise between the great city of Baldur’s Gate, and the nation of Amn to the south. Puppetmasters are pulling strings to make many dance to their tune... and not every face is as it seems. Representatives of all manner of organizations have traveled to the area, openly or in secret, to investigate what exactly is going on.



Can you solve these problems, jumper? Do you even want to? In any case, take these **1000CP**, and continue onward to decide the path you will follow.

Content & Setting

The jump includes all content present and implied by the base game (Baldur’s Gate 1), as well as the original expansion (Tales of the Sword Coast).

For **0 CP**, you can choose to “toggle on” content from Baldur’s Gate: Enhanced Edition (BGEE), which is a more modern update of the game, keeping the content almost entirely the same but with some things added. It notably adds four new playable NPCs, along with several class options. There’s really no reason *not* to toggle it on, unless you have a deep hatred of the presence of the new NPCs in your world, or the existence of Sorcerers, e.g.

For **0 CP**, you can separately choose to “toggle on” content from Siege of Dragonspear, a game made to “fill in the gap” between Baldur’s Gate 1 and 2. You are welcome to pick and choose which parts of it you “toggle on” if it matters to you.

Choices that depend on these toggles will be marked as (EE) and (SoD) respectively.

You are in the same world as Baldur’s Gate 2, so you can certainly imagine your adventures continuing, but content from that jump is not currently part of this jump directly.

Further, this jump is based on the video game, not on the general Forgotten Realms setting. It can be reasonably presumed that there is a lot that the games didn’t touch on, such as spells that were simply not implemented in the game, that exist here. However, where the game contradicts other sources of lore, the game wins.

The game rules are founded in the TTRPG Advanced Dungeons & Dragons 2nd edition, with a few modifications to the rules created for and by the video game. You should be able to use the jump just fine without knowledge of this rule-set, but it may be necessary to dig into it if you want to know details like “Exactly how many spells can I cast of each spell level per day?”. Some information is provided in appendixes to give you an overview.

Background/Start Location

Backgrounds may list alignments, but this is not a restriction, just notes on what type of person they might be most appropriate for. Backgrounds may also have a class or race. These are restrictions. You must choose one of the associated races, and at least one of the associated classes (other classes chosen do not have to match the background choices). Most backgrounds (all but 1 and 20) also have some associated NPCs mentioned (see the Companions section later on). You are not obligated to travel with them as companions, but it is a natural fit, and in some cases it will be viewed with great suspicion by them if you simply drop them.

Every background gives a discount on a single 200CP perk later in the doc. You can freely pick any background with no CP cost, or roll 1d20 randomly for a **bonus +50CP**. In the latter case, you are permitted to select your class, race and sex *first* (below), and then re-roll until you find a background that allows for your selections. Additionally, if the listed alignments do not include what you believe your alignment to be, you may *optionally* re-roll.

1. **I Serve The Flaming Fist** (any lawful): You may be a low-ranking officer under Scar, the head of the Flaming Fist law enforcement for Baldur's Gate, charged to investigate the bandit raids on the roads south of the city. Or, you may be a soldier of Amn, sent to investigate the problems with the local mine. Either way, you have a task to carry out, and a commanding officer to report back to.
2. **Gorion's Ward** (any): You take on the role of the protagonist, right after Gorion's grisly murder and your successful escape from Sarevok. Imoen will catch up to you shortly, having followed your flight from Candlekeep. If you do *not* choose this Scenario, there is a different protagonist (randomly determined characteristics, but an exceptional individual) that exists.
3. **Harper Agent** (NG; any class and race) You are a low-ranking member of the Harpers, a secretive and largely good-aligned organization that primarily works behind the scenes, with a network spanning most of the continent. You were sent with Jaheira & Khalid to investigate the iron crisis on the Sword Coast.
4. **Zhentarim Agent** (NE; any class and race) You are a low-ranking member of the Zhentarim, a largely villainous organization that is willing to do just about anything to turn a profit. You were sent with Xzar and Montaron by the Zhentarim to investigate the iron crisis on the Sword Coast.
5. **Order of the Radiant Heart** (LG; Cleric, Paladin, or Fighter; non-drow race) You are a low-ranking member of the Order of the Radiant Heart, a holy organization of warriors and clerics of just and good gods. You have accompanied Ajantis in his mission to prove himself against the evils of the region.
6. **Guild Member** (N, NE, CN; Thief, or Bard; any race) You're a new member of the thieves guild in Baldur's Gate, under Alatos Thuibuld. You have recently made the acquaintance of Alora, another new member of the guild operating in the city, or of Skie Silvershield, a young noblewoman who, while not a guild member, is interested in the more exciting side of city life.
7. **Greycloak of Evereska** (any non-evil; any class; elf or half-elf) You are an elf from the elven enclave of Evereska. You have accompanied the moonblade-wielder Xan in his mission to investigate the turmoil on the Sword Coast.
8. **Red Wizard** (LE; Mage(specialist); human) You are a red wizard sent on a secretive mission of interest to your superiors among the Red Wizards. You are either here as an aid to Edwin Odeisseiron, or part of your mission is to keep an eye on him.
9. **Caravan Guard** (any non-chaotic; any class and race) You've been hired to guard a merchant caravan in the face of increasing bandit raids. You're working with Kagain, an organizer of a small mercenary company in the region.
10. **Fleeing The Underdark** (any) You have escaped the underdark in the company of Viconia. If you are drow, then you fled for similar reasons to Viconia (who refused to ritually kill an infant… there's evil and then there's *evil*). If you are not, then you are a former drow slave who somehow aided in Viconia's escape.
11. **Dajemma** (any alignment; Fighter, Ranger or Cleric; any race; male) You have come from a faraway land to prove yourself through danger and conflict. You may be accompanying Minsc on his Dajemma (in which case you begin shortly after Dynaheir has been abducted), or you may be traveling on your own.
12. **Wychlaran** (LG, NG, LN, N; mage; human, half-elf or half-orc; female) You are a member of the Wychlaran from Rashemen, on an unspecified mission. If with Dynaheir, then you begin shortly after your abduction, alongside her, by gnolls. Minsc was intended as the protector of both of you.
13. **Avenging Angel** (NG, CG, N, CN; any class and race) The local bandits, or other villains, have killed or taken someone dear to you, and you're in the area to get them back or get revenge. You may have just joined forces with the ranger Kivan, whose love was killed before his eyes by the bandit leader Tazok.
14. **The Wrath of Nature** (N; druid; any race) You are a low-ranking member of the local druid's circle seeking to investigate, and stop the despoiling of nature being committed by suspicious mining operations in the region. The Shadow Druid Faldorn is likely to join you in your efforts.
15. **Charming Rogue** (any non-lawful; thief or bard; any race) You use your charm and wits to make your way through life, seeking adoration, riches, or pleasure, and preferring not to get your hands dirty if possible. You could be a partner to the bard Garrick seeking to play your music across the land, a partner to Eldoth in much more nefarious schemes, or traveling on your own through the towns of the region, leaving broken hearts (and perhaps unpaid bills) behind.
16. **Treasure Hunter** (any) You're an adventurer in the region seeking thrills and treasure, following bounties and rumors wherever they may take you. You could be a partner to either Coran or Safana, as they seek riches themselves.
17. **Clan Orothiar** (LG, NG, LN, or N; any class; dwarf) You are a member of Orothiar, and a relative of Yeslick, imprisoned with him in the remains of your ancestral home that has now been taken over by the Iron Throne as a secret mine.
18. **Aimless Gnome** (any non-lawful; any class; gnome) You're a (probably irritating) gnome with way too much personality. Or, at least that's how you're perceived. You were… encouraged to leave home, and likely wound up in Baldur's Gate, possibly in the questionable company of either Quayle or Tiax.
19. **Seeking Challenge** (any alignment; barbarian, fighter, monk, or cleric of a battle-related deity; any race) You are a wanderer of the land simply seeking out combat, death, and challenge. You'll collect the money too, sure, but that's not what drives you. Is it to better yourself? To prove yourself? Perhaps you are a traveling companion of the imposing Shar-Teel? Or you may have just been released from a stone form alongside your companion Branwen (servant of Tempus, god of battle).
20. **Drop-In** (any) You begin at one of the many inns in the region, randomly selected, with no inserted memories or knowledge other than perhaps the name of the innkeeper and staff. Your stay has been paid for the next week.



Character Class

Here you choose up to three character classes. The choices are:

Bard	Cleric	Druid	Fighter
Mage	Paladin	Ranger	Thief
Barbarian (EE)	Monk (EE)	Shaman (EE)	Sorcerer (EE)

Druids (Neutral) and Paladins (Lawful Good) do have an ‘alignment’ restriction, essentially a code of behavior, but each offers a perk to bypass this.

A rough description of each class is given in their perk sections below.

Choose one. ***There are no perk discounts given by class choice***. Any combination of classes is fine, even if not normally allowed.

- **One Class**: If you choose exactly one, then you start as that single class at level 1. You get **+1000 CP** to use for perks associated with that class.
- **Two Classes**: You start as a multiclassed character of those two classes at level 1. You receive **+300 CP each** that must be used for perks associated with each class (**+600 CP total**).
- **Three Classes**: You start as a multiclassed character of those three classes at level 1. You receive **+100 CP each** that must be used for perks associated with each class (**+300 CP total**).

For two and three classes, experience earned is shared between classes evenly, so leveling is slower, but not so much so as in 3e Dungeons & Dragons and later. If a single mage were level 9, a fighter/mage would be level 7/7. There is no way (in-system) to obtain other classes than those you start with.

Power obtained from your class levels of course compounds with power and ability from elsewhere. If you’re already an incredible fighter, starting as Fighter 1 does not *reset* your fighting ability (except via certain drawbacks), it just adds to it.

Spells from classes, however, do not naturally meld into other sorts of magic systems, unless you have other features or abilities that would do so. They are essentially grown as a parallel and separate set of magical abilities.

Kits are a set of modifications that apply to a class. The most common kit is a specialist Mage, who focuses on one of eight schools of magic, gaining advantages for that school but losing access to at least one other. You can choose and apply a single kit to one of your starting classes for free. You can apply additional kits for 50 CP per kit. Other kits will not be described here (beyond their mention in some perks), but feel free to research it on your own.

Finally, a consequence of your choice here, and the bonus CP, is that you give up the option to natively ‘dual class’ if you are a human. If you want to mimic dual classing, select Two Classes, and use Aspect of Human (below) to increase only one class at a time, which is basically a better form of it. If you don’t know what ‘dual classing’ is in this system or what I’m talking about… it’s recommended that you not worry about it.

Character Race

Choose any options from among human, elf, half-elf, half-orc, halfling, gnome and dwarf, as well as your sex, for free. You may alternatively choose Drow (dark elves that live underground and are *usually* horrifically evil) or Goblin (SoD), at the cost of often being regarded as evil by most and being hunted on sight. By default, this choice is a cosmetic alt-form with no *mechanical* benefit or detriment.

Below are some perks reflecting the benefits of various races. If you agree to be 'locked' into your race choice as your native (single) form for the duration of the jump, you receive the corresponding 'Aspect' for free, except 'Locked' Drow have their Aspect reduced to 200 CP instead of being free.

Locked Half-Elves can choose Aspect of Elf OR Aspect of Human for free. Locked Half-Orcs can choose Aspect of Orc OR Aspect of Human for free.

If locked, you can still use in-setting abilities, such as shapeshift, to change form, but you cannot (e.g.) pick Dwarf to get Aspect of Dwarf, and then alt-form back to being a human, nor can you use out of jump abilities to change form to anything not immediately recognizable as your chosen race. Consider this a "mini drawback" that gives a free/discounted perk.

You may purchase up to one aspect in addition to one associated with a locked form (so two max if locked, one max if not).

Ability score increases are applied *after* assigning your attributes (below), meaning they can exceed the normal limit of 18.

Aspect of Drow (500 CP) - Your Dexterity is increased by 1. You have infravision, near-immunity to sleep and charm magic, and a strong resistance to magic targeted directly at you. Generally, such spells will fail half the time.

Aspect of Dwarf (200 CP) - Your Constitution is increased by 1. You gain infravision, and a small bump to your ability to resist all hostile effects. (In game terms, a 2 point improvement in saving throws. This is broader, but less powerful, than the in-game bonus).

Aspect of Elf (200 CP) - Your Dexterity is increased by 1. You gain infravision, and a near-immunity to sleep and charm magic.

Aspect of Gnome (200 CP) - Your Intelligence is increased by 1. You gain infravision, and a small bump to your ability to resist all hostile effects.

Aspect of Goblin (SoD) (200 CP) - You gain infravision, and +200 CP to spend in other areas. (Essentially, being a goblin is a drawback).

Aspect of Halfling (200 CP) - Your Dexterity is increased by 1. You gain a boost to thieving, and a small bump to your ability to resist all hostile effects.

Aspect of Human (200 CP) - When gaining experience, you can distribute it however you wish between your classes, rather than splitting it equally. This works for both two and three classes. Alternately, you may instead increase any one attribute by 1.

Aspect of Orc (200 CP) - Your Strength and Constitution are increased by 1. You gain infravision.



Attributes

The six attributes are Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. You can assign 90 combined points to these six, on a scale of 3-18 (10-11 is human average, and 18 is exceptional but mundane). Some perks in Meta-Game Perks will allow you to modify these further.

After distributing points, you can add +1 to a single attribute. When combined with racial bonuses from the previous section, this is permitted to increase Strength, Dexterity or Constitution to a maximum of 20, while Intelligence, Wisdom, and Charisma may not be increased beyond 19.

If you (pre-jump) you were starting from average in an area, this attribute is now a reflection of your ability. Otherwise, it modifies your existing abilities in this area. (If you're already a super genius, Intelligence 18 won't set you *back* to 18, it will just make you a bit smarter).

If you don't want to deal with that level of detail, then instead choose one attribute to give a significant boost to, and three to give a moderate boost.

Strength affects how much you can carry, what armors and weapons you are mighty enough to use, and your skill with most melee weapons.

Dexterity affects your skill with ranged weapons, your thieving abilities, and your ability to dodge blows.

Constitution affects how much damage you can take, how long you can go without rest and, at very high levels, grants very slow regeneration.

Intelligence is your mental acuity, and your ability to deduce things. It is critical to mages, and important for bards, for their skill at wielding magic.

Wisdom is your ability to perceive. High wisdom makes you resistant to many effects and falsehoods. It is most important to druids and clerics for magic.

Charisma is your charm, beauty, and/or force of personality. It lets you grab and keep the attention of others, and can influence the magic of sorcerers.

Class Perks

Perks here are divided by class, with five *class exclusive* perks, and four *universal* perks. ***Class-Exclusive perks function only for the powers and abilities of that class***, and so give you no benefit if you do not have that class (from this, or another D&D jump). You may still *take* them, if you expect to gain that class later. Universal perks give their benefit to anyone, and apply broadly. Bonus CP for a class can be used for either of the two types of perk. ***None of these perks are discounted for anyone***. You may not take two perks with the same name, even if they are different classes.

Classic classes (Bard, Cleric, Druid, Fighter, Mage, Paladin, Ranger, Thief) are followed by those added by EE (Barbarian, Monk, Shaman, Sorcerer).

Bard

Bards are moderately skilled in a number of areas, with a few unique abilities. Most iconically, bards are famous for their magical music; the music of the typical bard in battle will raise the spirits and courage of their allies, and make them luckier in their actions. Bards have a few thief skills, most commonly picking pockets, though they fall short of the versatility of a thief. They have modest weapon skills. Finally, and importantly, they obtain a decent amount of wizard spells (not castable in armor), proceeding at about 2/3rds the rate of a mage, but hitting their limit at 6th level magic.

Class-Exclusive Bard Perks

Potent Music (100): Your bard-song effects are treated as though you were several levels higher, and the cap for their power scales a bit further.

School of Study (200): You gain features related to one of the kits available to the Bard class, with none of the downsides. You may select this perk multiple times, choosing a different option each time.

- **Jester:** You can use a different form of bard-song which confuses, slows and causes sleep on enemies.
- **Skald:** You can use a different form of bard-song which focuses on boosting your allies' martial abilities, making them much more potent in combat, and causing their weapons to strike powerfully and true.
- **Blade:** You are more effective in melee combat, though not as much so as a Fighter of the same level, and this does not increase your health or your ability to wear armor. You are especially skilled with two weapons, and can enter Offensive or Defensive spinning attack modes.

Musicweaver (300): Your bardic song effects last as long after you finish playing as the time you played for, to a maximum of five minutes. Additionally, you can choose to apply the effects of two forms of bardsong with the same music, but only one of the forms endures after you stop playing or singing.

Battlebard (400): At the same time as you are utilizing your bardic music, you may also fight (with weapons) to the fullest of your ability. Additionally, you may wear light armor (leather, studded leather) with no impediment to your Bard spells.

Jack Of Maybe-Too-Many-Trades-If-I'm-Honest (500): Some accuse the bard of being a marginal thief plus a low-rent wizard meets a traveling minstrel. And, I mean, if the shoe fits… With this, you also get clerical magic, scaling like your wizard spells (up to 6th level spells) and with the same number of slots, the shapeshifting of a Druid of half your level, and increased proficiency with a single weapon, almost as good as a fighter of your level.

Universal Bard Perks

Songs For The Road (100): You have an excellent singing voice, skill at one easily transportable instrument, and a repertoire of songs that you cannot begin to plumb the depths of. No matter the circumstances, you can have a song spring to your lips and fingers perfectly suitable to the mood, or whatever emotion you wish to evoke and convey.

What's The Word On The… Books? Streets? Either/or? (200): Bards seem to collect and know all manner of random facts and snippets, picking up things here and there and often forgetting where they learned them. For any situation where you are attempting to identify or understand an item, being, creature, magic, or location, you know at least one more *moderately useful* thing about it than you otherwise would, though you won't be able to specify the nature of this fact that you know. For instance, you may know that a creature you are trying to lure really likes razzleberry pie, even if what you most want to know is whether it has poison in its spines.

A Seat By Every Fire (300): Bards are almost always welcome entertainers. Even when others are wary of them, they will be allowed a seat by the fire until they've proven unworthy of it, rather than having to prove themselves first. You find yourself benefitting from a similar effect, but much amplified. As long as you don't give them *direct* reason to distrust or act in a hostile manner toward you, strangers you meet will always be initially welcoming toward you, and much more hospitable than they otherwise would be. Travelers on the road will invite you to share their fire without hesitation. The noble you met casually in the street will insist you come to dinner that evening. Innkeepers will almost always waive the cost of your rooms and drinks… provided you share a few tales or songs. The welcome also extends to (a reasonable number of) companions who accompany you.

This extends to many creatures that would normally jump to combat with you, as well. A village of xvart, an encampment of hobgoblins, especially if they are encamped… illithid might be a stretch, but who knows?

Note of Highest Emotion (400): I've heard there was a secret chord… a chord that you now know. Anger, fear, sadness, disgust, joy. Once per day for each of those five emotions, you can play or sing a single chord that will cause creatures that can hear it, to a maximum of 1000 feet, to feel that emotion very deeply. The effect lasts between one and ten minutes, and only creatures notably more powerful than you have a chance to resist it. You do not *direct* the emotion. For instance, you don't decide who they are angry *at*, but in some cases the target is natural and obvious.







Cleric

A cleric is one skilled in divine magic, almost exclusively granted by a single deity that the cleric is a representative of in the mortal world. Their magic is their most defining characteristic, strongest perhaps in healing, protective, buffing and curative magic, but by no means absent offensive options as well. The behavior and actions of a cleric are subject to the dictates and dogmas of their faith, though this usually affords them quite a bit of flexibility within broad bounds. They are moderate in combat, able to wield a decent selection of weapons and wear heavier armors.

Class-Exclusive Cleric Perks

Cleric of Jumpcha(i)n (100): Your divine power as a cleric is subject to a deity that you pay homage to, and sometimes must defer to. That deity would be 'accessible' in other jumps, at least to grant power, but you'd still need to avoid upsetting them for them to continue granting power. This removes that restriction, meaning you are not dependent on the whims of any being for your divine abilities: your divine power has a source that cannot be removed.

Greater Turning (200): If you gave up or lost your 'Turn Undead' ability, then you regain it. Otherwise, pick one of the following two options:

- Your Turning ability receives a boost, becoming much more potent, as if you were 50% higher in level.
- You can apply your Turning to other forms of creatures. Now, and at the beginning of each jump, choose one type of supernatural or extraordinary type of creature. E.g. demons, fey, or mutants. For that jump, your Turn Undead feature is effective on both undead, and that type of creature. Note that turning is still not a guarantee, and is based on your Cleric level; yeah, you could pick "gods", but it would almost never work.

You may select this perk multiple times, choosing a different option each time.

Healbot (300): Your healing and curative magic is twice as potent. Health restored by your spells is doubled, and if you use your magic to cure or remove a negative status (disease, etc.) on an ally, it functions as though you'd cast the spell twice, or were four levels higher (whichever is more beneficial).

A Higher Power (400): In Baldur's Gate (and AD&D in general), Clerics are limited to 7th level magic, while mage spells continue to 9th. This perk expands the potential power of your priestly magic so that it can reach 8th and 9th level spells at the appropriate level. What those spells *are* is what you'll have to figure out, but they should be comparable in power to wizard spells of the same tier, just with a different focus.

Martial Cleric (500): Your fighting prowess increases alongside your divine devotion. Your fighting abilities are on-par with a fighter of two levels below your cleric level (min 1), including proficiency limitations and weapon access. If you already have a fighter level, then this compounds your ability.

Universal Cleric Perks

Divine Schooling (100): In any setting, you are always aware of relevant gods and higher powers, along with their portfolios, relative power, and dispositions. If you focus on any concept, creature, land, or anything else, you will know which gods or gods have purview over it.

To Please The Gods (200): You have an instinct as to how to please, and how to avoid offending, any gods or higher powers of a world or setting you are occupying. When you wish to please them, you'll have some gut feelings as to how to go about that, and 'offerings' you give are more effective. When you are about to offend them, you'll have a split second where you realize this, allowing you to stay your hand if you wish to. This can be suppressed at will, until you choose to activate it again.

Chosen (300): One of the deities of Faerun has taken an especial shine to you, granting you a tiny sliver of their power, to see what you'll do with it. This power comes contingent with the requirement that you not displease them too greatly (unless you also have **Cleric of Jumpcha(i)n**), but you will not do so accidentally. It should be fairly easy to find a god who aligns with your ethos pretty closely, whatever that may be. You can select any two of the following as a manifestation of their blessing.

- Increase three different attributes by +1
- 20% increase in the damage you can take (hit points)
- One spell of each spell level 1st through 5th, at least somewhat appropriate to that deity, that you can use once per day when you reach an appropriate level in any class (1st level spell at level 1, 2nd at 3, 3rd at 5, 4th at 7, and 5th at 9).
- Any other 100 CP Universal perk, if it is arguably relevant to that deity.

Miracle (400): You have a greater power looking out for you. If you worship a god, then it is likely them, but it could be 'jump-chan', or another being. Regardless, they don't want to see you fall. Up to once per day, when you're in a bind that has a high likelihood of being fatal, their divine touch will intervene in the situation. This will never be enough to save you entirely, but it will give you a second chance. Perhaps when an enemy is about to bring their sword down on your next, the handle will glow red hot. Perhaps when you are drowning at sea a large plank floats into your reach.







Druid

Druids have a form of magic that draws heavily upon the natural world. They may worship a god of nature, or perhaps just the essence of nature itself. They are limited in their usage of metal implements, though this is less severe for druids who train in other paths as well. The magic of druids is their most important feature. It is more similar to a cleric than the magic of a mage, but contains many spells geared toward the elements and animals, especially summoning. Their combat abilities are similar to a cleric, though with more restrictions on things like metallic armors.

Class-Exclusive Druid Perks

Full Metal Druid (100): Druids cannot wear metal armor, and are restricted in their weapon choices. This perk simply removes this restriction; you can wear any armor and use any form of weapon (including gaining proficiency in them). Any item that a fighter could use, they can use as well.

Druidic Facet (200): You gain features related to one of the kits available to the Druid class, with none of the downsides. You may select this perk multiple times, choosing a different option each time.

- **Avenger:** You may shapeshift into a baby wyvern, sword spider, and fire salamander as you grow in power. With Versatile Shapechange, these forms scale and shift into a variety of more exotic magical creatures. If you do not have the shapeshift feature, you may not choose this.
- **Totemic Druid:** You are able to summon a spirit animal several times per day for a few minutes at a time. It scales with your druidic power and acts as a potent protector and guardian.
- **Were-shifter:** In addition to animal form, you can choose to take on the form of a powerful werebeast several times per day that enhances your own physical characteristics, and gives protections against normal weapons. If you do not have the shapeshift feature, you may not choose this.

Enduring Nature (300): All your druidic spells last twice as long, or are harder to dispel (as though you were four levels higher). Decide which for each spell cast. This has no effect on instantaneous spells.

Versatile Shapechange (400): The druidic ability to shapeshift into basic animals, such as bears, is very useful when you first receive it, but quickly becomes a token as you continue to level. This perk ensures that its usefulness scales directly with your druidic power. The animals that you can shift into either become more exotic, or more enhanced in their physical power, and there is a much broader selection. Shifting becomes swifter as you level, and can be done more often. Further, you retain the ability to cast any druidic spells while shapeshifted.

Withdraw Into Nature (500): You seek the wild places of the earth, those overflowing with nature, and you always know the way to the closest one. When you are in such a place, your druidic powers grow far more powerful: your resistances and defenses are improved (the equivalent of a 3 point improvement in AC and saves), you are subject to an ongoing *regeneration* spell, and your level is effectively 50% higher for the purpose of the potency of your druidic effects and abilities. There are lesser versions of these effects in lesser areas of nature, as well.

Universal Druid Perks

Balance of Nature (100): Druids tend toward neutrality. With this perk, you will always count as “neutral” whenever it would be more beneficial for you than counting as your actual alignment. For instance, if you are evil and someone tries to Smite Evil, you’ll count as neutral instead. You won’t detect as evil either, unless you wish to. ‘Neutral’ here refers to outlook or alignment on a cosmic or supernatural scale; this will not make people think you are neutral in a political conflict when you clearly are not. This also prevents any risk of you losing Druidic spellcasting due to “out of balance” actions.

Goodberry Pie, Anyone? (200): With a few minutes of concentration, you can create a version of a *goodberry*. This huge berry sits comfortably in your palm and, when fully consumed, heals a human-sized creature by about 20% of its maximum health and provides all the needed water and nutrition for one day. Larger creatures may need more berries. Other than the time required, there is no limit on berry creation, but a creature cannot be healed by more than 20% by these berries in a day. The time required shrinks as you become more powerful, to as little as six seconds (one round).

Oaken Skin (300): You gain a permanent version of *barkskin* that can be raised or lowered as you desire, and scaling in power with your highest class level. It begins equivalent to hide armor, scaling all the way to as tough as full plate mail. This provides no restrictions on movement or spellcasting, and provides a small bonus to saves. Unlike the spell, this cannot be dispelled, and does provide a partial bonus when combined with worn armor.

Whispers of Nature (400): Nature will tell you what you need to know, if only you can listen. You can listen to the tunes of the trees and the speech of the birds. The wild things will warn you (in ways that only you can understand) of those that come to harm you, of hidden treasures buried in the ground, and of secret places long forgotten beneath the roots and rocks. When in a natural setting, you are essentially aware of everything important within a thousand feet or more of you, and may be told of many secrets besides that.







Fighter

A fighter is more or less what you expect. Straightforward masters of weaponry, fighters can achieve speed of blade and bow that other classes are not capable of. In addition, they are tough, resilient, and able to make use of all armors and weapons. They may lack spells, but put the right blade in their hand and you'll witness magic.

Class-Exclusive Fighter Perks

It's Pips All The Way Down (100): Rather than being forced to specialize in certain weapons, or weapon types, your mastery of all weapons proceeds as fast as any one does, allowing training with one weapon to carry over to all others.

Reverent Warrior (200): You gain the spell progression of either a Paladin or Ranger, granting a slow progression of either cleric or druid magic, but only reaching low level spells. You may select this perk twice to instead gain cleric or druidic spellcasting as a cleric or druid of half your fighter level. As a special exception, you are permitted to purchase the class-exclusive perk Cleric of Jumpcha(i)n if you wish.

Supreme Mastery (300): Fighters reach 'Grand Mastery' with a weapon at level 9. This is the fifth tier of specialization, and the highest they can attain with a given weapon type (though their overall fighting skill continues to increase). With this you can continue to increase your specialization bonuses with further investment at levels 12, 15, and 18. At 12, a small bonus to accuracy and damage is gained (in game terms, +1 attack, +1 damage). At 15, a small bonus to attack speed is gained (+½ attacks per round, and weapon speed improved by 1). At 18, you gain the benefits of both (a second time).

Martial Focus (400): You gain features related to one of the kits available to the Fighter class, with none of the downsides. Choose one of the following. You may select this perk more than once, making a different selection each time..

- **Wizard Slayer:** Your strikes against a creature have a good chance to interrupt any ongoing spellcasting, and for several seconds make it difficult for them to use magic. You have a moderate amount of resistance to magic as well that scales as you level.
- **Kensai:** You have an increase in your reaction times with weapons, a scaling bonus to attack accuracy which outpaces a normal fighter, and several times per day you can cause maximum weapon damage for one minute, essentially meaning that each strike is optimally effective.
- **Defender:** You can enter a defensive stance several times a day. In it, your damage resistance to physical damage is enormously buffed (ignores 50% of damage), and scales with your level, to a cap of 70%. It also grants a moderate bonus to resist spells, poisons, and other negative effects.

Death Dealer (500/800): Choose either melee or ranged weapons, or pay 800 to choose both. This perk doubles the number of attacks you can make with your chosen weapon type, to a maximum of two additional attacks per round (six seconds), or three additional attacks for dual wielding.
For context, a high level warrior can typically make three attacks per round with a weapon they have grand mastery in, or four with dual wielding.

Universal Fighter Perks

Martial Training (100): You have a natural knack for all weapons, even those that should be completely unfamiliar. Any weapon you pick up you are at least as skilled in as though you'd had a few months of training with it. This also provides a slight boost to skill with weapons that you *are* familiar with.

Brains & Brawn (200): You hear the rumors… that fighters can just dump Intelligence and Charisma… sometimes even more than that. But you've got it all, baby, and everything helps you do what you do all the better. Whenever you have an attribute or core statistic that would otherwise *not* enhance your fighting ability, it somehow helps you fight much more effectively, compounding with the benefits of other attributes, though not as much so as a primary characteristic. That is, a high Charisma makes you more deadly in combat, but not as much so as a high Strength.

Swords, Not Words! (300): You can perceive every problem you encounter as an enemy to be defeated… so much so that reality bends a little bit to make it so. Your skill at combat applies to situations it really should not. When encountering a vast runic array that needs to be disarmed in the correct pattern, you may somehow make a connection to a battle formation of hobgoblins you once slaughtered, and see exactly the way to take it down. When trying to navigate a delicate social event, you quickly identify the enemy and friendly targets, and your seemingly forced metaphors for a plan of attack will somehow… work effectively in uncovering the spy. This isn't foolproof, it won't always help you, but when you get that feeling in your gut… follow it.

Master of Armor (400): You gain 10/20/30% physical damage reduction for wearing light (leather or studded leather), medium (hide, chain, or splint), or heavy (plate, full plate) respectively. Additionally, you can move much more freely in armor. Armor is counted as being one 'category' lighter for purposes of what restrictions it imposes. For instance, a Mage with this perk could cast arcane spells in studded leather armor, a thief could 'sneak' in splint mail, and it's much easier to swim, jump and climb in armor of all sorts.





Mage

Mages are frail, fairly incapable with weapons, and unable to wear the majority of armor without disrupting their spellcasting. They make up for this by having the most potent selection of reality-warping magic of any class, and are by far the best class at dealing with large numbers of enemies (as long as they are protected enough from those enemies!) Their magic is very lacking in the curative or restorative areas, but is otherwise exceptionally versatile.

Class-Exclusive Mage Perks

Inclusive Specialization (100): Most *skilled* mages specialize in one of eight schools of magic (Abjuration, Alteration, Conjuration, Divination, Enchantment, Illusion, Invocation, and Necromancy), making their spells from that school a bit harder to resist, and getting an extra spell slot per level to use for a spell from that school. However, the cost of this is that they give up access to spells from one of the other eight schools (an Opposition school).

With this perk, you gain the benefits of one specialization without having an Opposition school. Alternatively, if you chose a specialist kit for your Mage class, you can specialize in a second school without choosing a second Opposition school. In this case, you gain the benefits of both specializations, and two extra spell slots per level (one for each school), and are only barred from one other school.

Additionally, writing spells not of your chosen specialization(s) to your spellbook is no longer more difficult than for a normal Mage.

Bear-Trap Mind (200): With this perk, a high Intelligence grants bonus spell slots (spells castable per day) similar to the way that wisdom does for clerics (normally Intelligence does not affect spells per day). Specifically, you gain a bonus 1st level spell at Intelligence 13/17/21, a bonus 2nd level spell at Intelligence 14/18/22, a bonus 3rd level spell at Intelligence 15/19/23, and so on. Additionally, this guarantees your ability to add a spell to your spellbook.

By The Book (300): As long as you have your spellbook at hand, and open to the correct page, you can ‘spend’ a prepared spell slot to cast a different (appropriately leveled) spell that is written in your book. This casting takes twice as long as normal, with a minimum of one additional round required.

Divine Decoding (400): There are many forms of magic that are normally limited to cleric magic granted by the gods. This allows you to add Cleric or Druid spells to your spellbook as a mage. For this purpose, Cleric & Druid spells of levels 1-5 count as wizard spells of the same level. Cleric & Druid spells of 6th or 7th level count as level 7 or 9 wizard spells, respectively. If such a spell “counts” as a wizard spell one level lower than what you can cast, you add it as easily as a standard spell. If it’s the highest level you can cast, it takes extreme effort, time and research to add it to your spellbook. In any case, this decoding is understandable only by you. You cannot teach these spells to others (unless they also have this perk).

Vancian Versatility (500): As a mage, you’d usually memorize specific spells in ‘slots’, each of which would be used when cast once that day. With three 1st level slots, you might memorize two ‘magic missiles’ and one ‘shield’, each of which could be used exactly once. With this perk, you could instead memorize three different 1st level spells, such as ‘magic missiles’, ‘shield’ and ‘burning hands’. Then you could use those three a total of three times, in any combination. Simply put, it doesn’t allow you to cast more total spells, but it allows you a *lot* more versatility to choose which spells to use on the fly, which is otherwise a major limitation of the mage. Additionally, you can cast lower level spells in higher level slots, boosting their power by doing so.

Universal Mage Perks

Arcane Knowledge (100): You are well trained in arcane lore, able to recognize the effects of most magic with very little study. In all settings, this greatly increases your ability to recognize spells, curses, and invocations of all kinds.

Precise Motion (200): You have a unique ability to cast Wizard spells effectively even when somewhat hindered by armor. As long as you are ‘proficient’ in the use of the armor, you can wear lighter armors (leather and studded leather) with no limitations on your arcane casting at all, and can cast in moderately heavy armors (e.g. chain, hide, scale) as long as you are standing still. Proficiency is most easily gained through levels in other classes, so this perk is most useful for multiclass characters.

A Fine Weave (300): Your spellcasting, of any kind, is especially skillfully done and very hard to dispel or remove. In terms of this jump’s magic, you count as four levels higher for the purpose of other casters dispelling your magic. A similar moderate boost applies to other magic forms.

Spellweaving Shortcuts (400): You are able to take significant short-cuts with magical preparations, without harming the quality of the final effects. Whenever you are preparing or casting magic in a process that takes more than one minute, the time is reduced to 10% of normal, to a minimum of one minute. This includes the one hour normally necessary for a Mage to prepare their spells each day, and applies to all forms of rituals.





Paladin

A Paladin combines strength of arms with a limited set of divine abilities. They are as tough and even more resilient than a Fighter, but lack the ability to master weapons to the same degree. They have limited spellcasting, and a few inherent abilities, such as Detect Evil and Lay on Hands, the latter of which is a quick and potent combat curative for a wounded ally. Paladins are, however, required to uphold a *very* high standard of behavior and righteousness, lest they be magically stripped of their abilities by the holy forces that grant them.

Class-Exclusive Paladin Perks

A Code of My Own (100): Generally Paladins have to follow a strict standard; the classic Paladins being Lawful Good. Upstanding soldiers of Justice and Right. With this perk, any conduct requirements on your behavior as a Paladin are abolished. You cannot “fall” or otherwise lose access to your Paladin class features (including spellcasting from Righteous Channeler) due to your actions, alignment, beliefs or attitude. Optionally, you can also change your abilities to suit a different alignment. For example, gaining ‘detect good’ rather than ‘detect evil’.

Martial Crusader (200): You are focused on the martial aspects of being a Paladin. Your fighting abilities are on-par with a standard fighter of the same level as your paladin level, including proficiency limitations, but only for melee weapons. If you already have a fighter level, then this compounds.

Hands of Healing (300): Normally a Paladin can touch an ally once per day to, near instantly, heal them of a significant number of wounds (twice their paladin level in damage). Your ability is far more versatile. You can heal ten times your Paladin level in damage per day, and split it up however you wish.
If you do not have ‘lay on hands’ (such as if you gave it up for a kit), then you regain it, but only get half the total amount of healing per day.

A Focused Mission (400): You gain features related to one of the kits available to the Paladin class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one.

- **Inquisitor:** Several times per day, you can cast either a powerful and rapid *dispel magic*, or *true sight*.
- **Cavalier:** You are immune to fear, poison and charm, have 20% resistance to elemental damage, and can cast *remove fear* many times per day.
- **Undead & Demon Hunter:** You are immune to energy drain, paralyzation and hold effects. Your attacks against undead and fiends are greatly enhanced, dealing additional damage and striking more accurately.

Righteous Channeler (500): Instead of the restricted spellcasting available to the standard Paladin, you gain spells as a Cleric of two levels lower. If you do not have access to *any* Clerical spellcasting (such as having given it up for a kit), then you instead gain casting as a Cleric of four levels lower.

Universal Paladin Perks

Divine Grace (100): You have the modest holy protections of a Paladin, but must live up to a holy code of righteousness. These protections amount to a small but not insignificant (2 point bonus to saves in game terms) improvement in your ability to resist all hostile effects. If you have Paladin levels, this effect compounds. Alternatively, you can receive your blessing from an evil entity, such as a demonic lord. In this case, your behavior follows a different set of restraints, but there is still a specific code of (generally unpleasant) behavior to adhere to.
If you have **A Code Of My Own**, there is no requirement on behavior.
Alternatively, you may select a version of this perk that offers half the protection with no requirement on behavior.

The Stench of Evil (200): You have a passive, always-on (unless you choose to suppress it) ability to detect either evil intent, or inherently evil beings. This functions within 100 feet, but not on creatures blocked by large amounts of intervening material (a normal wooden wall would not block it, but several feet of stone would). This may manifest as some sort of synesthesia, or simply a knowledge that comes into your mind; in either case it is never overwhelming to you. If you focus on it, you can determine who it is coming from and, in the case of intent, a vague sense of the intent (e.g. “murder”).

Smite Evil (300): Once per minute, you can make a mighty blow against an evil target (if not evil, the attack is just a regular attack). The attack is almost guaranteed to hit (if it’s possible for it to hit, it will), automatically be an incredibly effective blow (critical hit), and there is a high chance for the target to be stunned for a few moments.

Aura of Righteousness (400): You exude an aura to a hundred feet that boosts your allies and hinders your enemies. In spite of the name, you do not have to be righteous for this to function. For allies, this amounts to a small boost to attacks and resistances, and a small reduction in damage taken. For enemies, this is a small penalty to attacks and resistances, and a small increase in damage taken. Collectively it makes more than enough of a difference to turn the tide of a battle. In game terms, this is similar to the effects of the *chant* spell, except that it is permanent, undispellable, and a much larger radius. It also stacks with *chant* or similar.





Ranger

A ranger is a warrior most comfortable in the wilds. They love nature, and will fight for it as they have to, often working with Druids. *Most* rangers are also noble, holding to high standards of conduct, and fighting to protect those weaker. This version of the Ranger class cannot Fall and does not have alignment restrictions (there is an option in the Tweak-Pack Appendix to make this a universal property). Their weapon abilities are strong (comparable to the Paladin), but fall short of a Fighter. They make up for it with their skill at stealth, and their small selection of druidic magics.

Class-Exclusive Ranger Perks

Expanding Enemies (100): Rangers normally gain hefty combat bonuses against one 'type' of enemy, such as beholders, kobolds, or spiders, representing focused training. You can choose two additional types of enemies to gain this bonus against, and can add additional ones with extensive study of anatomy and habits of the creatures. This only works for narrow creature types with special characteristics. Trolls or vampires, but not humans.

Devout of the Wild (200): Your ranger spellcasting is far more versatile, and includes holy magics. You add Paladin spells to your ranger spell list, and additionally apply one of the following effects (the first one that applies):
If combined with **Wild Channeler** (below), then you gain spells one level earlier than Wild Channeler would otherwise grant them.
If you gave up your ranger spellcasting (such as having given it up for a kit), then you regain it at the normal rate.
If you applied the Icewind Dale spell progression to Rangers from the Tweaks appendix, then you now gain bonus spells from having a high Wisdom.
Otherwise, your spellcasting proceeds a bit faster and goes a bit further, gaining 1st/2nd/3rd/4th level spells at levels 6/9/12/15, and you gain bonus spells from having a high Wisdom.

A Path Through Wilderness (300): You gain features related to one of the kits available to the Ranger class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one, making a different selection each time.

- **Beast Master:** You can gain a familiar as a mage does, can summon animals several times per day, and may easily befriend wild ones. Summoned animals scale with your level, but are individually significantly weaker than an animal companion.
- **Stalker:** You can move through shadows and backstab as effectively as a thief of the same level.
- **Archer:** You are as skilled as a pure-class Fighter with a bow, and may make called shots that can cripple or penalize the targets that they hit.

Supreme Scout (400): You have a number of features that make you an unparalleled scout. First, your stealth abilities are greatly amplified, as though you were a Ranger of twice your level, and these stealth abilities are not "capped" in their effect. Second, your stealth is not impacted by quick movement. Third, your senses extend to twice the range they otherwise would. Effectively you see/hear/smell things as though they were half as far away, though you can suppress this any time you wish. Finally, your ground movement speed is increased by 20%, allowing you to outrun many foes.

Wild Channeler (500): Instead of the restricted and slow spellcasting available to the standard Ranger, you gain spells as a Druid of two levels lower. If you do not have access to *any* Druidic spellcasting (such as having given it up for a kit), then you instead gain casting as a Druid of four levels lower.

Universal Ranger Perks

Comfort of the Wild (100): You are extremely skilled in getting along in the wild, able to procure food for an entire party in all but the harshest conditions, sporting a keen eye for the fastest paths, and always able to find a secure, warm, dry and hidden place to camp where it seems all but impossible.

Master Tracker (200): You can infer number and kind and size and type of creature from the barest tracks left, or scrapes across stone, in a manner that *really* should not be possible. Upon seeing the imprint of a shoe, in a moment you can discern the type of humanoid, height, weight, armor worn, speed they were traveling at, and how long ago the print was left. It's really pretty absurd.

A Wild Friend (300): You gain a loyal animal friend that scales with your highest class level. The animal companion can be any form appropriate to your power level, and they gain enhancements, greater strength, and improved resistances as you grow. If they are killed, you may restore them with a 24 hour ritual. The animal *may* count as a *companion* if you wish to grant it CP, but otherwise can travel freely with you, not counting against any limits.

A Protected Land (400): At the start of each jump you can claim an area of land to protect, which need not be limited to wilderness, and you can change your protected land once per year, or with a week-long ritual. As long as you are on that land, and acting in defense of that land in some way, you receive significant boosts to your attacks, resistances, and protections (In game terms, +4 bonus to attacks and saves, 20% damage resistance, and +2 to AC). Additionally, you are passively aware of threats to that land that enter it, no matter your distance away. The area that you can protect is one mile in radius per level (your highest class level), though in settings where most conflict is interplanetary, this scales up to a maximum of an entire planet and its orbit.





Thief

A thief is usually a sneak sort, using stealth to attack their enemies unawares. They can also perform a number of important functions, such as opening locks, navigating or disarming traps, and picking pockets. Their weapon skills are mid-tier, but in combat they shine when they are able to attack their target from behind, dealing massive damage. At higher levels, they can also effectively use traps against their foes.

Class-Exclusive Thief Perks

Roguish Skill (100): Many thief skills, like Open Lock improve with increased levels, but reach a point of mastery where they have diminishing benefits past “100%”. With this perk, increasing those skills past 100 starts to cause them to work in extraordinary ways. For example, Open Lock of 200% may allow you to pick a magically sealed gateway; Hide of 300% might let you hide in an empty, lit room.

Roguish Radar (200): Thieves have ‘detect traps’ and ‘detect illusions’ as core abilities, but normally they need to be focused on. For you, these features are always running, and work as though you were concentrating on them.

Roguish Method (300): You gain features related to one of the kits available to the Thief class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one, selecting a different option each time.

- **Assassin:** You can skillfully use poisoned weapons, create poisons yourself, and are extremely effective at backstabbing targets.
- **Shadowdancer:** You’re able to slip into shadows even when being observed at times, and a few times per day can supernaturally move through shadows for a moment, as all else around you is frozen in time.
- **Swashbuckler:** You are more effective in melee combat, though not as much so as a Fighter of the same level. Your skill with a weapon in a hand allows you to deflect many blows, and you can use two weapons at once with great skill.

Roguish Intuition (400): Whenever you are going to attempt to hide, open a lock, disarm a trap, or pick a pocket, you have a sense, in advance, as to whether it will work. As though you’d seen the attempt play out in your minds’ eye. If it’s not going to work, you can simply choose not to do it.

Roguish Magic (500): You gain the same access to mage spells as a bard of your level does (up to 6th level magic). You suffer the normal restriction preventing the casting of mage spells in armor.

If you have BGEE toggled on, the casting may be of the Sorcerer type rather than Mage. This means that you’d gain a smaller number of spells known, but cast them intuitively rather than relying on a spellbook to prepare spells from. Your spell slots follow the Bard progression in either case.

Universal Thief Perks

Weapon Finesse (100): You can use your Dexterity, rather than Strength, to determine bonuses to using melee weapons no heavier than a short sword. Alternatively, this increases your skill with light weapons in general.

Assessing Eye (200): You have a keen eye for the value of things. With just a few moments, you can very accurately determine something’s market value. Additionally, you can determine the properties of most magic items by a few minutes examination; this functions for all but the most powerful artifacts, and even then you’ll have some idea.

An Armor of Stealth (300): Normally the wearing of heavier armors makes stealth effectively impossible, but you are able to swing it, operating as silently in full plate mail as you would with no armor at all. This does not amplify your stealthing abilities when unarmored, merely allows the wearing of armor to not impact them. This also grants the ability to wear armors you otherwise couldn’t, but does not stop them from impacting arcane casting. Additionally, your abilities in Hide in Shadows and Move Silently translate somewhat into melee combat, making it harder for enemies to target you accurately. (In game terms, you have a slight increase to AC and critical hits are reduced in effect).

Evasive Maneuvers (400): As long as you’re in motion, you are extremely skilled at evading ranged attacks, whether or not you’re aware of them. If one were to represent the chance to hit you as a random roll, then your foe would have to roll twice and hit you both times, to actually be able to strike you. Very roughly speaking, this halves the chance that you’ll be hit by an enemy that is on par with you, and almost eliminates the chance that a notable weaker foe can strike you.







Barbarian (EE)

A barbarian is a warrior class, second only to the fighter in sheer melee skill, that supplements that skill with a powerful raging ability that lets them shrug off many magics, and boost their physical attributes, for a short time. They have a boost to their land movement speed, and as they grow more powerful, they also become resistant to physical damage.

Class-Exclusive Barbarian Perks

Armored Hulk (100): Normally Barbarians are limited to lighter armors, but you have the ability to wear all forms of armor without slowing you down or limiting your rage abilities.

A Master of Melee (200): You can be as skilled as any warrior in the essence of melee combat. Specifically, your fighting abilities are on-par with a standard Fighter of the same level as your Barbarian level, including proficiency limitations, but only for melee weapons. If you already have a fighter level, then this compounds your ability.

Broad Resistance (300): Your Barbarian damage resistance applies to all forms of damage, rather than only physical. Additionally, the resistance scales to a cap of 30% at extremely high levels, instead of stopping at 20%.

A Focused Rage (400): Your Barbarian rage is greatly improved. First, you can maintain full focus on your surroundings when you use it, so you are not made easier to hit (your armor class is not worsened). Second, it lasts for several minutes rather than five rounds, lasting for all but the longest of encounters. Finally, the immunity your rage grants you to charm, hold, fear, maze, stun, sleep, confusion, and level drain magics, extends to a high resistance to those effects even when not raging.

Whirlwind of Death (500): This perk doubles the number of attacks you can make with melee weapons, to a maximum of two additional attacks per round (six seconds), or three additional attacks for dual wielding.
For context, a high level barbarian can typically make three attacks per round with a weapon they have grand mastery in, or four with dual wielding.

Universal Barbarian Perks

Eat Up The Ground (100): You lope across the ground in great strides. You gain a boost to your ground movement, about 25% faster than you otherwise would be. If you have faster movement from the Barbarian class (or other), this of course compounds.

Unbreakable! (200): You refuse to give up, to the bitter end. When you would normally die but your body is still mostly intact, you can continue to act for a few moments longer (in game terms, two combat rounds). If you would still die at the end of that, then you do so, but this provides the opportunity to obtain quick healing to stave off death, or just to get in one last “fuck you” action if it comes to that.

Unstoppable! (300): No barrier may bar your way. For the purpose of smashing through your obstacles, such as bars, walls, etc, your strength is considered to be ten times higher (in force, not in your Strength attribute) than it is. Further, with sufficient strength, you even have the potential to break barriers that could normally not be broken by physical means, such as magical barriers of pure force magic.

Born To Tank (400): You were born to soak up hits and keep going. Your health (the damage you can take before falling unconscious) is increased by 75% of what it otherwise would be.





Monk (EE)

Monks are unarmored warriors whose master of their own bodies grants them a number of benefits. Primarily these benefits are defensive in nature, granting them improvements in armor class, resistances to magic, and immunities to a number of harmful effects, along with boosts to their movement speed. They are warriors, but are limited in usage of weapons apart from their own fists. They also have a limited amount of rogue skills, finding (but not disarming) traps, and being very stealthy.

Class-Exclusive Monk Perks

Path of the Blade (100) Choose one weapon proficiency (e.g. longbow, or one-handed swords). You can become as skilled in that one weapon type as a fighter of the same level can. This means that you can attack as quickly with such a weapon as with your fists.

To Be Present (200): When not directed fully inward, Monks have full awareness of their surroundings, and this amplifies that even further. Monks have 'detect traps' as a core ability, but normally it needs to be focused on. For you, this feature is always running, and works as though you were concentrating on it. Further, it is exceedingly difficult to get the drop on you, imposing a penalty on others' attempts to hide when near you.

Sun and Moon (300) You gain features related to one of the kits available to the Monk class, with none of the downsides. Choose one of the following. You may *not* select this perk more than once.

- **Dark Moon Monk:** You gain the ability to find and dispel illusions, with skill scaling as you grow more powerful. You can sheath your fists in magical ice to add cold damage to your blows; this damage scales as well. At high levels, you gain increasing amounts of cold resistance.
- **Sun Soul Monk:** You gain the ability to blast foes with a sunray effect, dealing fire damage to the target, and extra damage to undead. The power of the effect scales as you grow more powerful. You may sheath your fists in magical fire to add fire damage to your blows; this damage scales as well. At high levels, you gain increasing amounts of fire resistance.

Holy Order (400): You gain the spellcasting of a Cleric of half your level, though you must worship an appropriate god. As a special exception, you are permitted to purchase the class-exclusive perk Cleric of Jumpcha(i)n if you wish.

Unhindered Path (500): As your enhanced speed scales, it also provides additional modes of movement. At first, you can run across uneven terrain, such as sand, as easily as on solid stone. This increases as you level to the ability to run up walls, jump from branch to branch in a tree with ease, run across water and, at the very highest levels, to fly as fast as you can run (which is very). Additionally, you become highly resistant to effects that would impede your movement or paralyze you.

Universal Monk Perks

Soul of Discipline (100): You have some of the protections of a Monk obtained through rigorous self-discipline. This requires that you have a strong measure of self-discipline and focus, though you need not be up to the standards of a true Monk. These protections amount to a small boost to your armor, and your ability to resist all hostile effects (1 point bonus to saves and to AC in game terms). If you have Monk levels, this stacks.

The Body Is A Weapon (200): You have a mastery of using many parts of your body to supplement your fighting style. When fighting with a weapon, this allows you to use your body in unexpected ways to enhance your attacks, or to distract your opponent. When without a weapon, you are able to hold your own with unarmed strikes, as much so as a standard monk of half your highest class level. If you have monk levels, this instead provides a notable boost to your ability with your unarmed strikes.

Soul of Diamond (300): Your self-discipline extends the protections you have against magics targeting you. This requires that you have at least some measure of actual self-discipline, though you need not be up to the standards of a true Monk. You gain 30% magic resistance. If you have magic resistance from Monk levels, these percentages add together, eventually giving you magic immunity (to spells targeting you directly).

Flowing Form (400): You are extremely skilled at evading attacks from targets that you are aware of. If one were to represent the chance to hit you as a random roll, then your foe would have to roll twice and hit you both times, to actually be able to strike you. Very roughly speaking, this halves the chance that you'll be hit by an enemy that is on par with you, and almost eliminates the chance that a notably weaker foe can strike you. This provides no benefit against attacks from targets you are unaware of.





Shaman (EE)

Shamans for the most part practice the same magic as druids, but it takes a different form. Rather than prepare different spells each day, Shamans simply *know* a small number of spells (by default, maxing out at 6 per spell level), and they can cast those a certain number of times a day (at least at first, they can cast more often than Druids by a bit). So they sacrifice breadth of spell knowledge for greater flexibility with the spells that they do know. Additionally, they have a strong connection to the spiritual world, most notably allowing them to summon spirits to their aid with a ritualistic dance.

Class-Exclusive Shaman Perks

Full Metal Shaman (100): Shaman cannot wear metal armor, and are restricted in their weapon choices. This perk simply removes this restriction; you can wear any armor and use any form of weapon (and gaining proficiency in them). Any item that a fighter could use, you can use as well.

Wisdom of the Spirits (200): Normally the Shaman does not gain bonus spells from a high Wisdom. This perk means that with high Wisdom, you will have increases to *both* your spells known, *and* your spells per day, collectively representing an enormous increase in casting versatility. For 300 CP instead, you can increase the rate of bonus spells gained (to match the rate of similar perks). The increases (to both) in this case would be a bonus 1st level spell at Wisdom 13/17/21, a bonus 2nd level spell at Wisdom 14/18/22, a bonus 3rd level spell at Wisdom 15/19/23, and so on.

Master of the Spirits (300): A significant enhancement to your Shamanic Dance ability, most notably ensuring that it continues to scale in potency and effect as you continue to gain experience, rather than stopping at “major nature spirits”. Additionally, the chance of summoning a spirit each round jumps to 100%, with an additional chance of summoning a second spirit. Finally, your cap on the number of spirits you can have summoned at once doubles.

Spiritual Refreshment (400): Once per day, with half an hour of communion with the spirits around you, you can restore all of your shaman spells per day, as though you’d had a full night’s rest.

Withdraw Into Nature (500): You seek the wild places of the earth, those overflowing with natural power, and you always know the way to the closest one. When you are in such a place, your shaman powers grow far more powerful: your resistances and defenses are improved (the equivalent of a 3 point improvement in AC and saves), you are subject to an ongoing *regeneration* spell, and your level is effectively 50% higher for the purpose of the potency of your shaman spells, effects and abilities. There are lesser versions of these effects in lesser areas of nature, as well.

Universal Shaman Perks

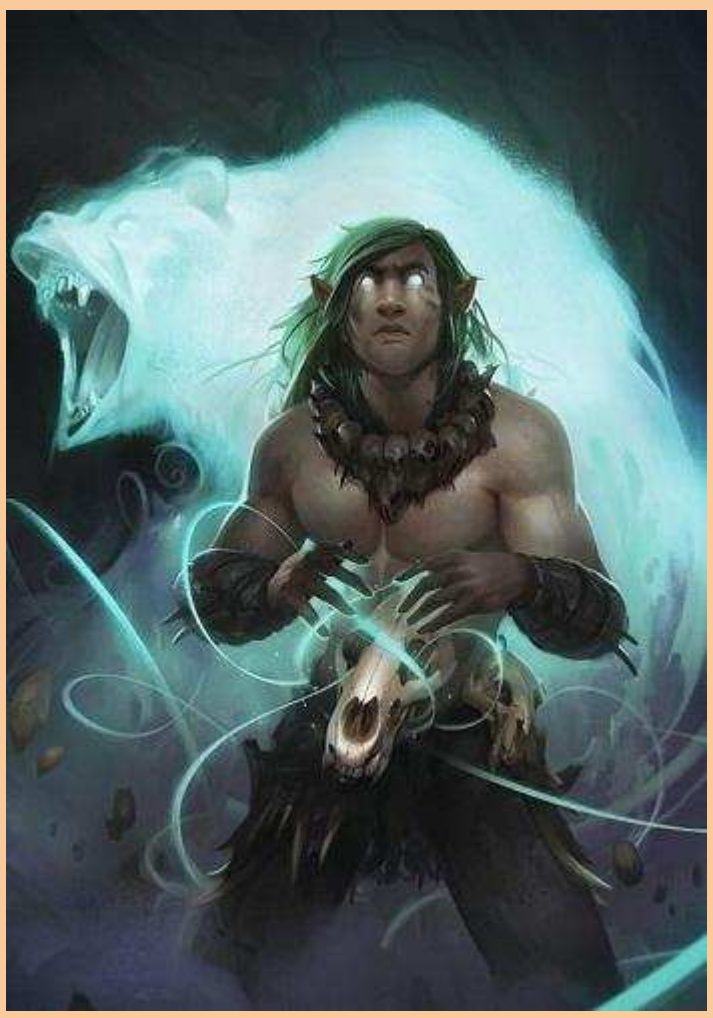
Spiritual Communication (100): If you try, you find you’re always able to communicate with the spirits of the land or nature, or elemental spirits, in some way. Even if direct lingual communication is not possible, there will be some way for each to understand the other. This does not make them agreeable to you by default, but many spirits would be relieved just to be able to convey their desires, or interested to be able to understand yours. This also prevents you from ever losing access to your Shaman spellcasting abilities due to, e.g., “out of balance” actions, or deathly offending the spirits. To be clear, though, this is almost never a serious risk.

To Please The Spirits (200): You have an instinct as to how to please, and how to avoid offending, any spirits, ghosts, fey, or similar minor spiritual beings of a world or setting you are occupying. When you wish to please them, you’ll have some gut feelings as to how to go about that, and ‘offerings’ you give are more effective. When you are about to offend them, you’ll have a split second where you realize this, allowing you to stay your hand if you wish to. This can be suppressed at will, until you choose to activate it again.

Earthen Skin (300): You have a permanent protection granted by an infusion of earth elemental spirit. The protection is equivalent to the druidic spell *barkskin* that can be raised or lowered as you desire, and scaling in power with your highest class level. It begins at protection equivalent to hide armor, scaling all the way to as tough as full plate mail. This provides no restrictions on movement or spellcasting for any class. Additionally, it provides a small bonus to saves. Unlike the spell, this cannot be dispelled, and does provide a partial bonus when combined with worn armor.

If combined with Oaken skin, the effects stack though at a diminishing rate (the second one offers only half the improvement).

Whispers of Nature (400): The spirits will tell you what you need to know, if only you can listen. You can listen to the whispers of the air spirits, and the rumbling of the earth, and the animal spirits all around. The wild spirits will warn you (in ways that only you can understand) of those that come to harm you, of hidden treasures buried in the ground, and of secret places long forgotten beneath the roots and rocks. When in a natural setting, you are essentially aware of everything important within a thousand feet or more of you, and may be told of many secrets besides that.







Sorcerer (EE)

Sorcerers are to mages what shamans are to druids, sacrificing breadth of spell knowledge for greater castings per day, and the ability to switch spells on the fly. They are equally incapable in weapon combat as mages, and similarly cannot use armor effectively due to their spellcasting.

Class-Exclusive Sorcerer Perks

Armored Arcane (100): The sorcerer's ability comes from an innate power, requiring less precision at times than the mage. You are able to wear lighter armors, such as leather or studded leather, without disrupting your ability to use your magic, and gain proficiency in such armors.

Divine Bloodline (200): You may choose to learn Cleric or Druid spells whenever you pick a spell known, though this does not increase your limit on total spells known. For this purpose, Cleric & Druid spells of levels 1-5 count as wizard spells of the same level. Cleric & Druid spells of 6th or 7th level count as level 7 or 9 wizard spells, respectively.

Force of Personality (300): Normally the Sorcerer does not gain bonus spells from high Charisma. This perk means that with high Charisma, you will have increases to *both* your spells known, and your spells available to cast per day, representing an enormous increase in the casting potential of the sorcerer. The increases (to both) are a bonus 1st level spell at Charisma 13/17/21, a bonus 2nd level spell at Charisma 14/18/22, a bonus 3rd level spell at Charisma 15/19/23, and so on.

Power of the Blood (400): All of your Sorcerer spells are cast as though you were 20% higher in level than you are, rounded up. This includes increases to damage and duration.

Draconic Bloodline (500): You gain many powers of the Dragon Disciple. Your draconic heritage manifests more clearly as you gain power, leading first to a *scaling* (get it?) armor class bonus. You gain a few boosts to your Constitution as you grow more powerful as well. You gain the use of a draconic breath weapon of an elemental form of your choice, that also scales in damage and range as you become more powerful. Unlike the base kit, you can use this breath weapon once every few minutes. Finally, you can choose between gaining very strong resistance to one elemental damage type (fire, cold, electricity or acid) which eventually scales to immunity, or weaker resistances to all of them, which eventually scales to moderate resistance to all.

Universal Sorcerer Perks

Arcane Intuition (100): You have an inherent sense for spells, able to recognize the effects of most magic without any formal study. In all settings, this greatly increases your ability to recognize spells, curses, and invocations of all kinds.

A Fine Familiar (200): You gain the benefits of the *find familiar* spell, able to summon a pseudodragon, imp, fairy dragon, or a mundane creature such as a cat or owl, to act as your familiar. This grants you a modest boost in your health, and allows the familiar to act on your behalf. Unlike the base spell, you do not permanently lose health if the familiar dies, and in fact if they die you can resummon the same creature with an hour long ritual. The familiar *may* count as a companion if you wish to grant it CP, but otherwise can travel freely with you, not counting against any limits.

Spell Battery (300): You have a significant increase in the amount of magic you can use before being exhausted. This perk has two options to choose between. One: increase the usage limits of one type of magic (e.g. "Sorcerer spells per day") by 50%, rounded up. This could be applied to an out-of-jump type of magic as well. Two: increase *all* such energy limits by 25%. You can change which form applies at the start of each jump, if you wish.

Overcharged Spellslinger (400): You have the capacity to put more power into your magic. If you use twice the resources as normal to cast a spell (such as twice the spell slots), it makes it much harder to resist the effects of the spell. In game terms, opponents would need to roll a save twice, and pass both times, to resist. Alternatively, the spell does 50% more damage, or lasts twice as long.







Multiclass Perks

There are not specific perks available for two or three class combinations, but for such builds, you may choose to pay extra for certain class exclusive perks in order for them to apply their effects to your other classes as well. The cost listed is the *total* cost, including the base. The options:

- Cleric can pay 400 for Healbot for the healing boost to apply to all classes' healing abilities.
- Cleric, combined with a class with full Druidic spellcasting, can pay 600 for A Higher Power in order to gain 8th & 9th level Druidic casting.
- Druid can pay 500 for Enduring Nature for it to apply to all their classes' magic.
- Druid or Shaman can pay 700 for Withdraw Into Nature for it to provide its boosts to all their class effects, spells and abilities.
- Mage can pay 700 for Vancian Versatility to apply its benefit to all prepared casting from their classes.
- Shaman can pay 600 for Spiritual Refreshment in order for the communion to restore all spells per day. Prepared caster classes may not change their spells prepared through this feature, just their number of uses of each spell.
- Sorcerer can pay 600 for Power of the Blood in order to apply the caster level boost to all of their classes' spellcasting.

Crafting Perks

Player crafting of items is not actually part of the base game, but it clearly happens in the world, so some of this is extrapolation based on the economy of purchasing such items (asking "how could you make a reasonable but not excessive profit with these"). Making use of the first two perks meaningfully will require getting into some of the nitty gritty of the system, so those aren't recommended choices for jumpers who don't want to dive into that.

If looking to make a profit on any item, things can be *easily* sold for half their base value, or more than that with the right buyer and patience.

Scribe Scroll (100 or 300): You can craft spells that you know how to cast into a scroll form, allowing other casters of a similar type to use them, or just to have backups. For 100 CP, such scrolls will be identical in power to any other scroll of that form you could buy in this world. For 300, the scroll will replicate the power and impact as though *you* cast the spell (this is not normally possible within the world).

The base 'value' of a scroll in this world, as measured in gold, is 100/200/300/500/1000/2000/3000/5000/10000, for spell levels 1-9 respectively. To scribe a scroll, you will need to spend one quarter that much gold in materials (so 50 gold for a 2nd level scroll). It will take one hour of time per 200 gold base price to do the scribing (so one hour for a 2nd level scroll). Finally, you must use up experience points equal to 10% of the base sell price (so 20 xp for a 2nd level scroll). You must also cast the spell into the scroll as part of the process.

This perk can be extended to scribing scrolls of magic from other settings, if it makes sense to do so.

For the 300 CP version, when you create a scroll you can reduce the time required by a factor of 10, or waive the experience point cost, but not both.

Brew Potion (100 or 300): You can the wide variety of potions in the world, just some of which are alluded to in the Items section. The effects of any given potion are temporary, ranging from one minute, to hours. The exception to this is healing or restorative potions (the healing does not wear off). For 100 CP, these mimic the effects of the game potions. For 300 CP your potions last twice as long. Or, if that does not apply, are twice as potent.

To craft a potion, you must have a spell appropriate to the effect (a healing spell for a healing potion, or *haste* for Oil of Speed). Each potion has a base 'value' of its own, a few of which are given below (but there are many others). Based on that value, the crafting rules are the same as for Scribe Scroll above (25% base value in gold worth of materials, 10% base value in exp, one hour per 200 gold base value, and cast the appropriate spell).

This perk can be extended to crafting potions in other settings, if it makes sense to do so.

For the 300 CP version, when you create a potion you can reduce the time required by a factor of 10, or waive the experience point cost, but not both.

Healing	75	Elixir of Health	250	Cold Resistance	250	Antidote	100	Fortitude	500	Invisibility	250
Extra Healing	450	Hill Giant Strngth	300	Fire Resistance	400	Agility	300	Master Thievery	1250	Invulnerability*	1200
Superior Healing	650	Regeneration	500	Oil of Speed	300	Defense	700	Power	1700	Heroism	800

*In spite of the name, it 'just' makes you harder to hit and gives you a resistance to many effects.

Recharge Item (100 or 300): There are many wands you can acquire within the world, most of which have limited uses before being "used up". Such as a wand that lets you cast *lightning bolt*, say, 23 times. For 100 CP, this perk lets you simply recharge such wands, and other 'charged' items, by 'casting' the same spell into the item. This extends to items from other jumps as well that have similar limited-use magic.

For the 300 CP version, you can recharge the item by directing *any* magic of an equivalent power level into the item, if you don't have that specific spell, and you can 'overcharge' items to ten times their normal capacity.

Master Crafter (200 or 400 or 500 or 600): For 200 CP, gain the base version of all three of the above. For 400/500/600, you gain one/two/three of the improved versions of the perks (with the rest the base version).

Background & Personality Perks

Each background/NPC has two associated perks. Perks are potentially discounted (to 100 CP) for either association, but only one perk can receive this discount (e.g., Imoen can get Blood of Bhaal or Charming Naivety at a discount, but not both). You may buy any number of other perks here at full price.

Blood of Bhaal (200 CP, 'Gorion's Ward' and 'Drop In'; Imoen)

You have the blood of Bhaal in your veins. As you become more powerful, you will gain a scaling number of powers that can be used a few times per day each. Though these duplicate spells, they are inherent, not subject to dispelling or magic failure, and are used instantly. First, you gain *cure light wounds* and *larloch's minor drain*. Then, you gain *slow poison* and *ghoul touch*. Finally, you gain *draw upon holy might* and *vampiric touch*.

While within this jump, you have strange and foreboding dreams about your heritage. The blood of Bhaal may also open up more options in future jumps, and who else knows to what ends having god's blood within you can be used for.

Charming Naivety (200 CP, 'Aimless Gnome', or 'Gorion's Ward'; Alora, Garrick, Imoen, and Skie)

You may not understand the reality of the world at times, and you may seem like a naive fool, but you're certain things will work out, just the same. Others will tend to shy away from taking advantage of your naivety and, as long as you maintain a sense of wonder or excitement for the world to be explored, you are a bit luckier in everything that you do. (In game terms, +1 luck bonus).

Far From Home (200 CP, 'Dajemma', 'Fleeing the Underdark', or 'Drop-In'; Viconia, Rasaad, Quayle, and Neera)

Whether it was a choice or not, sometimes you find yourself far, far from home. A home you may, or may not, have loved dearly. This perk helps you fit in and feel comfortable while on the road. You have an instinct for how to mimic local customs and mores, how to deflect suspicion of an "outsider", and how to get strange people to relax your guard around you. This is nothing supernatural, just an extremely skilled ability to 'read the room'. Further, you're just as comfortable traveling on the road as staying in the comfiest inn, taking peace from the sounds of nature enveloping your bedroll.

Mage on a Mission (200 CP, 'Red Wizard', 'Greycloak of Evereska', and 'Wychlaran' backgrounds; Edwin, Dynaheir, Xan, and Xzar)
Using magic in the service of a higher organization or order can be challenging. You often need to have a wide variety of spells at your fingertips, never knowing what to expect on your mission. You have an increase in magical versatility when on a mission set by another with some form of authority over you. This manifests as a 25% increase in your spell slots available per level (rounded up, not limited to Wizard spells). In other magical contexts, this could be a 25% increase in energy.

Righteous Vengeance (200 CP, 'Clan Orothiar', 'Avenging Angel' or 'Wrath of Nature', Yeslick, Kivan and Faldorn)
Someone out there has hurt something precious or important to you. You're in the right, and you're going to make them pay. When motivated by this truth, and seeking your vengeance, you're hard to stop. Your endurance, both mental and physical, increases significantly, allowing you to shrug off more blows (higher hit points in game terms) and to go without sleep for much longer. Against the attacks and spells of the target(s) of your vengeance, your resistance improves by 20%.

Riches Abound (200 CP, 'Treasure Hunter' or 'Guild Member'; Alora, Coran, Skie, and Safana)
You love to earn that gold. Whether it's picking a pocket, performing a heist, looting a treasure, or claiming a bounty, few things get you going more. You have a sixth sense for the best targets of your gold-lust. This can manifest as a feeling for which of several bounties is likely to be the most lucrative, which merchant has the fattest purse, or which wizard's vault has the best shinies. Looking down the entrance of an ancient tomb, you might get the notion that it's been looted already; just danger with no real reward. It does not tell you about specific items, however, just general value.

Self-Importance (200 CP, 'Charming Rogue' and 'Aimless Gnome'; Baeloth, Montaron, Quayle and Tiax)
You're Important, capital "I", and you know it. Whether or not the world does. This unbridled sense of self-confidence can lead to some losses of relationships, sure, but that's a necessary cost. With this perk, this sense of egocentricity lends itself to a protective manifestation shielding your ego itself. You are nearly impossible to influence or charm with magics such as *charm person* or *dominate*. Who is important enough to tell *you* what to do?

A Worthy Foe (200 CP, 'Caravan Guard' and 'Seeking Challenge'; Kagain, Shar-Teel, and Branwen)
Your blood is only really pumping in the midst of life-or-death combat, when things are at the edge. This perk helps you at those extreme times, when your life really is on the line. When fighting a foe who threatens your life, you find yourself rising part way to meet them if they exceed you in combat ability, though perhaps not all the way to where they are. If a foe has four times your strength, perhaps with this perk they are only twice as strong, at least in that moment. If they are a master of the blade and yourself a journeyman, that skill gap narrows as well. You will have to use your wits and other abilities to close the rest of the gap. The perk has no effect when you're not actually at any risk.

Noble Warrior (200 CP, 'Order of the Radiant Heart', 'Caravan Guard', or 'I Serve The Flaming Fist'; Ajantis, Rasaad, and Khalid)
You are a warrior with a duty. Whether imposed by others, or by yourself, you take it seriously, and would never betray your charge. When fighting to protect others, your capabilities are more than they otherwise would be, leading to a small but comprehensive boost in your martial combat abilities. (In game terms, +1 to attacks, damage, saving throws, and armor class).

Nature's Way (200 CP, 'Wrath of Nature', or 'Greycloak of Evereska'; Jaheira, Faldorn, and Kivan)
You are comfortable in the depths of nature, feeling its welcoming essence infusing you. When in an environment with at least a prominent natural component (e.g. a tree-dotted hamlet, but not a city), you are deeply energized, with a spring in your step. You need 25% less sleep, are 25% faster in ground movement speed, and have a boost to your resistances to hostile effects. (In game terms, +2 on saving throws).

Murderous (200 CP, 'Zhentarim Agent' or 'Guild Member'; Baeloth, Dorn or Montaron)
You are very happy (*very* happy indeed) to kill to get what you want. Those that stand in your way (or even annoy you too much) deserve what they have coming to them. When you kill a sapient creature, and you enjoy its death, you receive a potent but temporary boost in power. This can manifest as one of the following: a powerful strike against a nearby creature (+3 to attack and damage), a boost in your next spell cast (+20% caster level), or some temporary health that will shield you from damage (five temporary hit points). You can 'hold' one of each of these boosts at any given time.

A Pragmatic Sort of Evil (200 CP, 'Red Wizard' or 'Zhentarim Agent'; Edwin, Kagain, Eldoth, and Viconia)
Evil isn't always cackling psychopathy. Sometimes it's just mundane, out-for-yourself, standard-issue selfishness. The bone-deep certainty that no one is going to help you out in this world (so why should you help others). And who are they to call you "Evil" for that, hm? With this perk, you will have a much easier time concealing your so-called 'nature' from others. In the mundane sense, you'll have a much greater ability to conceal your self-centered nature from those who don't understand the truth of the world. In the supernatural sense, you'll never 'detect' as evil to any form of magic.

A Winning Smile (200 CP, 'Charming Rogue' or 'Treasure Hunter'; Coran, Eldoth, Garrick, and Safana)
Whether it's seductive or innocent, you have a way about you, an air, that magnetizes others. You are exceptionally able to seduce, woo, charm, and bamboozle others, if given just a bit of time to work your magic. (In game terms, this manifests as a +4 bonus to Charisma for the purposes of appropriate interactions).

Just a Tad Crazy (200 CP, 'Seeking Challenge', or 'Avenging Angel'; Minsc, Tiax, and Xzar)
You have a… unique way of looking at the world. Somehow it doesn't prevent you from being perfectly functional, but it's definitely noticeable. Whether it's talking to hamsters, seeing shadows in every corner, or waxing on about your eventual global dominion… well, 'disturbed' is definitely the word. This does, however, lend itself to protecting you from others who want to have a peek at your unique mind. You're extremely resistant to attempts to read your mind, influence your thoughts or actions, and especially to drive you insane. (How can you drive somewhere that you're already at?)

A Higher Calling (200 CP, 'Order of the Radiant Heart', 'Harper Agent', or 'I Serve the Flaming Fist'; Ajantis, Branwen, and Xan)
You have a higher calling, a purpose, something greater than yourself that you're part of, whether you want to be or not. As long as you do not betray this calling, as long as you remain in service to something greater than your selfish desires, you are buoyed and supported in your journey. Once per day, when you would otherwise succumb to a hostile effect, you have a second chance to resist it. (In game terms, once per day when you fail a saving throw, re-roll it).

Traumatic Past (200 CP, 'Fleeing the Underdark', or 'Clan Orothiar'; Dorn, Neera, Shar-Teel, and Yeslick)
You've left a troubled past behind you, though it haunts your thoughts and, at times, dogs your steps. Having seen some of the worst life has to offer, though, is not without benefit. You find yourself able to face whatever lies in front of you without flinching, and can bring a bit of the darkness to the front when you need to put the fear of pain and death into others. You are further completely immune to magical or supernatural fear effects.

Adventuring Partners (200 CP, 'Dajemma', 'Harper Agent', or 'Wychlaran'; Dynaheira, Minsc, Jaheira, and Khalid)
There's someone else that you adventure with that you trust with your life. You watch each other's backs, and shore up each other's weaknesses. When you select this perk, indicate who that other is. As long as you're in each other's presence, you are perfectly aware of the location and movement of your partner during combat, and your potency is boosted a bit in all areas. (In game terms, +1 to attack rolls, saving throws, and caster level for spells). If your partner is lost forever, you can choose another… in time.

Meta-Game Perks

Obsessive Clicking (100 CP): You gain 95 points, instead of 90, in assigning your six attributes. You may choose this twice to gain 100 points instead.

Ctrl+8 (300 CP): Instead of spending 90 points on your attributes, they are instead all set to 18, applying bonuses after that.

Read The Manual (100 CP) - A number of manuals in-game provide a permanent +1 boost to one attribute, though they may only be used once, by one individual. You may purchase this perk up to once per attribute to gain such a permanent +1 boost, applied after all other attribute increases.

Tell Me About Your Probl… I Mean Your Quest (100 CP): With uncanny frequency, talking to strangers or casual acquaintances will lead to them relaying information on a quest you can do for them, or one they are aware of. This will lead to many treasures and much experience that you would not otherwise have known about, or had access to. You can choose to suppress this at will, if it becomes irritating.

Your Reputation Precedes You (100 CP): When you perform a heroic or infamous act within a given setting, many people you encounter will know about it even if it makes *no sense* for them to be able to. You can suppress this at will, and change whether it applies to heroic or infamous acts, or both.

Mod Expansions (100 or 200 CP): You can apply the content of a number of decently-made Baldur's Gate mods to the world you are inhabiting for this jump, essentially just excluding those with ridiculously overpowered and unbalanced items (and even then, you can get the content without certain items). This generally means more access to characters, experience, and loot.

This also allows you to choose mod-added companions in the next section (in the place of one of the vanilla companions), as long as the companions are not too 'unbalanced' compared to the core choices. They can get a discount on one background perk that makes sense for them.

If you choose the 200 CP version, then you also find that in other jumps many areas have much more 'content' than they otherwise would. This may manifest as extra levels to a dungeon, more area in a forest you are fighting monsters in, an additional unfamiliar (but interesting!) planet in a space-opera, or an additional competing school of magic in a fantasy world. This content will have negatives at times, but in each jump it will be more good than bad, as far as its benefits or enjoyability to you.

Wait… There's A Main Quest? (300 CP): A common feature of RPGs like Baldur's Gate is the fact that the main questline will generally wait for you indefinitely while you complete all manner of sidequests, run errands and just hang about. Sure, there may be trappings of time pressure, but you know it doesn't really mean anything. With this perk, this principle applies to all similar situations. Whenever you have a clear primary 'quest', such as a BBEG, a global threat, or anything that would be the main conflict of the 'season', as long as you are actively engaging in that world in ways not directly applicable to that quest (such as via sidequests, or fighting random monsters, or researching an unrelated spell), the problems of the primary quest will not 'advance' any further than they currently are.



Companions

The following options can be used to *import* existing companions (from previous jumps), or to *upgrade* the NPCs further below. You may certainly mix and match. In both cases, they receive all the same race, class and attribute choices that you do, and receive bonus class CP and item CP.

Imported companions get the listed CP, and can choose a different background than you, but no more than one of you in total can choose Gorion's Ward.

Upgraded NPCs receive this CP in addition to the 300 base CP they all receive. They cannot choose a background, though each obviously has a back*story*. Their class, attribute, and even race choices can be changed from vanilla, as long as you believe it stays true to the essence of who they are.

Import or upgrade:

- A single companion with +300CP for a cost of 50 CP, or +600 CP for a cost of 100 CP, or +900 CP for a cost of 150 CP;
- Up to 3 companions with +300CP each for a cost of 100CP, or +600 CP each for a cost of 200 CP, or +900 CP each for a cost of 300 CP;
- Up to 6 companions with +300CP each for a cost of 150CP, or +600 CP each for a cost of 300 CP, or +900 CP each for a cost of 450 CP;
- Up to 10 companions with +300CP each for a cost of 200CP, or +600 CP each for a cost of 400 CP, or +900 CP each for a cost of 600 CP;
- Up to 15 companions with +300CP each for a cost of 250CP, or +600 CP each for a cost of 500 CP;
- Up to 21 companions with +300CP each for a cost of 300CP, or +600 CP each for a cost of 600 CP.

Joinable Companions

Below you will find the traditional NPC party members from the original narrative; they all gain 300 CP, unless you wish them not to. They can spend their CP on anything except companions. As mentioned, you may also *upgrade* any number of these NPCs via the companion options above if you choose.

Each NPC also has a "Bonus" ability listed, that they gain on top of everything else. If the bonus includes a perk with multiple "tiers", they may certainly 'upgrade' it to the next tier by paying the difference in CP.

You are not limited in the number that can travel with you (except via a specific drawback), provided you can find them, and convince them that your goals sufficiently align. However, note that the larger the 'party', the more the experience points and treasures are split. If you plan to have a very large party, a high Charisma is particularly recommended to avoid interpersonal conflict.

You are 'fated to meet' any upgraded NPC. If you upgraded fewer than five (including *zero*), then you may indicate additional NPCs to be 'fated to meet', up to a total of five. Such NPCs are guaranteed to run into you at a time that they are amenable to seeking a party to travel with, and relatively early in your journeys. You still need to be aware of their goals, and accommodate them within reason.

Any NPC that travels with you for at least a while, upgraded or not, can become a companion for jumpchain purposes if they agree to it.

If two NPCs are listed as not being willing to travel without the other, you are still permitted to select only one of the two as 'fated to meet' (almost a meet-two-for-one), or upgrade only one of the two. But such pairs of NPCs are not likely to be willing to travel with you to future jumps without the other.

Their attributes are shown as Strength/Dexterity/Constitution/Intelligence/Wisdom/Charisma.

BG character portraits from artastrophe

Imoen of Candlekeep

NG Human Thief/Mage

Str 9, Dex 18, Con 16, Int 17, Wis 11, Cha 16



A childhood friend of Gorion's Ward, Imoen is a good-hearted but mischievous young woman with a deeply loyal heart for her friends. Originally starting off as a thief, Imoen later gained interest in the magical arts, pausing her roguish pursuits to learn magic. Something she is well suited for with her exceptional intelligence.

Imoen will not willingly travel without Gorion's Ward.

Bonus: Imoen can cast arcane magic in light armor, and Aspect of Human grants her +1 Dexterity on top of the experience effect.

Jaheira of Tethyr

N Half-Elf Fighter/Druid

Str 15, Dex 14, Con 17, Int 10, Wis 14, Cha 15



An old friend of Gorion's, Jaheira is a no-nonsense Harper agent sent to the area with her husband Khalid to investigate the iron crisis.

She combines solid fighting skills with druidic magic. Though she leans to neutral due to her duties toward nature, Jaheira is about as 'Good' as druids get.

She and her husband Khalid will not willingly travel without each other.

Bonus: Jaheira receives the Balance of Nature & Martial Training perks for free.

Khalid of Calimshan

NG Half-Elf Fighter

Str 15, Dex 16, Con 17, Int 15, Wis 10, Cha 9



Khalid is a stalwart and true fighter, skilled with a bow as well as sword and shield. Though he has a meek demeanor, Khalid is always willing to risk and sacrifice himself to protect those he cares for. His high dexterity and mastery of weaponry means that he is especially skilled with a bow.

He and his wife Jaheira will not willingly travel without each other.

Bonus: Gains the perk Adventuring Partners (Jaheira) for free (which does 'use up' his discount). He also gains +1 Strength, Dexterity, or Constitution, after all other modifiers, that cannot increase any of those scores above 19.

Viconia DeVir

NE Drow Cleric

Str 10, Dex 19, Con 8, Int 16, Wis 15, Cha 14



Viconia is a dark elf who escaped from the Underdark. She fled for her life because while she's evil, she essentially wasn't *evil enough*.

Having abandoned the psychotically evil deity Lloth, she has adopted the more 'reasonably' evil deity Shar, and is a potent wielder of divine magics in her name.

Viconia feels constantly hunted, imagining pursuers from her homeland, and not needing to imagine the hatred most surface dwellers have for drow.

Bonus: As long as her race is Drow, Aspect of Drow is free for her (instead of 200 CP).

Dynaheir, Wychlaran of Rashemen

LG Human Mage (Invoker)

Str 11, Dex 13, Con 16, Int 17, Wis 15, Cha 12



Dynaheir is Wychlaran, a spellcaster part of the ruling class of Rashemen, far to the east. A “witch” in common parlance.

She is a noble minded spellcaster with a focus in Invocation, making her especially well suited to magics of battle, and dealing damage to her foes. The precise reason for her journey here she leaves unstated, though perhaps you can uncover it.

Dynaheir will not willingly travel without her protector, Minsc.

Bonus: Gains Inclusive Specialization (Invoker) as a free perk. Additionally, the bonus from Mage on a Mission is always considered ‘active’ for her, though she must buy the perk normally.

Minsc, Berserker of Rashemen

NG Human Ranger

Str 18, Dex 15, Con 15, Int 8, Wis 6, Cha 9



Minsc is simple minded in many ways, but noble and true, willing to fight and die for “Goodness”. He has traveled here on his Dajemma to prove himself, protecting the mage Dynaheir as part of that.

Minsc is a Ranger, but also a Berserker, able to fly into a powerful rage lending his blows vicious force.

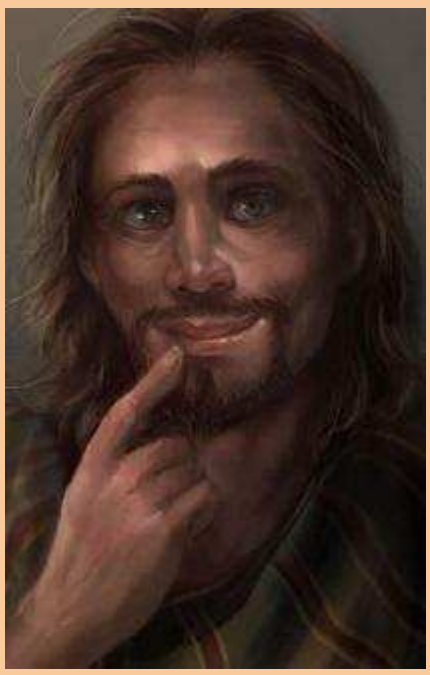
Minsc is always accompanied by his animal companion Boo, who is to all appearances is a hamster. He will not willingly travel without Dynaheir.

Bonus: Minsc can Rage as a Berserker. If he gains the Berserker kit, or the Barbarian class, then instead he gets Expanding Enemies and +100 CP useable for Ranger perks.

Xzar, Zhentarim Mage

CE Human Mage (Necromancer)

Str 14, Dex 16, Con 10, Int 17, Wis 16, Cha 10



Xzar is… probably… insane. At least a bit. A powerful necromancer, in order to make use of his skills you’ll have to tolerate quite a few idiosyncrasies. While rarely actively malevolent, he certainly does not care who or what is hurt in the pursuit of his interests.

He is here at the behest of the Zhentarim, though one must guess why he’d be trusted with a delicate task.

Xzar and Montaron will not willingly travel without each other at least at first, though this bond is perhaps not that firm.

Bonus: Gains Inclusive Specialization (Necromancer) and Brew Potion (100 CP version) as free perks.

Montaron, Zhentarim Blade

NE Halfling Fighter/Thief

Str 16, Dex 17, Con 15, Int 12, Wis 13, Cha 9



Montaron is a selfish, murderous and scheming halfling, acting partly as Xzar’s ‘minder’, and partly for his own secretive ends. He is a member of the Zhentarim, a villainous organization primarily interested in turning a profit, to investigate the iron crisis.

Montaron is a skilled thief, and likes few things more than sinking a blade between some shoulder blades.

Xzar and Montaron will not willingly travel without each other at least at first, though this bond is perhaps not that firm.

Bonus: Gains Weapon Finesse as a free perk, and +20 to Hide in Shadows & Move Silently.

Edwin Odesseiron, Red Wizard

LE Human Mage (Conjurer)

Str 9, Dex 10, Con 16, Int 18, Wis 9, Cha 10



Edwin is an egotistical, selfish, power-hungry, conniving, deceitful, and very skilled mage. He considers you, and everyone else, beneath him.

Traveling from Thay, far to the east, he is in the area on his own business. He is amenable to a mutually beneficial relationship, and enjoys collecting arcane knowledge along the way.

As a conjurer, Edwin has a versatile speciality that allows him to conjure both creatures to serve him, and energies to use in a variety of ways.

Bonus: An heirloom amulet (treated as a CP item) that grants an extra mage spell slot of each level that he can cast. Scribe Scroll (100 CP version) for free.

Xan, Greycloak of Evereska

LN Elf Mage (Enchanter)

Str 13, Dex 16, Con 7, Int 17, Wis 14, Cha 16



Xan is a Greycloak of Evereska, an elven enclave to the north east, investigating the troubles of the region.

A skilled enchanter, Xan is also the wielder of a moonblade, a powerful hereditary item passed down through elven generations.

While noble in action, Xan has a very dour and pessimistic outlook on life, regularly grousing and doomsaying about everything from the rocks in the bedroll, to the certain death you’ll be facing tomorrow… and the day after that.

Bonus: Xan has a Moonblade (see Items) bonded to him.

Branwen, Priest of Tempus

N Human Cleric (Battleguard of Tempus)

Str 13, Dex 16, Con 15, Int 9, Wis 16, Cha 13



Originating from Seawolf on the Norheim Isles, Branwen left her home at an early age. There, the priesthood of Tempus, God of Battle, was reserved for men, and yet Branwen felt a calling.

Branwen is a capable battle cleric, with enhancing, healing and protective magic. This supplements her martial skill. As a follower of the God of Battle, she sees value in combat for its own sake. While neutral in outlook, she has a strong sense of honor that will prevent her from bringing battle to defenseless targets.

Bonus: Martial Cleric is 200 CP cheaper to purchase, OR she +200 CP usable for Fighter or Barbarian perks.

Kivan of Shilmista

CG Elf Ranger (Archer)

Str 18, Dex 17, Con 14, Int 10, Wis 14, Cha 8



Kivan is a skilled archer and ranger, hailing from the forests of Shilmista, though he has not been home in some time. He is grim and serious, without much patience for idle talk.

Much of this is due to events a year past, where he and his lifemate, Deheriana, were set upon by brigands. Kivan eventually escaped, but Deheriana was killed by their leader, Tazok.

Driven primarily by revenge, Kivan desires little more than to see Tazok fall.

Bonus: May buy Death Dealer (ranged) for 400 CP (Ranger CP may be used). If Kivan gets the Fighter class, it is instead 300 CP.

Ajantis Ilvastarr, of the Order of the Radiant Heart

LG Human Paladin

Str 17, Dex 13, Con 16, Int 12, Wis 13, Cha 17



Ajantis is a newly-minted Paladin of Helm, and a member of the Order of the Radiant Heart. He is traveling to Baldur's Gate to prove himself against the evils of the region, and bring the sword to bandits.

Hot-headed, he senses evil everywhere and is often quick to jump to conclusions, and has difficulty seeing any shades of gray. Confrontation between him and any evil companions is very likely.

Naivety aside, his skills as a Paladin are valuable. He favors a sword and shield, and heavy armor, making him a valuable bulwark against your foes.

Bonus: Gains The Stench of Evil perk.

Khalid, Mercenary of Beregost

LE Dwarf Fighter

Str 16, Dex 12, Con 20, Int 15, Wis 11, Cha 8



Kagain is a gruff, no-nonsense, money-minded mercenary. He ran his own company before encountering some trouble from the local bandits.

Kagain disapproves of frivolity, and especially empty talk. In spite of this, he's generally capable of putting the goal (and the payday) ahead of any personal grudges.

As a Fighter, Kagain's greatest asset is in his extreme durability, able to absorb huge amounts of damage before falling. He favors an axe and shield.

Bonus: Kagain gains +1 Constitution, and +100 CP in Item stipend.

Safana of Calimport

CN Human Thief

Str 13, Dex 17, Con 10, Int 16, Wis 9, Cha 17



Safana is a flirtatious, beautiful, and shameless rogue, not afraid to use her wiles to achieve what she wants. She has a colorful past, filled with many adventures of questionable veracity, and is always seeking the next big treasure, or thrill.

Safana is a skilled thief and a reasonably good archer, in addition to her utility at, say, charming a guard to let you slip through a gate. She's also clever enough to pick up a bit of arcane magic, should she be inclined in that direction.

Bonus: Gains the Assessing Eye perk.

Shar-Teel Dosan

CE Human Fighter

Str 18, Dex 17, Con 9, Int 14, Wis 7, Cha 11



Shar-Teel hides a traumatic and violent past that has honed her into a deadly warrior, just as it has left her with few feelings of compassion, and even fewer for men in particular.

She respects only strength, especially of the martial variety, and will scorn and belittle any man unable to best her in combat.

Should you be able to work past this, she's a strong and dextrous warrior, able to use dual blades or a bow with equal skill.

Bonus: Gains the Unbreakable! perk.

Garrick of the Dale Wind

CN Human Bard

Str 14, Dex 16, Con 9, Int 13, Wis 14, Cha 15



Garrick is a somewhat naive and idealistic young bard, left at loose ends in the town of Beregost.

He's a good hearted man who values honor and respects those who show such a characteristic, even if he overly romanticizes it at times. His driving goal is to play his music across the land.

As a Bard, he's usually most effective as a support character, buffing the rest of the party with his music, or by casting his arcane spells.

Bonus: Bear Trap Mind, but keyed to Charisma, applied to the arcane magic of the Bard class OR both the Songs for the Road and Potent Music perks.

Coran of Tethir Forest

CG Elf Fighter/Thief

Str 14, Dex 20, Con 12, Int 14, Wis 9, Cha 16



Coran is a roguish flirt of an elf, though not the kind that would take advantage of one who was expecting more than a dalliance. He is an exceptional archer, and a skilled thief.

Coran originally resorted to thievery out of necessity, trying only to steal from those he thought wouldn't miss it. Now driven by the thrill of adventure and payouts, his decency still prevents him from taking objectionable jobs.

Bonus: Coran gains +1 Dexterity, and the Weapon Finesse perk.

Faldorn, Shadow Druid

N Human Druid

Str 12, Dex 15, Con 11, Int 10, Wis 16, Cha 15



Faldorn is a Shadow Druid, a faction of the regional druidic circle willing to take extreme measures to stop the encroachment of civilization on the wilderness.

She is harsh and abrasive toward those who don't share her ideals, but willing to work with anyone who is not destructive toward nature.

As a pure class Druid, Faldorn reaches higher levels of divine magic than any other companion, rivaled only by Branwen.

Bonus: Gains +200 CP for Druid perks if she does **not** take Full Metal Druid.

Yeslick Orothiar

LG Dwarf Fighter/Cleric

Str 15, Dex 12, Con 17, Int 7, Wis 16, Cha 10



Yeslick Orothiar has seen a couple centuries, though this has not dulled his utility as a valuable Cleric-Warrior of Clangeddin Silverbeard.

He is one of the last members of Clan Orothiar, most having been killed in a great flood of their mines and homes many years ago. Now it seems that the mine has been drained, and is being used for some hidden purpose.

Yeslick values honor, tradition, and decency among his companions.

Bonus: Yeslick can cast Dispel Magic several times per day scaling with his level. If he gets the Paladin class, he can 'upgrade' this to A Focused Mission: Inquisitor for 200 CP.

Alora of Iriaebor

CG Halfling Thief

Str 8, Dex 19, Con 12, Int 14, Wis 7, Cha 10



Alora is more or less a thief for the joy of it. She just can't help herself. A shiny thing calls, and she answers.

Unable to content herself with hearth and home as her family wishes, she set out to see the world, getting herself into all sorts of trouble. She often ends up in over her head, but it's worked out… so far. Perhaps thanks to her lucky rabbit's foot.

Alora has a good heart, and while she often takes things that don't technically belong to her, she'd hate to ever think she genuinely hurt someone significantly in doing so.

Bonus: Alora's Rabbit Foot (see Items)

Quayle, Wandering Gnome

CN Gnome Cleric/Mage (Illusionist)

Str 8, Dex 16, Con 11, Int 17, Wis 10, Cha 6



Quayle IS very intelligent, and very knowledgeable about a great many things, but his love of his own voice goes far beyond that. He's always willing to share his wisdom on pretty much any topic.

If you can get past his talkative nature, he is a versatile Cleric/Mage, a devotee of Baravar Cloakshadow, giving him the broadest access to spells of any companion.

He has no particular goals, other than to explore, and share his instruction with all that will listen.

Bonus: Gains 'What's The Word On The… Books? Streets? Either/or?' free.

Skie Silvershield, Heiress

N Human Thief

Str 11, Dex 18, Con 15, Int 15, Wis 8, Cha 13



Skie is the daughter of Entar Silvershield, one of the Grand Duke's of Baldur's Gate (sadly, she does not have easy access to her family's fortune). Her sheltered life has left her somewhat naive to street level knowledge, and susceptible to be taken in by those more worldly.

Skie yearns for life beyond her family's walled compound, and has had many escapades into the rougher parts of the city. She's clever, tough, and exceptionally agile, giving her the foundations of an excellent thief, though she has no need to steal for wealth.

Bonus: +200 CP for Item purchases.

Eldoth Kron, Conman

NE Human Bard

Str 16, Dex 12, Con 15, Int 13, Wis 10, Cha 16



Eldoth is a selfish, scheming bastard. Just as good a poet and singer as he is a manipulator. Charming, for sure, and likely to get along well with someone who doesn't judge him for his activities. Especially if they share in his view that women are to be used. In such a case, he makes a perfectly competent Bard.

Originally from the island kingdom of Ruathym, he came to the Sword Coast at an early age. He trained his music, and his ability to get money from his many lovers. Though quite good at it, it has led him to have to skip town a few times.

Bonus: Gains Roguish Method: Assassin, but only the poison. May upgrade to the full version for 100CP.

Tiax... TIAX!

CE Gnome Cleric/Thief

Str 9, Dex 16, Con 16, Int 10, Wis 13, Cha 9



ALL HAIL TIAX! This gnome is a lunatic. A competent lunatic, but still a lunatic.

A worshiper of Cyric, Tiax shares in a portion of the god's madness, clearly. He will often wax on such topics of what he will do when he rules over all others, and the ruin he will bring down upon them.

He's perfectly willing to use you in his rise to the top, though. And, if you can humor him just a tad, he's a surprisingly resilient little package of thief and cleric.

Bonus: Once per day, Tiax can summon a mindless undead to do his bidding for a few minutes. The undead scales in power with his level. OR Tiax can gain both of his 'background' perks (which have some overlap) for free.

Gorion's Ward

? ? ?

Str ?, Dex ?, Con ?, Int ?, Wis ?, Cha ?



If this were a video game, you'd be *playing* as Gorion's Ward. If you chose the Gorion's Ward background, in a sense you still are.

Otherwise, there's a different Gorion's Ward out there. If you wish to, you can choose them as a companion, and build them from scratch yourself. They get the same CP that any companion would.

If you *don't* want to choose them as a companion, then you still can choose to build them according to legal build rules, with up to 300 CP, just in case you care what kind of Bhaalspawn is out there.

Bonus: Obsessive Clicking and Blood of Bhaal (uses discount) perks.

???

? ? ?

Str ?, Dex ?, Con ?, Int ?, Wis ?, Cha ?



If you want to, you can build a new companion (or two, or three, or…) from scratch. Make a whole custom party, if you wish. They have an established history and reality in this world, and they are their own person, even if you convince them to come with you.

Like other NPCs in this list, they gain 300CP base, 400 CP total with their bonus, and you can upgrade them as other NPCs.

Unlike other NPCs on this list, you can (should) select a background for them; they cannot roll for one randomly.

Bonus: +100 CP (yes, this is inferior to other companions)

Enhanced Edition Companions

These four companions are only present in the Enhanced Edition of the game, and only options if you have selected the Enhanced Edition toggle option. They otherwise follow all the same rules as the companions above.

Neera of the High Forest

CN Half-Elf Wild Mage

Str 11, Dex 17, Con 14, Int 17, Wis 10, Cha 11



Neera is a bit flighty, a bit cheerful, a bit capricious. She has a bit of manic pixie dream girl energy about her, and a haunted past (of course).

Neera is a wild mage, whose power is enhanced by some inner connection to wild magic. This grants her the ability to cast more spells than normal, but every time she does cast a spell there is a 5% chance something bizarre will occur, positive or negative. She can also take big risks with wild magic to cast far more of her powerful spells than usual.

Bonus: Twice per day, when a Wild Surge results in an undesirable effect, Neera can effectively “re-roll”.

Rasaad yn Bashir

LG Human Monk (Order of the Sun Soul)

Str 16, Dex 16, Con 14, Int 11, Wis 14, Cha 14



Rasaad is a serious but noble monk, here seeking the trail of those who have destroyed many members of the Order of the Sun Soul, of which he is a part. He mourns for his lost older brother, Gamaz; the two were each other's only family growing up.

As a monk, Rasaad is not amazing at any one thing at first, but can grow into a powerhouse able to confound enemies with nearly impenetrable defenses.

Bonus: Gains Soul of Discipline and Divine Grace as bonus perks.

Baeloth Barrityl

CE Drow Sorcerer

Str 12, Dex 14, Con 16, Int 19, Wis 12, Cha 16



Baeloth styles himself “The Entertainer”, and one of the best showmen to have ever lived. He also figures himself to be one of the top five spellcasters in all the realms, which is certainly not true.

That being said, he’s competent for what he does, having a high number of mastered spells for a Sorcerer.

He is essentially a narcissist, and always on the lookout for the next opportunity to show his greatness.

Bonus*: As long as his race is Drow, Aspect of Drow is free for him (instead of 200 CP), and grants him +1 Intelligence instead of +1 Dexterity.

Dorn Il-Khan

NE Half-Orc Paladin (Blackguard)

Str 19, Dex 16, Con 14, Int 10, Wis 15, Cha 16



Dorn Il-Khan has a black heart. A twisted mirror of a Paladin, he is a servant of the demon Ur-Gothoz who grants him many fell abilities making him a fearsome warrior. He is in the area to seek his vengeance on some who have wronged him.

In spite of his dark nature, he’s quite capable of working well with those able to tolerate his demonic connections, and provides much utility to any party willing to have him.

Bonus: Gains A Code of My Own and Divine Grace as bonus perks.

*This version of Baeloth *is* nerfed from the one in the game, without his many bonuses and starting equipment. This is because the game version is an intentionally overpowered “easter egg” character, more or less. If you prefer, you can give up the 300 CP that he would gain as a companion to get all his in-game bonuses: +1 spell cast per level, +3 spells known of each spell level 1-3, and a Robe of the Evil Archmagi

Siege of Dragonspear Companions

These four companions are only present in Siege of Dragonspear, and only options if you have selected the Siege of Dragonspear toggle, at least in part.

If any of these companions qualify as ‘fated to meet’ for you, then you will meet them *far* earlier than you otherwise would, during the events of Baldur’s Gate 1, rather than waiting until the events of Siege of Dragonspear. They otherwise follow all the same rules as the companions above.

M’Khiin Grubdoubler

N Goblin Shaman

Str 10, Dex 16, Con 15, Int 14, Wis 17, Cha 12



M’Khiin’s goblin tribe was a vicious and brutal one. As a shaman, she commanded some degree of respect, but her abilities also brought her a maturity the other goblins lacked. She wanted desperately to escape from the cruelty of her life, but the other goblins valued her too much to let her go.

One night, when the rest of the tribe had stuffed themselves full of raw meat and fallen into a post-meal stupor, she seized the opportunity to creep away.

Bonus: Gains Master of the Spirits, but it always summons spectral goblins (they do scale in power). For 100 CP, she can ‘upgrade’ to the full version of Master of the Spirits.

Voghiln the Mighty

NG Human Bard (Skald)

Str 18, Dex 16, Con 16, Int 14, Wis 10, Cha 15



When asked about his past, Voghiln speaks at length of his travels in the North. Originally from Luskan, Voghiln felt the call of adventure and set out on a journey to the Spine of the World.

For the next few years, he traveled among the northernmost countries, including Vaasa and the Silver Marches, building up his repertoire and his reputation as a skald.

Despite his fondness for drink and his propensity for chasing skirts, Voghiln is a brave and talented companion.

Bonus: Battlebard costs only 200 CP. For an additional 100 CP, it allows Voghiln to wear medium armor without disrupting Bard spellcasting.

Schael Corwin

LG Human Ranger (Archer)

Str 18, Dex 15, Con 14, Int 12, Wis 14, Cha 14



When asked about her past, Schael Corwin reluctantly admits she ran wild as a child on the streets of Baldur's Gate. Her rebelliousness soon got her into trouble with the Flaming Fist.

When she was eventually freed, she decided to change the direction of her life. She enlisted in the Flaming Fist and rose quickly through the ranks.

You sense there is little she would not do for her family or for the Flaming Fist.

Bonus: Corwin’s Bow (see Items)

Glint Gardnersonson

NG Gnome Cleric/Thief

Str 13, Dex 17, Con 16, Int 14, Wis 16, Cha 13



When asked about his past, he tends to use three words where one will do and constantly breaks off on tangents as he speaks. Eventually, you learn that he comes from a large family and has always been seen as something of a troublemaker.

He gained his nickname, "Three-Eyes," when his exasperated mother exclaimed that she needed three eyes to keep watch on him. Glint happily expounds on his many adventures since leaving home; it's difficult to tell where reality ends and exaggeration begins.

Bonus: Roguish Radar perk for free.

Items

Most items here are versions of those found in the world of Baldur's Gate, though some have been tweaked slightly for balance against other choices. Items from EE and SoD are included here as well; you may select them even if you did not toggle on that content. CP purchased items are, of course, likely to be more effective than the in-setting equivalent against effects from other settings. They are slowly self-repairing if not destroyed, and will not be casually lost (but could be stolen). They will return to you at the start of each jump if they are destroyed or stolen.

Items will not be recognized by others as being the same as in-setting items, unless you wish them to be. Items purchased by companions only function for them. For cursed items, this means that the companion is considered the 'master' of that item, and they decide who can or can't remove it.

CP-purchased items ignore class, race or alignment restrictions, but not physical requirements or impositions. For instance, you still need 18 strength to use a Composite Longbow, and you still can't cast arcane magic in armor. These items can be 'melded' with an existing item that you have (but not each other), even if you do not have an ability to do so. Finally, a few are simply better in some way, as noted in the description.

You get **+300 CP** that must be used in this section. Many options are divided into categories, such as "Tier 2 Weapon". Each time you purchase that category, you may make one selection. There's no limit to how many times you may purchase a given category.

Numerical bonuses for items are provided for each of comparing their relative power; it's not required that you think of their bonuses in dice-roll terms. Note that lower armor class (AC) is *better*, so -1 AC is a *good* thing. "+1 to saves" makes you more able to resist hostile effects. See Appendix for more.

General

Full set of Quality Gear (50) - Includes a full set of mundane armor, all necessary traveling gear, enough gold for several weeks in an inn, and two or three weapons plus necessary ammo. Any mundane armor but full plate is permitted. Or, upgrade to full-plate for an additional 50 CP.

Coin Purse of Comfort (50) - This unassuming pouch, with many protections against being lost or stolen, will refill with 10 gold pieces per day if there is less than that inside. (You do not need to spend it for it to refill, just move it elsewhere). This is enough to live in comfort in fairly nice inns of a city, but it would take a long time to buy anything of potency (For context, a +1 magic sword is one or two thousand gold pieces). While the pouch itself is protected, the gold it produces is just regular, in-setting gold. In other settings, it instead creates enough local currency for a similar level of mundane comfort.

Wizard Scrolls (50) - You have a collection of scrolls of levels one through five, five of each level. If used, they are only restored at the start of each jump. Their main function is allowing you to easily acquire this set of spells for your spellbook; if desired, they are automatically written into said book. Note that a Mage or similar still needs to be able to cast the appropriate level of spell, even if it is in their book, so this does not allow 'early access'.

Unloseable, Unlimited Spellbook (100) - A mage's spellbook is his lifeline. Without it, you're fucked. This version is just as the name says. You'll never run out of room, it's undamageable, and if stolen or lost can be summoned back to your side with a thought.

Potion or Scroll Case (50) - A potion or scroll case that can easily store 100 potions or 100 scrolls. Potions/scrolls are weightless while inside of the case. The contents cannot be broken or damaged while inside, and the one you want is easily retrieved. It has protections against being lost or stolen.

Bag of Holding (200) - This version of a bag of holding is impervious to damage, and can hold a thousand pounds of equipment, without changing in weight at all. Desired items are immediately retrievable.

Weapons

A weapon's bonus (+1, +2, etc) provides that bonus to the rolls made to hit, the damage roll, and the speed factor of the weapon. Some creatures can only be harmed by magical weapons, and a few very rare, extremely powerful creatures require +2 or +3 weapons to deal them harm. For ranged weapons, it is the ammunition, not the launcher, that needs to be magical to harm such creatures.

Translating this effect into non-gamey language, a "+1" weapon represents a minor enchantment that slightly improves your chances of striking an enemy, slightly increases the damage you do to them, and increases your reaction time with the weapon just a bit. +1 weapons aren't exactly *common*, but an experienced adventurer is likely to have one of them, and they are certainly obtainable in any decently sized commercial center.

A "+2" weapon is a more significant enchantment, and much rarer, with the same effects as the +1 weapon just amplified. Such a weapon is likely to be the prized possession of all but the most powerful adventurers, and you never assume you'll be able to find a +2 variety of any given weapon in a shop.

A "+3" weapon is almost always a unique weapon with a specific history to it. This is the kind of weapon a warrior-king wields.

Tier 1 Weapon (50) - A magical weapon, or a set of ammunition (25 pieces, that refills once per day if used), with just a +1 bonus.

Tier 2 Weapon (100)

- *Backwacker* - This +2 Club has a chance to knock a target unconscious when used to backstab with.
- *Crimson Dawn* - This +2 Katana has an extra 5% chance of dealing a critical hit.
- *Deadeye* - This +2 longbow can, once per day, have an enormous boost to accuracy for one shot that you make.
- *Eagle Bow* - This +2 shortbow has the same range for shots as a longbow.
- *Elements Fury* - This +2 dagger deals one extra point of elemental damage (fire, cold, acid or electrical, chosen randomly) each hit.
- *Firefly* - This +2 sling deals +1 fire damage.
- *Light Crossbow of Speed / The Army Scythe* - This Light crossbow +1 fires much more rapidly than another of its kind, though in truth this only brings it up to par with a shortbow or longbow in skilled hands. Still, for those less skilled as warriors, this can be a potent ranged weapon.
- *Heavy Crossbow of Accuracy* - Though slow to load, this crossbow has a massive +5 bonus to hit targets, though only a modest damage bonus.
- *Root of the Problem* - This club appears to be the root of a very old oak tree, and is a potent druidic symbol. It acts as a +1 club when used against humanoids or natural creatures, but a +3 club when used against unnatural creatures and supernatural beings.
- *Spell Breaker* - This +2 Longsword grants a 2 point improvement to your saves against spells.
- *Sword of Ruin* - This +2 Greatsword has an extra 5% chance of dealing a critical hit.
- *The Stupifier* - This +1 mace has a 10% chance of stunning a target for several moments on a hit; powerful targets may be able to resist.
- *Varscona* - This is a +2 longsword that also deals one extra point of cold damage with every hit.
- Any +2 - A magical weapon with just a +2 bonus, and no other enchantment. There are a large number of such weapons throughout the sword coast, most with a name and a history. You may also add one other minor enchantment: 1 point of one type of elemental damage, 5% increase in critical hit chance, +2 to one type of save, +1 to all saves, or -1 to armor class.





Tier 3 Weapon (200)

- *Bala's Axe, Wizard Slayer* - Upon successfully hitting (damage is not necessary) a target, this +1 Battleaxe has a high chance of affecting the target with a condition which gives them an 80% chance to fail at casting each spell. This effect lasts for two minutes. The more powerful the target, the more likely they are to resist the effect, but they must resist it *every time* they are hit.
- *Chill Axe +2* - This +2 Battleaxe deals an additional +1 in cold damage, and increases the wielder's Strength by 1.
- *Corwin's Bow* - This +2 Composite Longbow increases the wielder's Dexterity by 1, and has a 10% chance to entangle struck targets.
- *Dagger of Venom* - This +2 Dagger injects a potent poison into targets that it damages if they fail to resist the effect. This ultimately deals twice as much in poison damage as the original strike!
- *Dervish Crescent* - This +2 Scimitar deals +1 fire damage, increases your speed by 1 (about 12%), and each time it kills a foe there is a 10% chance the wielder will be affected by the *fireshield (red)* spell.
- *Echo of the Fiend* - This +3 Quarterstaff has a 5% chance per hit of casting *sunfire* centered on the wielder. Watch out for friendly fire.
- *Fractal Blade* - This +3 shortsword has a 50% chance per hit of dispelling all illusion magic on the target.
- *Glimmer of Hope* - This +2 Mace increases the Wisdom of the wielder (1 point), and allows them to cast '*bless*' (a 1st level Cleric spell) at will.
- *Icingdeath* - This +3 Scimitar that also grants strong resistance (50%) to fire damage. Drizzt Do'Urden carries such a blade, along with Twinkle.
- *Rhyte's Last Arrow* - This +3 throwing axe returns to its wielder's hand after striking, and scores a critical hit an additional 5% of hits.
- *Soulherder's Staff* - This +2 quarterstaff increases magic resistance by 15%, and any spirits summoned by the wielder have +1 Strength.
- *Spider's Bane* - This +2 greatsword grants its wielder *free action*, which makes them functionally immune to magic that impedes movement, such as *hold*, *web*, or paralyzation effects. Unlike the native version, this only prevents *negative* effects, rather than preventing things like *haste*.
- *Staff of Striking* - This powerful staff is modeled after those crafted by the elves of Evermeet. The staff is a +3 Quarterstaff, but three times per day (when desired) will deal twice the normal damage on a successful strike.
- *Stormpike* - This +2 Halberd deals one point of electrical damage with each strike, and has a chance of stunning each damaged target.
- *Sundermaul* - This +3 Warhammer has a chance to break even enchanted armor, leaving rents and gaps that make the target easier to strike.
- *Tongue of Acid* - This +3 longsword deals an additional 1-3 acid damage with every strike.
- *The World's Edge* - This is a potent +3 greatsword once owned by Durlag Trollslayer. When you are completely surrounded by enemies (in melee with you), it deals double its base weapon damage.
- *Twinkle* - This +3 Scimitar also helps deflect blows (-1 AC), making you harder to hit.
- *Voidsword* - This +3 Longsword has no physical blade, but blackness, and bonuses from high Strength do not apply to it. A target struck by this blade must resist each time or have 1 point of Strength drained.

Tier 4 Weapon (300)

- *Aster's Edge* - This +3 longsword deals extra damage to fiends (+2), and grants 30% magic resistance to the wielder. You may also select a battleaxe, dagger, short sword, or bastard sword version of this weapon.
- *Astral Longbow +2* - This +2 (Composite) Longbow is +4 against evil targets. On a critical hit the target is rendered unconscious for one round. You may also select a composite longbow, or crossbow version of this weapon.
- *Blazing Glory* - This +3 Morning star deals an additional +1 in fire damage, and makes the wielder immune to fatigue. On each hit, there is a 10% chance of a *chant* spell being cast, centered on the wielder. You may also select a warhammer or mace version of this weapon.
- *Moonblade* - This +3 longsword burns with a visible magical blue flame that does not harm its user. It grants its wielder strong (50%) elemental resistance to either fire, or another elemental damage of your choice, and also helps protect the wielder (-1 AC, +1 to saves). You may also select a scimitar or shortsword version of this weapon. Additionally, the one bonded to this is automatically proficient (at the base level) in its use.
- *Sword of Chaos* - This +3 greatsword, a version of that wielded by Sarevok, steals a bit of life (1-4) from the target with every hit, giving it to the wielder. This will not heal the wielder beyond maximum health. You may also select a greataxe, halberd, or spear version of this weapon.

Ammunition

Each ammunition purchase is either arrows, throwing axes, throwing daggers, sling bullets, or crossbow bolts, chosen when you purchase. Ammunition loses its enchantment after being used once, even if the item is recovered. The options that are 25 pieces refill daily if used. They can be shared among allies, but only the pieces that are used to make an attack (thus losing their enchantment) are replaced. The unlimited supply quivers/bags produce one unit at a time, producing it as you need it to make your attack, and so cannot be effectively shared.

Tier 1 Ammunition (50)

- 25x magical ammunition with a +1 enchantment
- A quiver or bag producing an unlimited supply of ammunition. It counts as magical, but offers no bonus on attack or damage.

Tier 2 Ammunition (100)

- 25x magical ammunition with one of the following properties: +2 enchantment; +1 & +1d3 fire damage; +1 & +1d3 ice damage; +1 & +1d3 acid damage; +1 & 1d3 electrical damage. You *may* mix and match when you make this purchase, but once chosen you can't later change it.
- A quiver or bag producing an unlimited supply of +1 magical ammunition.

Tier 3 Ammunition (200)

- 25x magical ammunition with a +3 enchantment and "void": 1 point of Strength damage to the target if they do not resist.
- A quiver or bag producing an unlimited supply of magical arrows, bullets, or crossbow bolts (choose one), but only one at a time as used. Each time one is drawn, choose from any of the enchantment types under the Tier 2 Ammunition list.

Armor & Robes

Body armor or robes usually grant a "base AC" that can be improved via other methods. The bonus on armor (+1, +2, etc.) improves (lowers) this base AC. A *lower* AC is better, with 10 representing completely unarmored. The base AC of options is provided below for each of comparison

Tier 1 Armor (50) - Any armor with just a +1 bonus, other than full-plate. Or, mundane full-plate armor.

Tier 2 Armor (100)

- *Ankheg Plate Mail* - (AC 2) This is expertly formed from the chitin of the wild ankheg. It provides the same protection as +1 plate mail, but it is much lighter (treat as 'medium'), non-magical, easier to move in, and can be worn by druids (who cannot wear metal armor).
- *Bloody Bone Plate* - (AC 1) This platemail makes the wearer immune to backstab damage.
- *Elven Chain* - (AC 4) This chainmail is specially enchanted to not disrupt the spellcasting of arcane casters.
- *Full-plate +1* - (AC 0) While a lower enchantment level than others on this list, full-plate is far and away the best base armor for a melee warrior to wear, making this superior to +2 varieties of other armor for sheer physical protection .
- *Jegg's Leathers* - (AC 5) This leather armor provides 20% resistance to fire and cold damage, and increases comfort in hot or cold temperatures.
- Other +2: Any armor type, other than full-plate, with a +2 bonus, and one other minor enchantment: +1 to saves, 20% resistance to one specific damage type, or +5 hit points.

Tier 3 Armor (200) - The best armor you are likely to run across in your adventures in Baldur's Gate.

- *Commander's Chain Mail* - (AC 2) This chainmail grants +1 to Charisma, and allies within 100 feet are immune to fear and morale failure.
- *Daeros's Full Plate* - (AC 0) Full-plate made to fight fire-breathing dragons, granting 40% fire resistance and +2 to saves v. breath weapons.
- *Dragonscale Armor* - (AC 3) Crafted from the scales of dragons, this light armor grants immunity to poison.
- *Enchanted Mithral Chain* - (AC 1) This fine, light chainmail provides as much protection as (mundane) full plate armor, but its lightness allows weaker characters to wear it, and allows the use of thieving abilities with no penalty. An ideal choice for a fighter/thief. Counts as 'light' armor.
- *Full-Plate +2* - (AC -1) The best armor for pure, physical protection from strikes.
- *Ghostdreamer's Robe* - (AC 5) These robes provide a small improvement in casting speed, and a *vocalize* effect, to cast spells in silence.
- *Mail of the Hallowed Hero* - (AC 3) This enchanted chain provides as much protection as mundane regular plate mail, but grants an ongoing *protection from evil* effect, and protection from poison and disease.
- *Rhino Beetle Plate +2* - (AC 1) This plate mail offers the same protection of mundane full-plate, but is far lighter and easier to move in (treat as 'medium'), and gives 25% resistance to missile damage.
- *Robe of the Archmagi* - (AC 3) A powerful garment for mages. Its base physical protection is as strong as wearing regular plate mail, though it of course allows unrestricted spellcasting and has no strength requirement. It also provides a small bonus (+1) to saving throws.
- *Shadow Armor* - (AC 4) This studded leather provides a huge boost to the wearer's ability to hide effectively, drawing the very shadows surrounding them to conceal them from view.





Shields, Helmets & Ioun Stones

Different sizes of shield provide bonuses against different types of attacks, lowering effective AC against those attacks. Buckler (1 v slashing/crushing), Small (1 v all but missiles), Medium (1 v all), Large (1 v all, additional 1 v missiles). The bonus on any shields (+1, +2, etc.) enhances all of these values, even ones the base shield provides no protection against. So, a +1 small shield would grant -2 AC against a sword, and -1 AC against an arrow. Larger shields are of course more unwieldy. Helmets do not, baseline, make it harder to be hit, but they do reduce your chances of taking critical amounts of damage. Ioun Stones are magical stones that circle the head, using the same "slot" as helms. Enchanted helms & Ioun Stones have a variety of effects.

Tier 1 Helm or Shield (50) - Any shield or helmet with just -1 AC OR +1 to saves.

Tier 2 Helm or Shield (100)

- *Blood Red Ioun Stone* - This stone grants +1 Dexterity, and an improvement in weapon reaction time.
- *Headband of Focus* - This band, intended for Monks, grants a +2 bonus to unarmed attack rolls, increases critical hit chance of such attacks by 5%, and lets the wearer cast *draw upon holy might* once per day.
- *Helm of Dumathoin* - This helm grants you a minor (5%) reduction in physical damage taken, and increases your Constitution by 1.
- *Helm of Glory* - This helm helps to deflect hits against you (-1 AC), and increases your Charisma by 1.
- *Helm of Unwavering Purpose* - This helm grants -1 AC, and immunity to *confusion* and similar effects.
- *Kiel's Buckler* - This unassuming buckler of Kiel the Legion Killer has a +1 bonus and additionally increases Dexterity by 1.
- *Kiel's Helmet* - This helmet boosts your morale, and makes you immune to panic and fear effects.
- *Purification Ioun Stone* - Immunity to poison and disease, and allows the wearer to cast *neutralize poison* and *cure disease* once per day each.
- *Shield of Egons* - This +2 medium shield increases your effective level by 1 for turning undead.
- *Shield of the Falling Stars* - This large shield +1 provides an additional +3 bonus against missile attacks.
- Other +2: Any shield with just a +2 bonus, and no other enchantment. Or, a shield or helm providing a one point improvement to AC and saves.

Tier 3 Helm or Shield (200) - The best you are likely to run across in your adventures in Baldur's Gate.

- *Buckler of the Fist* - This +2 buckler makes its wielder immune to *hold person* and magical paralyzation effects.
- *Circlet of the Cynosure* - This circlet provides no numerical bonuses, but grants near-immunity to fear, charm, and paralyzation effects.
- *Dragonscale Shield* - Crafted from the scales of dragons, this functions as a +3 medium shield that also grants +3 to saves v. death.
- *Helm of Balduran* - This copy of the historical relic grants a well-rounded set of moderate bonuses, giving -1 AC, +1 saves, +1 to your attack rolls, and a moderate boost to your health (+5 or +5% to hit points, whichever is greater).
- *Helm of Defense* - The well-rounded defensive enchantments on this helm are focused on protecting the wearer from more magic and more exotic attacks. It grants +1 to saves, and 20% resistance to fire, cold, electrical, and acid damage.
- *Trollblood Ioun Stone* - This user of this stone regenerates 5 hit points per minute.
- *Rhino Beetle Shield* - This +2 medium shield grants an additional +2 v missiles, and 25% missile damage resistance.
- *Solar Aegis* - This +2 medium shield grants 25% fire resistance and +1 Constitution.

Protective Accessories

Tier 2 Protective Accessories (100)

- *Amulet, Ring, or Cloak of Protection +1* - This item provides a small bonus to your ability to avoid blows, and your ability to resist all hostile effects.
- *Boots of the North / The Frost's Embrace* - These boots grant significant resistance to cold damage.
- *Boots of Avoidance / Senses of the Cat* - These boots make it much harder to hit you with any ranged attack.
- *Boots of Grounding / Talos's Gift* - These boots grant significant resistance to electrical damage.
- *Bracers of Armor* - These create a field of deflection providing as much protection as chain armor (AC 5), but do not impede movement in any way.
- *Girdle of Bluntness / Destroyer of the Hills* - This belt makes it much harder to hit you with crushing and blunt weapons, including sling stones.
- *Girdle of Piercing / Elves' Bane* - This belt makes it much harder to hit you with piercing weapons, including arrows.
- *Golden Girdle / Golden Girdle of Urnst* - This belt makes it much harder to hit you with slashing weapons.
- *Greenstone Amulet* - 1/day, you can consciously activate this amulet to grant immunity to charm, confusion, fear, domination, ESP, detect alignment, hold, stun, psionics, sleep and feeblemind for one minute. Unlike the base version, you may also set it to activate automatically the first time per day you would be affected by a subset of those effects that you indicate.
- *Moonlight Walkers* - These fine boots, intended for a monk, allow you to dodge blows more easily, but only when unarmored.
- *Ring of Fire Resistance / Batalista's Passport* - This powerful ring grants significant resistance to fire damage.
- *Ring of The Crusade* - This ring grants a one point bonus to AC and saves, which increases to three against demons and devils.
- *Shield Amulet* - 3/day, you can activate this amulet to place a *shield* effect on yourself for ten minutes. This provides protection as strong as Splint Mail, and gives you an additional protection against missile attacks.

Tier 3 Protective Accessories (200)

- *Amulet, Ring, or Cloak of Protection +2* - This provides a moderate bonus to your ability to avoid blows, and your ability to resist all hostile effects.
- *Cloak of Balduran* - This legendary item provides a small bonus to your ability to resist all hostile effects, and a moderate resistance to all magic.
- *Cloak of Displacement* - This shifts your image to observers, making you *very* hard to hit with ranged attacks, and a bit harder to hit in melee.
- *Ring of Free Action / Edventar's Gift* - This potent ring provides functional immunity from magic that impedes movement, such as *hold*, *web*, or paralyzation effects. Unlike the native version, this only prevents *negative* effects, rather than preventing things like *haste* from working as well.
- *Ring of Purity* - This ring grants the effects of a *chant* spell (not stacking with the spell), +10/+10% hit points (whichever is better), and a 2 point bonus to armor and saves against versus evil creatures or effects.

Tier 2 Miscellaneous Accessories (100)

- *Algernon's Cloak* - This cloak makes the wearer a bit more charming with a small Charisma boost, and grants the ability to use *charm creature* 1/day. Creatures as powerful as the wearer are more likely to resist it, while weaker creatures are more susceptible.
- *Amulet of Whispers* - The wearer gains an ongoing *vocalize* effect, allowing them to cast spells without verbal components.
- *Archer's Eyes* - This amulet grants +1 Dexterity, and a 5% increase in critical hit chance for ranged attacks.
- *Belt of the Cunning Rogue* - This grants +20% to Find/Disarm Traps, Open Locks, and Set Traps.
- *Belt of the Skillful Blade* - This grants a two point improvement in attacks with the off-hand weapon (making it the equal of the main hand).
- *Boots of Stealth / Worn Whispers* - These boots make your footsteps completely silent, greatly increasing your ability to move silently.
- *Bracers of Archery* - These bracers give you a moderate boost (+2) to the accuracy of your ranged attacks.
- *Cloak of the Wolf* - This cloak grants the wearer the ability to take the form of a standard wolf at will.
- *Cloak of Minor Arcana* - This cloak grants +1 caster level for arcane magic, and grants a small amount of insight into the working of magic.
- *Cloverleaf* - This belt grants an ongoing +1 bonus to Luck.
- *Gauntlets of Weapon Expertise* - These braces give you a small boost to the accuracy and damage of your melee weapons.
- *Glimmering Bands* - These bracers give you a moderate boost to the accuracy of your unarmed strikes.
- *Locket of Embracing* - This increases the caster level of clerics and paladins by 1, and lets them cast two more 1st level spells.
- *Lon's Amulet* - This grants an ongoing *bless* effect (not stacking with the spell), along with +1 to Wisdom.
- *Medal of Valor* - This amulet grants +2 to attack rolls.
- *Modron Heart* - This improves your attack rolls, damage, and armor class by 2, but only against Chaotic foes.
- *Ring of Holiness / Honorary Ring of Sune* - This grants one extra spell slot per day for each spell level for divine casters (Cleric, Druid, Shaman, Ranger, Paladin), as long as they can cast at least one spell of that level.
- *Ring of Invisibility / Sandthief's Ring* - 1/day, you can instantly gain an *invisibility* effect yourself, per the spell. The effect ends once you've made an attack or other hostile action, or cast a spell, but otherwise lasts all day. This version of *invisibility* is a bit harder to dispel or see through as compared to the standard spell.
- *Ring of Infravision / Topsider's Crutch* - You gain infravision out to 120 ft. when wearing this item, allowing you to clearly see the form of living creatures, and some other ones, in the dark. You can also create a magical *light* effect, as bright as a torch, at will.
- *Ring of Wizardry / Evermemory* - This doubles the number of slots available for 1st and 2nd level spells for any arcane caster.
- *Slippery Feet* - These boots grant immunity to *grease*, *web*, *entangle*, and similar effects which restrict movement. (But not *hold* or *paralysis*).

Tier 3 Miscellaneous Accessories (200)

- *Boots of Speed / Paws of the Cheetah* - These boots make the wearer run incredibly fast, doubling their base movement speed. (Monks, e.g., would have their base speed doubled before adding movement speed increases from their class).
- *Bracers of the Shuttered Lid* - +2 to attack rolls with unarmed attacks, immunity to blindness, on a critical hit the target is blinded for 2 rounds.
- *Brawling Hands* - These fine armbands increase Dexterity significantly (6 points), to a maximum of 19.
- *Cloak of Nondetection / Whispers of Silence* - This simple looking cloak makes the wearer undetectable by all forms of divination magic.
- *Gauntlets of Ogre Power* - These powerful gauntlets increase Strength significantly (6 points), to a maximum of 19.
- *Gloves of the Stalker* - These gloves grant +1 Dexterity, +20% to Hide/Move Silently, and a +1 increase to Backstab multiplier.
- *Rabbit's Foot* - This lucky charm is the real deal, granting a powerful Luck effect (+2 Luck). Essentially, this makes poor outcomes of any action less likely, though it does not increase the best possible outcome. It can be worn as an amulet, or wrapped around the wrist.
- *Ring of Regeneration* - This ring restores 1 hit point every round if you are not dead, essentially obsoleting out-of-combat healing for the wearer, though it takes one hour after donning it to begin working.
- *Sable Cloak* - This cloak grants significant resistance to cold damage, and immunity to *slow* effects.
- *The Gift* - This amulet grants immunity to fatigue, +10 or +10% hit points (whichever is higher), and +1 to either Wisdom, Charisma, or Intelligence.





Potions & Other

Refilling Potions (50) - Pick one option. All potions refill once daily if consumed, and will not break or be casually lost.

- *3x Potion of Healing* - A set of three lesser healing potions. They may be split up among allies if desired.
- *Oil of Speed* - If splashed over yourself, for one minute you are dramatically sped up, able to make more attacks, and to run much faster.
- *Potion of Invisibility* - If consumed, you gain the effects of a standard *invisibility* spell.
- *Elixir of Health* - A bit more potent than a healing potion, this elixir also cures poisons and disease.
- *Potion of Might* - Sets your Strength to 19, or +1 Strength if already 19 or higher, for ten minutes.
- *Potion of Fortitude* - Sets your Constitution to 19, or +1 Constitution if already 19 or higher, for ten minutes.
- *Potion of Agility* - Sets your Dexterity to 19, or +1 Dexterity if already 19 or higher, for ten minutes.
- *Potion of Fire Resistance* - Grants 50% resistance to fire damage for ten minutes.
- *Potion of Cold Resistance* - Grants 50% resistance to cold damage for ten minutes.
- *Potion of Lightning Resistance* - Grants 50% resistance to lightning damage for ten minutes.
- *Potion of Fire Breath* - Immediately after drinking, belch out a short-range, powerful burst of flame. (6d10 damage base, in game terms).

Recharging Wands (100) - Pick one option. Wands recharge once daily, to a number of charges equal to the owner's highest class level. This unusual charging limit is used so that they are not too overpowered at level 1, or too obsolete at high levels. They will not break or be casually lost. The effects function identically to the in-game version of the wands, except where the description says otherwise, usually allowing the target to resist (v wands) for half damage, or avoid the effect.

- *Wand of Fire* - Creates either a fireball dealing 5d6+6 damage in a 15 foot radius, or a single target blast of fire dealing 6d6+6 damage.
- *Wand of Frost* - Deals 8d6 frost damage to one enemy.
- *Wand of Lightning* - Deals 6d6 lightning damage to all creatures in the bolt's path
- *Wand of Magic Missiles* - Each use launches five missiles at a target dealing a total of 5d4+5 damage. While weaker than some other damage effects here, this attack is very hard to block or resist, except with specific magic (most notably a *shield* spell).
- *Wand of Monster Summoning* - Summons 12 "hit dice" worth of monsters to fight for you; no single monster will be more than 4 hit die. While the selection is random, a Dire Wolf, Gnoll Elite, or Hobgoblin Elite are 4 "hit dice" each, as examples, so the wand might summon 3 Dire Wolves.
- *Wand of Polymorph* - Turns the target into a squirrel (or similar harmless creature) for one minute. If they resist there is no effect.
- *Wand of The Heavens* - Calls a divine flamestrike, dealing 8d6 holy fire damage to one target.

Golden Pantaloons (50) - Pantaloons of a quality heretofore unseen by the eyes of either man or beast. Dynamic styling and comfort that cradles, cuddles and coddles. Seduce your thighs, cajole your calves; enjoy Golden Pantaloons... TODAY! Trousers you would be proud to take home to mother, if mother rode fast and fought hard. Mechanically, provides +1 Charisma when worn. They may be the key to something even greater, if carried forward…

"Cursed" Items

These 'cursed' items cannot be easily removed. Ones purchased here can easily be removed by the purchaser, or those the purchaser designates. Companions may spend no more than 100 CP on cursed items.

Helm of Opposite Alignment (100; 200 for a set of three) - This helmet, which can take the form of any headgear, implements a magical form of mind control and/or brainwashing that dramatically inverts the ethical and moral outlook of the wearer. A Good being will become Evil, and vice versa. A Lawful being will become Chaotic, and vice versa. Only for the most balanced of Neutral characters will there be no effect.

Girdle of Masculinity/Femininity (50, 100 for a set of three) - This belt, which can take any form, magically inverts the sex of the wearer, turning man to woman, and woman to man. As in the game, it does not alter their sexual or romantic preferences.

Cursed Rings (100) - "The Discipliner", a ring that sets Intelligence and Wisdom to 3 (complete imbecile), and "Jester's Folly", a ring that makes the wearer incredibly clumsy, including making it very hard for them to use magic. These would be useful to trick an enemy into wearing…

Acquiring Magic Items In World

As you explore this world, you are likely to gain many magical items through the process of adventuring (and looting). These items are not much different, if at all, from the ones purchased here. Acquiring these items is *not* a CP-granted effect, or a mandated limit, but here is a chart *suggesting* some possible CP values for what you may have acquired naturally by a certain level of experience, assuming items are shared equally among a party, if any. (Jumpers working solo will of course get all the treasure, but they're also reaching these EXP thresholds much faster, so it somewhat balances out).

EXP	2.5k	5k	10k	20k	40k	80k	160k	320k	600k	1M
CP Value	0	50	100	200	300	500	700	900	1200	1500

As an example, at 20,000 experience, you may have naturally acquired a +1 sword (50), +1 chainmail (50), and an amulet of protection +1 (100). This is on top of things you would have reasonably 'consumed' to this point, such as used potions, and scrolls mages would have consumed in copying them to their spellbooks.

Now, in addition to any items you directly *purchase* from the Items section, you are granted 1000 CP of 'credit' which can be used to 'improve' any items that you *acquire* yourself into their "CP" form (self-repairing, etc.) To be clear, you must acquire the items on your own *first*, and some of the items are unique in the world and not easily gotten.

If you acquire an item in-world that is *not* on the lists above, if it is *clearly, no question* no more powerful than another item that is on one of the lists, then you can treat it as having the same CP value as that matching item, and 'improve' it using this credit.

You may apply this to items as you acquire them if you wish, but once done it is permanent, and you cannot "switch" which items you selected.

A few items do not have any clear in-setting equivalent. For refilling potions, you must have ten of the regular potion to "become" one refilling potion, or five wands for a recharging one. For 25 daily refilling ammunition items, you must have 250 pieces of the ammunition. For infinite ammunition items, you must have 1000 pieces. For the Spellbook, any type of magically enhanced spellbook will do. For the Coin Purse of Comfort, 3000 gold is needed.

Drawbacks

You cannot receive more than +1000 CP from drawbacks, but the first section does not count against that limit.
Drawbacks can never invalidate or make other drawbacks easier. Companions may not choose drawbacks.

Level-Playing-Field Drawbacks

These drawbacks are designed to limit the advantages you come into the jump with, and potentially to cap the power you can achieve to be more reflective of the setting. These do not count against any form of drawback limit.

One Hand Tied Behind Your Back (+200 CP to you, +100 CP to all companions)

Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the "real world" is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won't have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions. Further, companions that die are not restored until the end of the jump (except through in-setting magic).

The exception to this are perks and items purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback, and the next one, even if this is your first jump.

Both Hands Tied Behind Your Back (+200 CP to you, +100 CP to all companions, requires One Hand Tied Behind Your Back)

Your powers, and those of your companions, are further restricted. Skills, physical and mental capabilities, and abilities are fully reduced to those of an **average human being**, other than benefits of this jump. So, for instance, if you consider yourself above average in intelligence in your mortal life, be sure to set Intelligence higher to reflect that, unless you don't mind being a bit dimmer. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse or any similar add-on. (Essentially, you cannot 'escape' the setting.) Companions that die are not restored until the end of the jump (except through in-setting magic). You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump, unless that knowledge would be present in the jump already.

For example, you may remember that you have used guns, but you have no capability to introduce gunpowder into this world. You could use archery skill you have acquired, but not beyond that of an average archer. Any memories or skills that are lost as a result are restored at the end of the jump.

XP Cap (+100 CP to you, +100 CP to all companions, requires One Hand Tied Behind Your Back)

There is a limit to what power you can achieve from your class levels in this jump. Specifically, this is the same as the 161,000 experience point limit from the game. This means that the maximum level that you can achieve in any of your classes is limited; one of the appendixes goes into more detail about the specific class level achievable under this limit. If you choose *at least one* Narrative Drawback, and fully resolve all problems associated with any narrative drawbacks you chose, then this cap is removed for the remainder of your ten years.

Tabula Avatar (+100 CP, or +200 if combined with Both Hands Tied Behind Your Back)

Your knowledge of Dungeons & Dragons, Faerun, Baldur's Gate, this document, and related materials is suppressed for the duration of your jump here. The same applies to companions. You cannot through any means access sources of knowledge about the world that are not part of the setting itself. You retain knowledge of what perks and abilities that you purchased here, and an understanding of your own abilities. You retain any knowledge imparted by your background choice. You may take this drawback even if you have no prior knowledge, but it means you don't "know" the stuff in this document.

The remaining three drawbacks in this section will require a fair amount of book-keeping to do properly (not for the faint of heart), but they are meant to reward the experience of gaining powers over the course of an adventure, rather than all at the beginning.

Experiential CP (requires Both Hands Tied Behind Your Back; see text for CP)

With this drawback, you give up a huge amount of CP at the beginning of the jump, and gain it back, with interest, as you gain experience points.

Lose 1400 CP. (This is your base 1000 CP, plus the 400 CP gained from the prerequisite drawbacks.) Also lose your 300 CP item stipend. You may keep other drawback CP, and class-specific CP, and you are not required to spend it all at the beginning.

At ten different thresholds of experience points gained, you will gain back 200 CP, and an additional 50 CP in item stipend. As you gain back this CP, you can immediately spend it, or save it toward more expensive purchases. You can also "upgrade" perks that represent clear progressions (e.g. Obsessive Clicking > Ctrl-8, or increasing the number of imported companions). New powers will generally manifest directly, perhaps overnight, while new items will usually be quickly found as part of the next treasure you acquire.

Those ten thresholds are, in terms of experience points: 2.5K, 5K, 10K, 20K, 40K, 80K, 160K, 320K, 600K, and 1M. This roughly corresponds with level increases for most single classes. Note that if combined with the XP Cap drawback, you will have just reached the 7th threshold by the time you reach the XP Cap, which is the "break even" point in terms of getting back the CP you gave up. In order to reach the other thresholds, you will need to remove the XP Cap by resolving at least one Narrative Drawback.

This drawback also applies to your companions that gain CP from this jump. Each such companion loses 700CP and their item stipend. At each threshold (that *they* reach), they gain 100 CP and an additional 50 CP in item stipend. If the initial loss places them at negative CP, then they don't have "negative" powers, they simply cannot make CP purchases (outside their class-specific CP) until they are back in the positives again.

If you (or any companion) have not earned back at least your original investment by the time the jump is over, then any of the initial investment remaining is returned (and can be spent just before leaving). You cannot gain CP from reaching thresholds after the jump is over.

Experiential Classes (requires Experiential CP)

Building on Experiential CP, you *also* give up your starting class bonus CP, in order to gain more over the long haul.

- If you chose **Single Class**, you lose the bonus 1000 CP for your single class. You regain 100 of this bonus CP every threshold (in addition to that granted by Experiential CP). At the 4th, 7th and 10th threshold, you instead gain 200. 1300 CP in total.
- If you are **Double Class**, you lose the bonus 300 CP for each of your two classes. You alternate gaining bonus CP for each class, gaining 100 CP at every threshold except for 3rd and 8th. This amounts to 400 CP for each of the two classes.
- If you are **Triple Class**, you lose the bonus 100 CP for each of your three classes. You alternate gaining bonus CP for each class, gaining 100 CP at every even threshold. This will result in 200 CP for two of the classes, and 100 CP for the third (your choice).

The affects companions as well, automatically. The same "original investment return" principle that applies to Experiential CP applies here as well.

Experiential Drawbacks (requires Experiential CP)

Building on Experiential CP, you *also* give up more of your drawback CP, in order to gain more over the long haul. Lose an additional 700 CP at the start. You may only choose this if you have at least 700 CP *to* lose. At each threshold you gain an additional 100 CP.

This has no effect on companions. The same "original investment return" principle that applies to Experiential CP applies here as well.

Experiential Companions (requires Experiencial CP)

You may only choose this if your companions have positive CP remaining after losing the 700 from Experiential CP. Your companions lose an additional 400 CP at the start. They gain an additional 50 CP at each threshold. At 5th and 10th, they instead gain an additional 100 CP.

Narrative Drawbacks

Choices here impose narrative challenges or situations on you. Each should be assumed to be of roughly equal challenge *on balance*, but of course any given jumper might have strengths that make one easier to deal with than others. For each, to earn CP then you must allow the drawback to be a challenge in some way, scaling its effects *if necessary*. Being a challenge does *not* mean that it has to be a risk to your life, merely that it can't be easily overcome, that it is unpleasant at times, and that it requires real effort (of some kind) on your part to resolve completely. If there's no way to imagine it scaling to be such a challenge to you, then you cannot receive the CP for choosing it.

Provided you *do* resolve them, these do not necessarily continue to affect you the entire ten years.

The first drawback in this section grants +400 CP, the second one +300 CP, the third +200 CP, and the fourth +100 CP. You may choose more than that, but they do not grant more CP. This CP *does* count against your +1000 CP drawback limit, in combination with drawbacks taken from the next section.

Gorion's Ward (requires 'Gorion's Ward' background, **OR** that you choose Gorion's Ward as one of your companions to travel with)
As Gorion's Ward, or a member of their party, you must defeat the plots of Sarevok & The Iron Throne, including the plot to dominate the iron trade, to cause a war between Amn & Baldur's Gate, and to gain control over the levers of power in Baldur's Gate. You are not required to make this your absolute top priority or proceed in the same manner as in the game, but if you attempt to avoid this obligation or put it off too long, you will find yourself drawn into the brewing conflict by forces beyond your control until you resolve the matter for good.
Even though this *is* the main quest, as this is a drawback the benefits of **Wait… There's a Main Quest?** do not apply here.
If you are Gorion's Ward and do *not* take the Blood of Bhaal perk, then Sarevok still *believes* you have the Blood of Bhaal.

Gorion's Completionist (requires Gorion's Ward drawback)
In addition to the plots of Sarevok, you will find yourself wrapped up in a number of key events and locations. The Isle of Balduran, Durlag's Tower, and the killing of the demon Aec'Letec are just a few of the notable places, among many smaller quests, you'll be unable to avoid if you want to be left in peace, without constantly having your path lead you back to them. Only once these are resolved will you feel like your direction is your own.

The Interest of Thay
The Red Wizards of Thay, perhaps the most powerful organization of wizards in Faerun, has *noticed* your presence in some way, and they are interested. They are much more interested in capturing and studying you than killing. The degree of their interest depends on your power, scaling from a single, ambitious young mage who happened to detect you, all the way to the attention of the feared lich, Szass Tam, and perhaps beyond through a pact with Larloch. They will be determined and motivated to capture you, but not to the point of stupidity. The Red Wizards are careful, cruel, and ruthless.

Abducted Companions (Requires that you choose to travel with at least five companions, from this jump or previous companions)
Early in your jump you'll be *successfully* ambushed and left for dead. When you wake up after the ambush you find your (five or more) companions (that you actually care about saving) have been abducted for nefarious purposes. You need to discover what happened, where they were taken, and save them in any way you can. You won't find more than one or two in the same place. As long as you strive without stopping needlessly, they'll survive until you can reach them. Until you get them back, you're unlikely to find other trustworthy companions in the Sword Coast, given the current troubles.

WANTED!
You've been framed for a heinous crime, and your name and face are well known throughout the region. The actors behind this are subtle and cunning, with many connections to the powerful. You'll find little quarter from the people of the region if you cannot prove your good intent, and the law will hound your every action, looking to bring you in. Even if you clear your name, what crimes will you need to commit in the meantime, just to survive?

Ice Island Luau
Early in your journeys here you (and companions traveling with you) will find yourself trapped on Ice Island through forces beyond your control. At least a year you will find yourself hemmed in by the immensely powerful wards, preventing travel elsewhere. You must survive the environment, the many insane or evil mages also trapped there, and the boredom, to eventually find your way off of the cursed place.

These Walls Contain The World's Knowledge
Candlekeep. The library. The fortress. The books there contain… something. Something you want to get back. Getting entrance to Candlekeep is not easy. Infamously hard, actually. But you know that you have to. And soon. If you don't… what you lost, what you forgot… might be gone forever.

The Eye of the Gods
A god, or gods, is disturbed by your presence here. They don't *necessarily* want to kill you, but they definitely want you *gone*. The methods they use will depend on your power, ranging from sending their clerics after you, to uniting the entirety of the gods themselves to expel you from this reality. Reasoning is certainly possible, depending on the deity, and an accord may be reached, but it won't be easy.

Dopplegang This! (Cannot be used with Drop-In background, or Gorion's Ward drawback)
You aren't the individual of your background, but rather a doppelganger meant to replace them. Your only memories of this world are the orders given to you concerning the nefarious reason you were meant to infiltrate in the first place. Your precarious position means that being revealed too quickly would be likely death, and you don't know the history or personality of the one you have replaced. You must navigate between avoiding being discovered, and either following your orders, or risking the wrath of the one who helped place you there in the first place. Even if you do escape the initial situation, doppelgangers are not often welcomed elsewhere.
When you choose this drawback, you can decide whether you are gaining CP for it, or instead gaining 'doppelganger' as a permanent alt-form.

Jumper's Throne (Cannot be combined with any other Narrative Drawback)
You begin this jump in the position of Sarevok, having just killed Gorion and allowing his Ward to escape. Fueled by vengeance and protected by a twist of fate, the Ward will be surprisingly difficult, though not impossible, to track down and kill, as they gather strength either to oppose your plans, or to enact revenge for their father. Said plans center around a powerful ritual in an underground temple of Bhaal, which, if supplied with enough violent deaths, could empower you unto godhood. If you proceed with your initial scheme, you can continue your sabotage of the iron trade, try to infiltrate the government of Baldur's Gate, and finally trigger a war with the nation of Amn.
However, you have many options before you, all of which circle around that Bhaalite temple and the Ward, both looming heavily in your future.

The Shining Crusade (SoD)
You are to be part of the drama and events surrounding Caelar Argent's Shining Crusade against the forces of hell, and will not be able to carve out your own path until those events are resolved, one way or another. You are not required to make this your absolute top priority or proceed in the same manner as in the game, but if you attempt to avoid this obligation or put it off too long, you will find yourself drawn into the brewing conflict by forces beyond your control until you resolve the matter for good.
If you have also taken the "Gorion's Ward" narrative drawback, then this narrative does not "draw you in" until that plot has been completed/resolved.
If this is your *only* Narrative Drawback, and you also have the XP Cap drawback, then your XP Cap is raised to 500,000 rather than 161,000.

Hindrance Drawbacks

These drawbacks are ongoing hindrances or dangers, mostly inspired by the game in some way, that can never be fully resolved within your 10 years. Some of them will *not* "make sense" from an in-world perspective. You may decide whether this is weird to others, or if they just accept it as normal. Choices here count against the +1000 CP limit. For the first four below, you must strive to keep five or more companions with you in order to receive their CP; if you fail to at least make an honest and ongoing attempt, you forfeit the CP along with what you purchased with it.

Infighting (+100CP)
At any given time, at least two of your companions will be squabbling and fighting over something. This doesn't mean they will literally always be talking at each other, but at least one of them will always be fuming about some perceived insult, etc., and it will often erupt. It *will* be irritating, but as long as you put some effort into mediating, it won't come to literal blows.

Hard To Please Companions (+100 CP)
Companions regularly pass judgments on your actions and decisions, pointing out perceived flaws even if they would normally agree with you completely. This will not cause them to betray you or work against you in any way, but it's an ever present, irritating judgment.

You Must Gather Your Party Before Venturing Forth (+200 CP; cannot be combined with Poor Pathfinding or Abducted Companions)
You and your party members are unable to meaningfully separate from each other. Specifically, none of you can voluntarily choose to be more than 100 feet from each other at any given time. If you find yourself more separated than that unwillingly, reuniting must be a top priority, and if you do not make it so yourself, you'll find your body moving against your will. Your party members will *not* like this, and it cannot be spun as a positive to them. However, in spite of the horrific inconvenience (at best), this will not cause any NPCs to want to leave your party.

Poor Pathfinding (+200 CP)
Somehow, it will be difficult to keep your companions together when moving any reasonable distance, such as across a city block. With annoying regularity, one of them will get caught in an alley, or in a narrow ravine, and take a moment to realize what they should be doing. This can lead to real danger, as you will occasionally be separated when combat looms.

You Have Been Waylaid By Enemies And Must Defend Yourself (+100 CP)
You are frequently attacked by enemies when traveling from one location to another, averaging twice a week. Somehow they are always at least a hindrance no matter what trash monsters they are, and give no good XP, or loot. Unless you really let your guard down they won't pose a deadly threat. This occurs no matter what; if you stay in your pocket dimension house, then you'll somehow be attacked by hobgoblins while going to the bathroom.

Inventory Management (+100 CP)
You somehow find yourself always needing to re-arrange packs, or shelves, or quivers. No matter what you do or where you are, you and any companions will spend at least 10% of your time sorting through items unproductively, rearranging who is holding what, etc.

Party Limit (+100 CP)
You cannot have more than five companions assisting you at any time, this includes *companions*, and just people that are voluntarily fighting at your side for more than a single encounter. You may also have one familiar/animal companion on top of this.

The Common People (requires 'One Hand Tied Behind Your Back'; +100 CP, or +200 CP with XP Cap)
In addition to whatever other classes you chose, you are multiclassed in "Commoner". For example, if you chose Single Class mage, you still get the bonus CP of single class, but you are actually leveling as a Mage/Commoner. The main consequence of this is that your experience is shared with a mostly useless class, slowing the leveling of your other ones; this class still takes its share even with Aspect of Human. The only possible benefit the class might grant you is the ability to use a grain-flail, and you *might* get better at some mundane skill, like sewing, tending to horses, or mining.
At the end of jump, you lose the Commoner class (but optionally keep your bit of mundane skill from it), but your other class(es) don't suddenly jump in levels. It's just no longer a drain on your experience going forward.

True To Alignment (+0 CP for fully neutral; +100 CP for NG, NE, CN or LN; +200 CP for LG, LE, CG or CE)
You have an alignment in the game sense. Pick Chaotic, Neutral, or Lawful. Now, pick Good, Neutral, or Evil. Congratulations. That's you, now. This overrides the effects of beneficial alignment perks for the duration of this jump.
For the duration of your time here, if you are about to make any decision that strays too far from this alignment, you will know. For example, a Chaotic character could not cooperate with lawful authority much, and an Evil character would not be able to be kind very often. If you follow through on a decision you are 'warned' about, you forfeit the CP of this drawback immediately, along with any purchases you made with it.

An Inconvenient Reputation (+200 CP)
Whenever you wish to be seen as Heroic or decent to someone you are interacting with, they are certain to be aware of the most evil or destructive actions that you've taken (this jump). If you've taken no notable evil or destructive actions this jump, then they will believe some false rumors on the level of you stealing from merchants or beating up a farmer. This does not prevent them from *also* believing true things about good things you've done.
Whenever you wish to instead be seen as Infamous or threatening, then any evil or destructive acts that you've performed (this jump) have been twisted by rumors to instead paint you as a heroic and kind character. A real do-gooder.
This overrides the "Your Reputation Precedes You" perk where relevant.

A Crisis Of Iron (+300 CP)
Items and gear of yours and your companions will frequently break or crack when in use, including pre-jump items, in ways that are not easily fixed. If it's a CP-purchased item, it's a temporary disabling, but still lasts at least the duration of your current encounter or danger. This will happen *at least* once a week, and more frequently if you're in frequent conflict. Metal items are more likely to break than others, but any item can.

Noober (+300 CP)
Noober is a young man living in the town of Nashkel. Famously irritating, he makes a habit of pestering adventurers with endless questions and comments of the most inane nature. With this drawback, Noober accompanies you for the entirety of this jump. Not literally every moment; you can eat and sleep, etc, but he's always in your company when doing anything important… somehow. You cannot kill him, or engineer any harm to him, and if incapacitated or killed or silenced he's quickly restored. His questions are ever present, and *will* try the most endless patience.

Durlag's Jump (+300 CP)
Durlag's Tower is an infamous dungeon in the region of Baldur's Gate, known for being incredibly deadly, with all manner of traps and magical death traps. With this drawback, you will inexplicably encounter similar traps and death traps in all places that you travel, though only you or your companions will set them off. The danger of them will be such that they *will* be a threat, and you will need to be continuously on your guard. Even though the actual traps only occur every week on average, you will never see them coming without constant vigilance.

Goals

Goals are optional additional things to achieve within the jump that offer related rewards. You may choose **up to two** to receive rewards from. You receive these rewards as you fulfill individual goals. If you fail to complete a goal, but do survive to the end of the jump, you *don't* fail your chain.

Optionally, you can choose to extend the length of the jump beyond ten years if you are putting all your efforts (within reason) toward accomplishing the goal(s) in question. Under no circumstance can this extend your time to more than 50 years, which is enough to accomplish any of the below. Any time after the initial 10 years you may also simply choose to give up and move on.

It should be noted that if you have **Blood of Bhaal** some goals may be made difficult as things such as ambitious wizards, and the Bhaalspawn crisis (essentially the plot of the remainder of the game series) may involve you whether you want them to or not.

Knowledge Must Serve Man, Never Be Served By Him!
Goal: Reform the very insular Candlekeep into a place of learning open to the world, or create an alternative place of knowledge just as comprehensive (which can optionally mean stealing Candlekeep's collection and re-establishing it elsewhere).
Reward: A copy of your library (not the associated fortress, if any) becomes an attachment to the warehouse. Alternately, in each future jump, if even remotely lore appropriate, there will be a great library/place of learning that is open to all, considered the greatest repository of knowledge in the setting.

Grand Duke Of Baldur's Gate
Goal: Four Grand Dukes comprise the council that rules over Baldur's Gate, though their power is not limitless. To succeed, you must be made Grand Duke in a 'legitimate' manner, generally meaning being elected by the others. But first there needs to be an opening. Canonically, Sarevok killed at least one of the Grand Dukes in order to get *himself* appointed…
Reward: First Among Equals - When you are part of a council of theoretical equals, your peers tend to find you much more charismatic and persuasive than they otherwise would. This amplifies your abilities to sway them to your way of thinking, or to cajole their votes in your direction.

A Stronghold of My Own
Goal: You must establish or restore a stronghold or castle in the region (the Gnoll Stronghold or Durlag's Tower might be good candidates) to full operational capacity, and restore the lands around it, to the point where it is at least economically "break even".
Reward: In future jumps, you will always find a worn down castle, or more setting-appropriate property, that you are able to easily acquire and have the opportunity to restore to its former glory. Things will just seem to go your way in the process of doing so.

Shopkeeper
Goal: You must run the most important magic items shop in Baldur's Gate, as measured by being the most widely known, in Baldur's Gate and beyond.
Reward: Each future jump will have a magic item shop, even if magic does not normally exist in the setting. The items will be *as* appropriate to the setting as it's possible to be, however. A space opera setting would have magically enhanced blasters, e.g.
The shop will be "un-robbable", with a rotating inventory, and if destroyed will pop up somewhere else.

Airship
Goal: You must build a Halruaan Skyship. The methods have been closely guarded for centuries, but canonically the plans for one were stolen by the Baldur's Gate thieves' guild. Even with the plans, it will be a significant undertaking of resources, estimated at 400,000 gold pieces in rare materials.
Reward: A Halruaan Skyship is yours in each future jump. It may change in form and function somewhat based on the setting. For instance, in a space opera it becomes an interplanetary magical vessel, though it would not gain offensive capacities beyond very basic ones. At the end of each jump, you may choose to leave behind the ship to a trusted individual, or else it is destroyed, with a new one appearing in the next jump.

Pet Demon
Goal: You must bind Aec'Letec, the powerful Nabassu demon, to your service. His summoning is canonically the culmination of the Durlag's Tower questline, and he is a potent foe. Rather than slay him, you must figure out how to bend the summoning ritual to your own advantage.
Reward: Once per day, you can call Aec'Letec to you, whatever setting you are in, and have him fuck things up (or attempt to) for one minute. This works mostly like the 9th level Mage spell *Gate* spell, except that Aec'Letec will never attack you or your allies.

A Crusade Successful (SoD)
Goal: You must somehow ensure that the crusade begun by Caelar Argent, in truth a foolish action motivated by pride and guilt, and fed by deceit and idiocy, is far more successful than it was in the original story. This could mean doing meaningful damage to the forces of hell at relatively little cost, or it could mean turning the crusade into something else that accomplishes something great.
Reward: You can rally great forces behind you easily, if your cause is just (or can be made to seem so). Those that are not directly opposed to your aim will be much more easily swayed to your cause, and willing to dedicate themselves to it in a way they never would have otherwise. This is especially effective in motivating great swathes of "common" warriors.

The remaining goals grant rewards that allow you to teach class powers to individuals in future jumps. These rewards all follow similar rules. Each allows you to select up to six native individuals in future jumps that meet certain requirements. Those individuals gain levels in one of a subset of classes listed, but no CP or powers beyond their class abilities. They level very rapidly (x10), until they reach the "EXP cap" (161,000) of the first game, roughly level 8 or 9 for most single classes. After this, they level at a normal rate. If one dies, you can induct another into the class powers. Further individuals can gain levels in those classes in time, taught by the six individuals or you, but the process is slow and they gain no accelerated level growth.

Each has certain restrictions in order to keep their class, and each group remains behind in their home setting (unless you add them as a companion). If you gain more than one of these, you can combine the classes into 'legal' combinations (such as Mage/Clerics if you have both Order of the Jumper's Heart and Restore Ulcaster).

For the Goals that require you to establish an order of individuals, this can include your companions as long as they are a good fit for the order.

Druidic Circle
Goal: You must noticeably increase the spread and health of untainted nature in the greater Baldur's Gate region. To succeed, the amount of purely natural environments unexploited by intelligent creatures, and untainted by unnatural creatures, must be increased by 25% from its state before your arrival, and this should be something noticed by the populace of the region.
Reward: Induct individuals with a love of nature as Druids, Rangers, or Shamans. If they cease to be motivated to cherish and protect nature, their class powers fade.

Order of the Jumper's Heart
Goal: You must establish a new order of righteous do-gooders, paladins, etc. With the aid of members of this order, accomplish sufficient noble deeds such that you gain the reputation as the most powerful and righteous such organization in the region.
Reward: Induct individuals of good heart as Monks, Paladins, Clerics, or Fighter/Clerics, with their divine powers granted by local deities if possible, or by esoteric jump-power-source if not. If they cease to be righteous individuals motivated to do good in the world, their powers fade.

The Gorgon's Eye
Goal: You must establish a prosperous thieves' guild in beregost, or take over the one in Baldur's Gate, and make it more prosperous than before.
Reward: Induct individuals of at least somewhat larcenous nature as Thieves, Bards, or Fighter/Thieves. Bards will need to have an external source of spell knowledge (presumably you) to actually learn spells. You can enforce a code for your guild, that if agreed to will be followed by the members of the guild (or they will lose their class powers). This cannot be used to enforce blatantly non-thievey behavior. For example, “no pickpocketing” will certainly fail. But “no ratting out your fellow members” will certainly stick.

Faith of Jumper
Goal: You must become a legit god in the world, with divine levels, distinct from the divine essence of Bhaal.
Reward: Induct individuals as Clerics, Paladins, or Fighter/Clerics… of you. You can set whatever standards of behavior on them that you wish, in order for them to retain their powers. If those standards are non-Good, they become variants of Paladins, such as Blackguards.

Ulcaster’s Greatness
Goal: You must restore the ruins of the famous Ulcaster School of Magic to its former greatness, or make an equally impressive one in its place.
Reward: You can induct individuals as Mages, specialist Mages, or Sorcerers. You may set bylaws for the magic taught by your school. If the *magic* is used for purposes in violation of those bylaws, then the class powers fade. This does not restrict the behavior of the students for things other than their use of magic.

Ice Dragon Berserker Lodge
Goal: You must establish a society of great martial warriors, accomplishing deeds which spread your fame far and wide, so that you are regarded as the clearly greatest such organization in the region.
Reward: You can induct individuals as Barbarians, Fighters, or Rangers. You may establish rules of conduct for the individuals to follow in order to retain their class powers, as long as those rules would be appropriate for *some* warrior society of the setting. You could require that they never strike a helpless enemy, for instance, but not “you have to try talking first *before* fighting”.

‘Merry’ Band
Goal: Establish a group of ‘bandits’ based out of The Cloakwood or The Wood of Sharp Teeth. This band can be anywhere from greed-motivated ruthless outlaws, to a more Robin Hood-esque organization. You must become the most famous/feared outlaws on the Sword Coast.
Reward: You can induct individuals as Fighter/Thieves, Rangers and Thieves. You can establish a code of conduct that needs to be followed to keep their class powers, as long as the code would make sense for some form of outlaw band.

End

Survived ten years? Congratulations! You can move on to the next jump, return home keeping what you have, or make this your new home indefinitely.

If a jump for Baldur’s Gate 2: Shadows of Amn exists (it does not at the time of writing), then you have a special option here as well. If

- the main narrative conflict of Baldur’s Gate 1 has been resolved, one way or another, and
- any Narrative Drawbacks you took have been fully resolved, and
- at least one year has passed in this jump,

then you may choose to immediately proceed to the next jump in the series, if you wish to. In this case, treat it as a seamless transition of narrative, and any ‘extra’ time you have left from this jump can be carried over to the next one. This means the world of the second jump is affected by what you did in this jump. If you did not interfere in the main plotline one way or the other, you should assume that the protagonist defeated Sarevok’s plans, per canon.

If you do this, then your (up to two) Goals from this jump can be completed in that jump, and still get the rewards. If you took the Experiential CP drawback, and related ones, then you may also continue earning the CP from those drawbacks in the next jump, if you have not earned it all yet.



Appendix 1: Game Terminology & Details

This is not *necessary*. This is provided for those who want to understand more about the mechanics behind the system and world.

Alignment - Alignment in Dungeons & Dragons is measured on two scales: Lawful-Neutral-Chaotic and Good-Neutral-Evil. NE would refer to someone who was not particularly lawful or chaotic, but was notably evil in their ethos. “Any lawful” would refer to a character who was LG, LN, or LE. Further details on measuring alignment can be found in droves elsewhere. The only place alignment matters mechanically in this document is for Paladins (who are required to be Lawful Good, unless you take their **A Code Of My Own** perk), and for Druids (who have to at least tend toward neutrality for the purposes of this document, especially on the law-chaos scale).

Class Levels & Experience - Every class has a level associated with it. As you gain experience in it, you will increase this level, gaining durability, resistances to effects, and additional skills and abilities. There is no actual limit to the level in a cosmic sense, but after a certain point (roughly past level 20), improvements to class level are consistently spaced out and offer few, if any, milestone increases in power (HLAs, or high-level abilities, were introduced by the second game as notable boosts to those over 3,000,000 experience and are **not** considered canon to this jump). To make matters confusing, different classes gain levels at different rates. This doesn’t matter too terribly much for this jump, *except* in the case that you are taking the XP Cap drawback.

For some context, the chart below shows the maximum level you’ll be able to achieve with each class if you are single classed, double classed, or triple classed (the more classes, the more your limited XP is divided, and thus the lower the achievable max level). The first number is for the XP Cap present in this game (161,000), and the second number is for 3,000,000 XP (roughly the XP cap in the sequel game, Baldur’s Gate 2: Shadows of Amn.

	Single	Double Class	Triple Class
Fighter, Barbarian	8, 20	7, 14	6, 12
Ranger, Paladin	8, 18	7, 13	6, 11
Monk, Cleric	8, 21	7, 14	6, 12

	Single Class	Double Class	Triple Class
Druid	10, 15	8, 14	7, 13
Bard, Thief	10, 23	8, 16	7, 14
Mage, Sorcerer, Shaman	9, 18	7, 14	6, 12

As an example in reading this chart, a double class Cleric/Thief would achieve levels 7/8 under the level caps of the first game, and 14/16 at 3,000,000 xp. It’s a very strange system in many ways, and the leveling rates can be bizarre. In particular, due to particularities with how druid advancement works in the *lore* of the game, druids advance much quicker at first, and much slower later. I use a popular ‘tweak’ mod to the base game that makes Druids level at the same rate as Clerics (which is bad early on, but better at high levels). Consider this a blessing to apply the same rule here, if you wish, as long as you’re willing to be more patient at first.

Magic & Spell Levels - Magic using classes (which is everyone but Fighter, Barbarian, Monk and Thief by default) receive spells divided into discrete Spell Levels, which are distinct from class levels. Spell levels range from 1-7 for ‘priest’ magic (Cleric, Paladin), 1-7 for ‘druidic’ magic (Druid, Shaman, Ranger) and 1-9 for ‘arcane’ magic (Bard, Mage, Sorcerer), though not all spell levels are achievable by everyone. Druidic magic and priest magic have much more overlap with each other than either does with arcane (notably, both have a lot of healing and restorative magic, while arcane has pretty much none of that), and each class may have variations in their own spell lists. Further details on what spells are available to each class will have to be researched outside this document.

The chart below shows when each spell *level* is accessible to each class. Number of spells that each class can use is not covered here, but is usually in the 1-6 range baseline for each spell level, each day, growing as you level to a single digit cap. So, this chart tells us that the Bard will achieve 4th level spells at 10th level.

Spell Level

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Mage	1	3	5	7	9	12	14	16	18
Sorcerer	1	4	6	8	10	12	14	16	18
Druid, Cleric	1	3	5	7	9	11	14	-	-
Shaman	1	4	6	8	10	12	14	-	-
Bard	2	4	7	10	13	16	-	-	-
Paladin	9	11	13	15	-	-	-	-	-
Ranger	8	10	12	-	-	-	-	-	-

Some Combat Basics - Combat is divided into *rounds*, which is a period of six seconds, and most actions are constrained to rounds. For example, in most cases you can cast one spell per round. Warriors have APR, attacks per round, which determines how many attack rolls they can make in that six second period.

Every creature has an armor class (AC), which represents how difficult the target is to hit, and the *lower* the better. 10 is an unarmored human, while a knight armored in full-plate would be down to 1. It can (and will for experienced adventurers) become negative with various enchantments, and adjustments from a high Dexterity.

When you attack a creature, you make an attack roll, rolling a 1d20, and making various adjustments based on enchantments, strength or dexterity of your character, etc. The number you need to achieve gets *smaller* as your character becomes better at attacking, and *higher* if the target has a better AC. Warrior classes (such as fighters) improve at these rolls much faster than clerics and thieves, who are much better than mages, e.g.

If the attack is successful, you roll a damage roll to determine how much the target takes. If the 1d20 rolls a 20, the attack is a critical hit, dealing double damage.

Casting speed refers to how long it takes, from 0 to 9, to cast a spell, varying by the complexity of the spell. Each point is equal to 0.6 seconds, so the lower the better. Importantly, you are still limited to one spell per round, so even if you cast a spell instantly, you can’t cast a spell right after it.

Saves & Saving Throws - When a character is potentially going to be affected by a hostile effect that’s not a simple attack, such as a spell, a poison, a disease, a dragon’s breath, or an aura of fear, they will usually make a “saving throw”, which means rolling 1d20, and the result is modified by the difficulty of the effect in many cases. These are divided into five categories (Paralysis/Poison/Death; Rod/Staff/Wand; Petrification/Polymorph; Breath Weapon; Spell), but that is not necessary to understand the concept. As characters level up, the number they need to achieve goes down, meaning their chances of succeeding against any given effect improves.

If a character succeeds on a saving throw, or “save”, the effect is either negated, or reduced in effect.

Luck - Roughly speaking, for many rolls, luck adjusts the range of possible results on a roll, but doesn’t change the best possible roll.. When *you* are rolling 1d6 for damage, +1 luck would change your damage range from 1-6 to 2-6. If damage was being rolled against you, it might change 1-8 damage to 1-7 damage.

Resistances - Resistances are expressed in percentages in the game rules, and for things like fire, cold, and slashing resistance, represent a flat decrease in the damage that is taken of that kind. Resistances stack within the game, but if not given by a perk, stacking damage resistances may not be fully effective against damage from other settings; I leave that to your interpretation.

Magic Resistance is a flat percentage chance that you won’t be affected by magic targeting you. Generally speaking, it applies to magic that targets you *directly*. If magic is used to pick up a rock and drop it on you, it won’t do anything.

Appendix 2: The Story of Baldur's Gate

Summary edited and expanded from one by becherbrook.

Bhaal, the evil god of murder, is dead. However he split his essence around, putting portions of his essence in perhaps hundreds of random mortals. Now there are many people with untapped divine power (bhaalspawn) running around. Whoever is the last Bhaalspawn left alive gets to have god-like powers as the new 'Lord of Murder' (Bhaal), or so some believe, so one Bhaalspawn (Sarevok) takes it upon himself to hunt down and kill other Bhaalspawn to gain that power.

Sarevok manages to get himself made leader of the Iron Throne, a mercenary company headquartered in the city of Baldur's Gate, and in an effort to control the Sword Coast for his schemes he hatches a plot where he opens a secret iron mine in Cloakwood, while spoiling the iron deposits in other parts of the Sword Coast, and paying off mercenaries and bandits on the trade routes to stop iron being imported. There's a cold war with a neighboring country (Amn) going on as well, that Sarevok wants to push into a hot one in the name of Bhaal. He hopes that sacrificing thousands in war will aid his ascension to godhood.

You are one of the bhaalspawn, although you don't know that yet. Your adoptive father Gorion did know that, tried to raise you right and protect you from Sarevok. He was also a (retired) member of a secret society of do-gooders called the Harpers. He, a mage, took you as a young child to the scholar-fortress of Candlekeep where you lived out your whole childhood.

At the start of the first game, sensing your whereabouts are no longer a secret from Sarevok, Gorion makes plans to get you to safety with his Harper friends (who he intends to meet at the Friendly Arm Inn). Alas, it is too late and Sarevok finds you, killing your adoptive father while you run for it. Meeting up with your adoptive sister, Imoen (who followed you in secret), you make for the Friendly Arm to meet Gorion's friends Jaheira and Khalid. There you all make plans to go to Nashkel (where the most important local iron mine exists) to find out what's causing the iron crisis.

You discover the tainting of the iron by nefarious means, which then leads you by breadcrumbs to discover the hideout of the bandits, picking up Minsc and Dynaheir on the way: a berserker warrior and his witch companion from Rashemen on their 'dajemma' (journey of self discovery and growth). You assault and disperse the bandit camp in some manner, and from there, you find clues leading you to Cloakwood and the secret Iron Throne mine.

You end up in Baldur's Gate, and uncover a number of plots by Sarevok and the Iron Throne, including replacing many figures with dopplegangers. With the help of Duke Eltan of the city, you find that the Iron Throne is visiting Candlkeep, your home. There, you are framed by Sarevok for the murder of the other Iron Throne leaders (which itself leaves the organization primarily in his control), and with the aid of some old friends manage to escape.

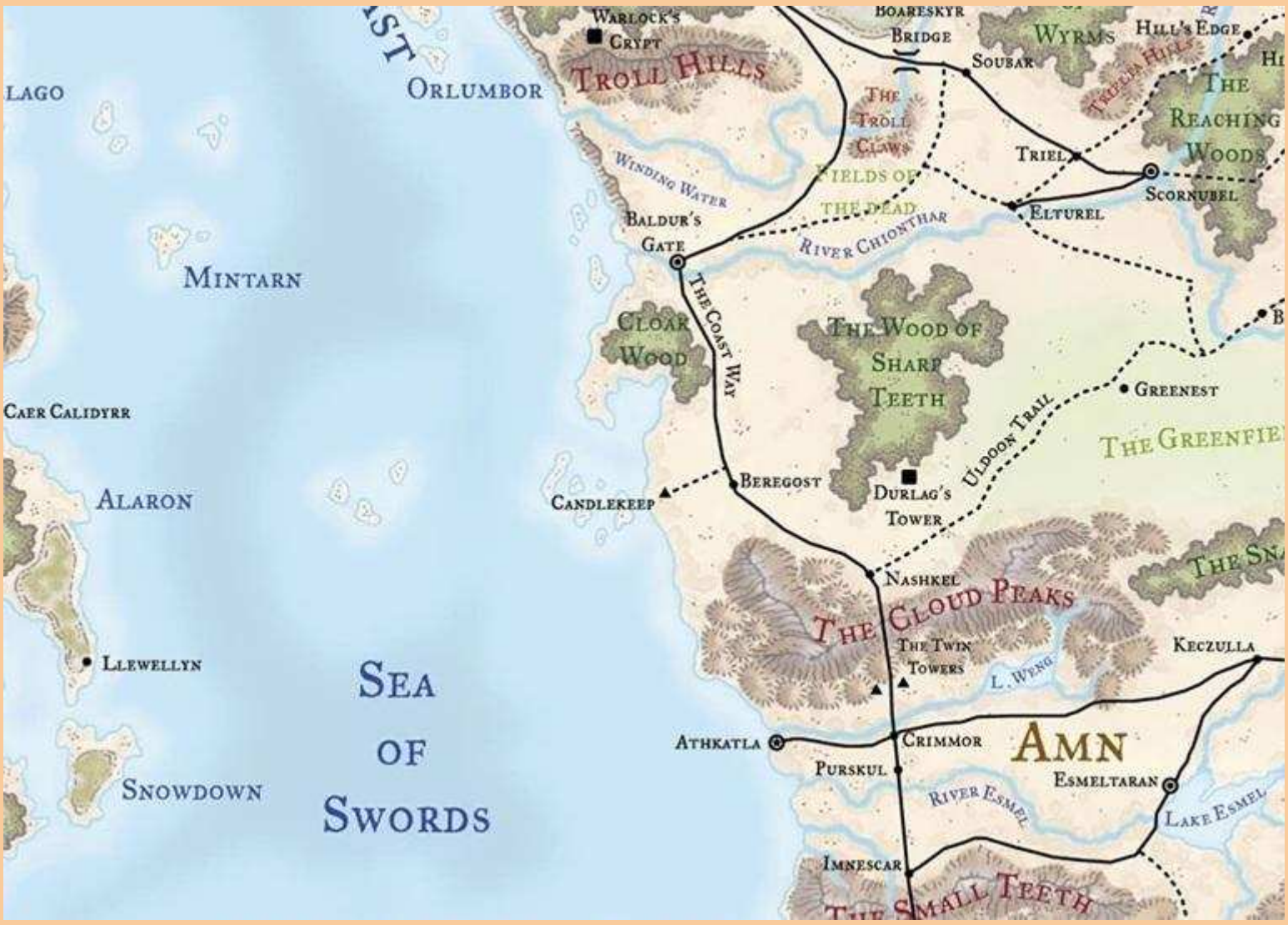
Heading back to Baldur's Gate you manage to collect allies, and evidence, to reveal Sarevok for the villain he is. In the final act of the game, you track Sarevok through the undercity to an underground temple to Bhaal, and the final confrontation with Sarevok, leading to one of your deaths.

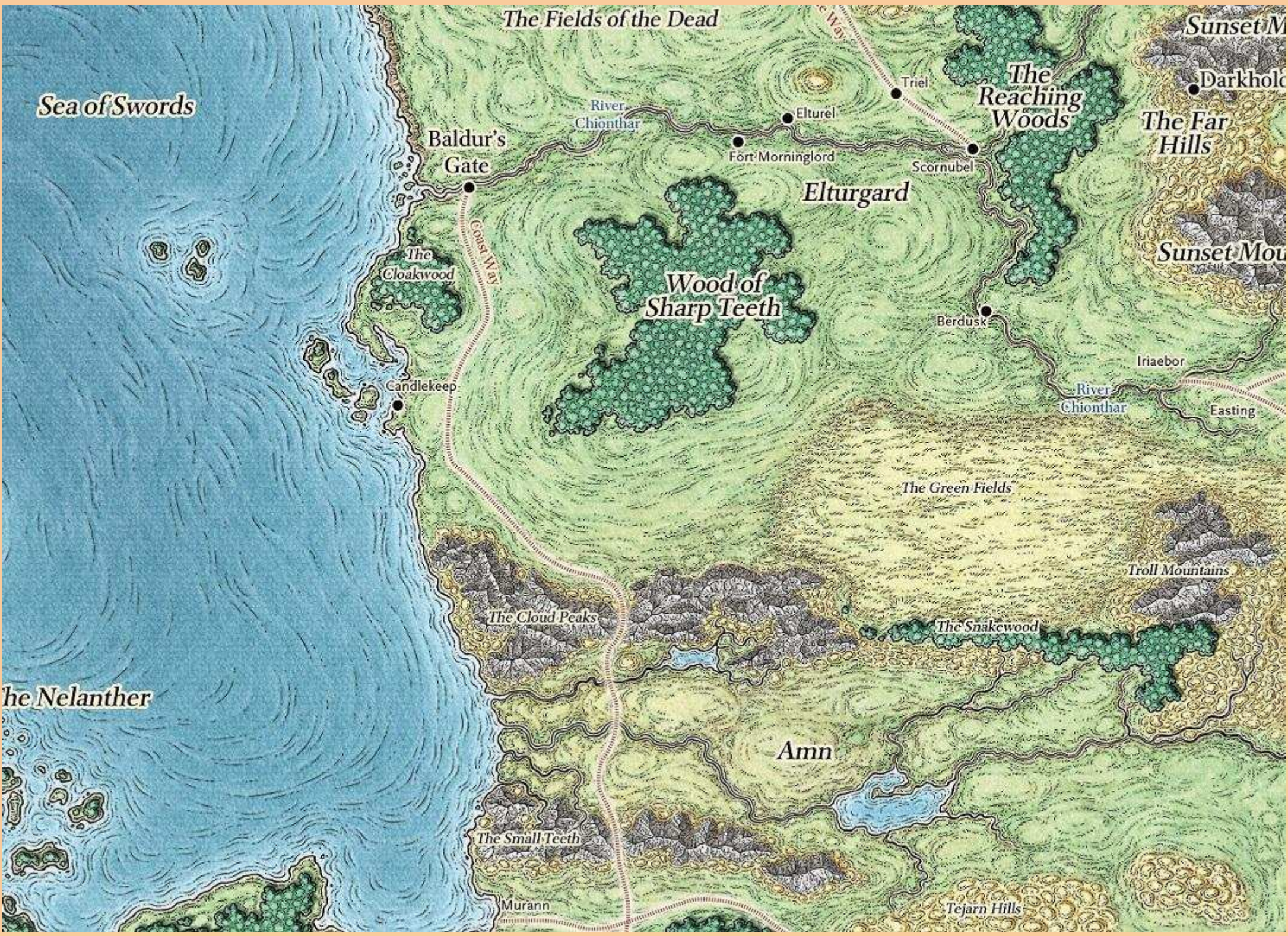
This is just the "canonical" story. In its game form, it could have involved many variations, including which companions accompanied you on this journey.

Appendix 3: Notes

- 'Natural' spellcasting, such as from Druids, Shamans & Rangers, should be imagined to be drawing upon local nature or spirits in future jumps if possible, but carries with you even if such is not possible. Access to this magic cannot be lost except through the most egregiously out-of-balance actions against nature (Druid, Ranger), or the most egregious offenses toward the spirits (Shaman). The perks Balance of Nature & Spiritual Communication will prevent you from losing them *even then*.
- 'Divine' magic, such as from Clerics & Paladins, retains contact with the respective gods or holy forces it is based upon. Those deities/forces retain just enough presence in your future jumps to grant you power (but they don't take back knowledge of other settings to Faerun or anything strange like that). This power *is* dependent on their continued good will, *unless* you took the Cleric of Jumpcha(i)n or A Code Of My Own perks.
- 'Arcane' magic retains its source of power in future jumps, though feel free to imagine it is 'flavored' by aspects of the setting if you like. Prepared arcane casters, most notably Mages, will find it hard to learn new spells in settings that are not Dungeons & Dragons based, however.

- In the 'game' rules, rolls of 1 for saving throws on a d20 are automatic failures. This is a rule made for a game in which foes are of comparative power to you, or at least not TOO much weaker, and not one that could involve demigods crushing bandits, as many jumpers will be. So, if you imagine that rolls are governing things in this jump (which you do NOT have to do), you may instead treat 1s as just… 1s. Which is still really low, and you'll still fail if you don't have amazing resistances/saves, but it's not an *automatic* failure.
- In imagining what 8th or 9th level Cleric spells might look like (for the **A Higher Power** perk), first bear in mind that Mages and Clerics share many spells, though Clerics will not have the powerful offensive options that Wizards do. You can also just make improved versions of 6th and 7th levels spells. E.g., taking a spell that normally affects only one target to have it affect many.
- Feel free to use the AD&D "core" rules for making scrolls, etc, without paying CP for the Item Crafting perks. That nonsense is *far* more arduous than the perks, though, involving getting a magical feather and conceptual ink for each scroll (and other bullshit), and obviously won't extend to other settings.
- You can optionally include the content of any mod you have personally played, barring extremely overpowered or unbalanced elements, for free. You may choose (not too unbalanced) companions from those mods in place of canon ones.
- In terms of gaining experience for your classes in future jumps, you will continue to do so as long as you are not channeling that sweet EXP toward a different class system. After level 40 (the hard cap for the original game trilogy) the leveling will start to slow down exponentially. Let's say each level past 40 would require 20% more experience points of the one before it, if it matters.
- If you wish to, you can ignore the entire race section, to simply choose one of the core races in the actual game (any of the ones listed except Drow), and gain the benefits and drawbacks (such as racial attribute penalties) of that race as dictated by the game rules. For the most part, however, that will be an inferior choice.
- If you wish to "convert" a weapon to a different type (e.g. sword to axe), it is generally fine to change any melee weapon into any other without affecting balance. Crossbows are inherently inferior to longbows, however, and so the equivalent enchantments on a longbow or composite longbow should be a bit weaker.
- If using experiential CP, at the different thresholds class CP and general CP may be treated as interchangeable (this makes the bookkeeping a LOT easier), as long as the *final* build uses enough class perks to account for all the bonus class CP.


Warlock's Crypt
Troll Hills
Boareskyr Bridge
Wyrms
Hill's Edge
Soubar
The Troll Claws
Winding Water
Triel
Scornubel
Elturel
Fields of the Dead
River Chionthar
Baldur's Gate
The Reaching Woods
Mintarn
The Coast Way
Cloak Wood
The Wood of Sharp Teeth
Greenest
Uldoon Trail
Caer Calidyrr
Alaron
Beregost
Candlekeep
Durlag's Tower
Nashkel
The Cloud Peaks
The Twin Towers
Keczulla
Llewellyn
Sea of Swords
Athkatla
Crimmor
Amn
Purskul
Esmeltaran
River Esmel
Lake Esmel
Snowdown
Imnescar
The Small Teeth


The Fields of the Dead
Sea of Swords
Triel
The Reaching Woods
Darkhold
River Chionthar
Elturel
Baldur's Gate
Fort Morninglord
Scornubel
The Far Hills
Elturgard
Coast Way
The Cloakwood
Wood of Sharp Teeth
Sunset Mou
Berdusk
Iriaebor
Candlekeep
River Chionthar
Easting
The Green Fields
Troll Mountains
The Cloud Peaks
The Snakewood
he Nelanther
Amn
The Small Teeth
Murann
Tejarn Hills

Appendix 5: Tweak-pack

There are a few widely used mods to the base game that apply ‘tweaks’ to the rules in ways that may result in more satisfying gameplay or balance, or better matched Pen & Paper rules (or rarely both). You can ‘apply’ these tweaks to the nature of the world, provided that they are not cheaty/too unbalanced. This appendix lists off some of the most salient tweaks, all of which are certainly permitted to be applied.

Relevant documentation for the mods these are pulled from is (at time of writing) **here** for the Tweaks Anthology, and **here** for Scales of Balance. These links have specific tables for things like the spell progression tweaks below.

Clear Benefit Options

If unfamiliar with the system, it’s recommended that you ‘use’ all of the following. Their only downside, so to speak, is that they apply to enemies as well.

- Multiclass Grandmastery: In the base game, only pure class fighters can achieve grandmastery. This tweak allows multiclass fighters to achieve grandmastery as well (most jumpers would probably assume this was the case anyway).
- Unnerfed THAC0 Table: This component means that THAC0 (aka ability to hit things with weapons) can continue to progress until level 31, rather than 21, capping at -10 for Warrior classes, 5 for Rogues, 0 for Clerics, and 10 for Mages (lower being better).
- Unnerfed Spell Progression: Essentially this means that at very high levels, spells per day will continue to progress a bit more (capping at, e.g., 8 per spell level rather than 6 for Mages & Sorcerers).
- Unnerfed Bard Progression: Changes Bard spell progression so that they can achieve 7th level Mage spells (not until level 25) like in PnP, rather than capping out at 6th level.
- Ranger & Paladin Spell Progression from Icewind Dale: Improved spell progression for both Paladins and Rangers from Icewind Dale: Heart of Winter. This causes them to get up to 6th level spells at the levels 6, 9, 12, 15, 22, 29. This is still worse than the Mage spell progression a Bard receives, for context, and they still do not receive bonus spells for high Wisdom, but a notable step up from their progression in Baldur’s Gate 1.
- Remove Summons cap: This probably is the assumption of jumpers anyway, but the artificial game-engine cap on the number of summoned creatures at a time is removed.
- Druids use 3e alignment restrictions: Druids can be NG, NE, N, CN or LN, instead of only N in alignment. *Optionally*, this also changes Jaheira’s ‘official’ alignment to NG, which is arguably more in keeping with her behavior, all talk of ‘balance’ aside.
- Loosen weapon restrictions on multi-classed Clerics: This allows multi-classed clerics to use any of the weapons available to their other classes, more in keeping with most PnP interpretations.
- Allow Mages and Thieves to Use Small Shields: Give Mages the ability to use bucklers without it interfering with spellcasting, and thieves proficiency in small shields, and the ability to use them without affecting stealth.
- Universal Potions: Any character can use any potion.
- Rangers of All Alignments: In 2e, Rangers were all good and noble, something done away with in later editions. This essentially makes it so that Rangers do not have to be Good, and cannot “fall” or lose access to their class features.
- Rogue/Cleric THAC0 smoothing: This makes the Thief & Bard’s attack bonuses scale as quickly as the Cleric, and smooths both so that there are no jumps by 2. The formula for both classes would be THAC0 = 20 - rounddown(⅔*(level-1)). If combined with ‘Unnerfed THAC0 Table’, this means both scale down to 0 at level 31.

Trade-Off Options

These options have both positives and negatives to them, and no recommendation is made one way or the other.

- Alter Druid Progression: Changes Druid xp progression, and spell progression tables, to match those of the Cleric. This means a slower progression for Druids at early levels (normally they’de be faster than Clerics until level 13), and a faster progression at later levels.
- PnP Bonus Wisdom Spells: Bonus spells gained by Druids and Clerics for having a high Wisdom score are changed to be faithful to PnP charts; in effect, this results in a “smoother’ progression of bonus spells, without much change in the overall potency granted.
- Average HP on ‘level up’: Ensures that hit points gained are always the ‘average’ of your hit die, rather than being randomized, if you’re thinking of things in hit points terms. (Note that the level one hit die is always maximized regardless).
- Revised Armor System: Armors additionally provide damage resistance to physical damage (which should be applied multiplicatively), at the cost of penalties to dexterity and weapon speed. Master of Armor would reduce these effective penalties by one tier of armor. Additionally, rather than disabling arcane spellcasting, armor makes it slower, giving penalties to casting speed. If you choose perks that allow arcane casting in light armor, then they now instead reduce that casting speed penalty by 2 (enough to reduce the penalty for light armor to 0). Tables at the second link.
- Distinctions Between Light and Heavy Weapons: Unlike the game, the size of an “off hand” weapon matters. Lighter weapons will get bonuses, while heavier ones get penalties. Lighter two handed weapons, such as quarterstaffs, also get a small bonus to attack.
- Stat Bonus Overhaul: This changes attributes to have more meaningful differences at mid-high tiers, and ties many saving throw bonuses to Intelligence (save v spells), Charisma (save v breath, save v wands), and Wisdom (save v death, save v polymorph). In the base game, there is often no meaningful difference for a wide range of attributes. For example, if you are not a Thief, any dexterity between 6 and 14 provides identical mechanical effects to you (that is, none). Similarly, a Constitution between 8 and 14 are all the same, except for how much alcohol you can drink. This change ‘smooths out’ the bonuses so that these ranges are smaller, and provides more universal benefits from the different attributes. Full charts are at the second link, above.
- Spell Revisions: This large-scale revisions mod attempts to rebalance most spells in the game to be useful, rather than having a few ‘best’ spells that most players rely on. This does result in a few nerfs of the most powerful spells, but buffs to most of them. The details are at its own link **here**.

Appendix 6: Changelog

0.9 > 0.9.2
Started changelog; Added familiar/animal companion to the party limit to make better use of the six companion import; added ‘Note’ about natural 1s on saving throws; changed base font to 12. Many formatting fixes. Added more clarification to several drawbacks. Added “You Must Gather Your Party Before Venturing Forth” drawback. “Finished” appendixes 1 & 2.
0.9.2 > 0.9.3
Several minor corrections/clarifications. Three “Item Crafting” perks added. Drawbacks section significantly altered, with several new options, and categorizations.
0.9.3 > 1.0
‘Master crafter’ perk added. Added many images. Some formatting fixes. Described attributes.
1.0 > 1.1
Tweaked drop-in location description. Narrative drawbacks reworked to remove arbitrary ‘failure conditions’, one removed, two tweaked, two new ones added. One more potion. Brew Potion/Recharge Item/Master crafter tweaks. Pictures in items, baldur’s gate regional map, a bit reformatting. GOALS section in progress; held as appendix 4 for now; NOT functional
1.1 > 1.2
Noted that companions cannot choose drawbacks, and items they purchase only function for them; reworked/rearranged/added a bit of art here and there; slight increase to CP for Two classes/three classes; way races work, and racial bonuses, changed entirely; Class perks reworked a lot. The Class-Exclusive perks are now 100/200/300/400/500. This means that there is one more perk for each class than before; A lot of perks were tweaked and rearranged; Very few 'nerfs' (as I recall, the only nerfs are that whirlwind of death slightly nerfed, divine grace has stricter requirements, born to tank now +75% health, bear-trap mind slightly better, but 200 CP instead of 100 CP); A lot of buffs, or decreases in cost to some other perks; A lot of the 'duplicate' perks for BGEE were replaced in one or the other of the classes.; Some meta-game perks tweaked or reduced in cost.; One new meta-game perk (Voracious Reader); Clarified 'rebuilding' of imported BG Companions; Items now have a 300CP stipend, but they were all basically doubled in cost. Clarified that companion items would only work for them.
1.2 > 1.3
Goals section added. Some visual adjustments. Added scroll & potion cases, “coin purse of comfort” to items. Arrows bumped from 20 to 25 per set (still refilling of course). Altered Aspect of Drow. Fixed A Protected Land to scale off of any class level. Aspect of Half-Elf removed. Aspect of Half-Orc > Aspect of Orc. “Half-” races can now choose the Aspect of either parent race instead. Extensive system of drawbacks based on “leveling up” to gain CP was added. If you rebuild companions by ‘importing’ them, you can now redo their entire build “as long as you stay true to the essence of the character”. Another map was added.
1.3>1.4
Fixed error in spell level chart for Mages; they get 6th level spells at 12, not 11. Couple typos. Added more ammunition options to items, and pictures. Renamed Voracious Reader to Read The Manual. 200 CP Mod Expansion perk split into 100 and 200CP versions. Single class humans can now boost one attribute by 1 instead of taking the “Dual Class” feature (which is useless to Single Class). Added Note concerning gaining non-CP items in the world. Biggest changes are to the Background Perks section, though unlikely to impact any existing build. The only incompatibility issue is that “What Passes For Spycraft” was deleted as a perk, but I doubt that anyone chose that. A Lust For Battle renamed A Worthy Foe. Outsized Personality reworked into Self-Importance. To Protect Order reworked into Noble Warrior. Added **nine** new ones. Each companion and background now has two background perks that are discounted, but you only get the discount on one. Several were buffed a bit. The hope here is that any given build will be highly incentivized to take one of their two perks, and at least consider taking more than one.
1.4>1.5
Reworked companions slightly, so that you don’t have to “pay” for additional party members, basically (though you still have to pay the same amount as before if you want to import them with a bunch of extra CP). This made the 10pp Meta-Game perk obsolete, so removed that. You can now take “Gorion’s Ward” narrative drawbacks if Gorion’s Ward is in your party (not just if you are Gorion’s Ward). Can specify ‘alignment’ in re-rolling backgrounds. Clarified that you can “upgrade” perks if appropriate with Experiential CP (something I was already doing myself), such as upgrading Obsessive Clicking > Ctrl-8. Some emphasis and clarification in language in various places.
1.5>1.6
Changed thresholds for Experiential Drawbacks slightly (now 2.5k, 5k, 10k, 20k, 40k, 80k, 160k, 320k, 600k, 1M); the first reason is so that they better correspond to a level increase for all classes. E.g., the first threshold reached is now at least level 2 for all classes. The second reason is so that the seventh threshold now corresponds to the XP cap, rather than the XP cap being awkwardly in between threshold 7 and 8. This has no effect on builds, just arguably a small effect on narrative development using experiential drawbacks. Added Tweaks Appendix offering many new optional tweaks to game rules born out of popular rule tweak mods. Altered Devout of the Wild perk for rangers to account for this (at worst a neutral change to the perk, but a buff to the perk in some circumstances). Fixed the text for some companions about who would willingly travel with whom (this was supposed to be done with 1.5, but I messed up).
1.6>1.7
Added Note that players can pick a race ‘normally’ if they really want to, but that will be generally inferior to the options given. Added Spell Revisions as an option in the tweak-pack appendix. Rewrote the language of the companions section (should function exactly the same, but hopefully clearer). Added option to create-a-companion (which you can do in the base game). Incorporated Siege of Dragonspear toggle, Goblin Race, 4 NPCs, one narrative drawback, one goal, and a lot of items. Wisdom of the Spirits given an upgraded option. Many clarifications/tweaks to items. Added a Tier 4 category of weapons, moved a few. New “Acquiring Magic Items In World” section. Recharging magic wands. Added Barbarian & Monks to “Seeking Challenge” background; removed the non-lawful alignment association of that background. **Build Incompatibility**: Sword of Chaos and Moonblade were improved a bit and put in the new Tier 4 category of weapons at 300 CP. Jumpers are permitted to continue using the slightly weaker 200 CP versions if they already purchased them for a build.
1.8
Major: Companions fully revised to each gain a bonus particular to them (matching the bonuses NPCs have in the game where possible). Visually re-arranged. Multiclass Perks option added to pay a bit extra to apply certain perks to more than one class.
Moderate: Several clarifications/minor edits around the fear of “losing powers”, especially divine magic: 1. Added Notes about power sources in future jumps. 2. Clarified that Code Of My Own worked for spellcasting, and so has the Paladin covered. 3. Added that this version of Ranger cannot “fall”, so they don’t need a perk similar to the Paladin’s. 4. Clarified that druids *can* lose access to spellcasting if they commit actions that are “egregiously out of balance” with nature; the Balance of Nature perk now prevents this loss. 5. Similar for Shamans and the Spiritual Communication perk. 6. For the perks that let Fighters & Monks gain Cleric magic, also allowed them to purchase Cleric of Jumpcha(i)n if desired.
Minor: Some typos/word corrections. Some emphasis added to apparently easily missed things. Replaced all NPC portrait pngs with jpegs to significantly reduce file size. Clarified that ‘locked’ race just means you can’t change to something not recognizable as that race. You could still use a hair-color-changing perk, or a beauty perk, or similar.
Build Incompatibility: None

1.8.1 Removed experimental strength chart at the top of this very page. A few typos