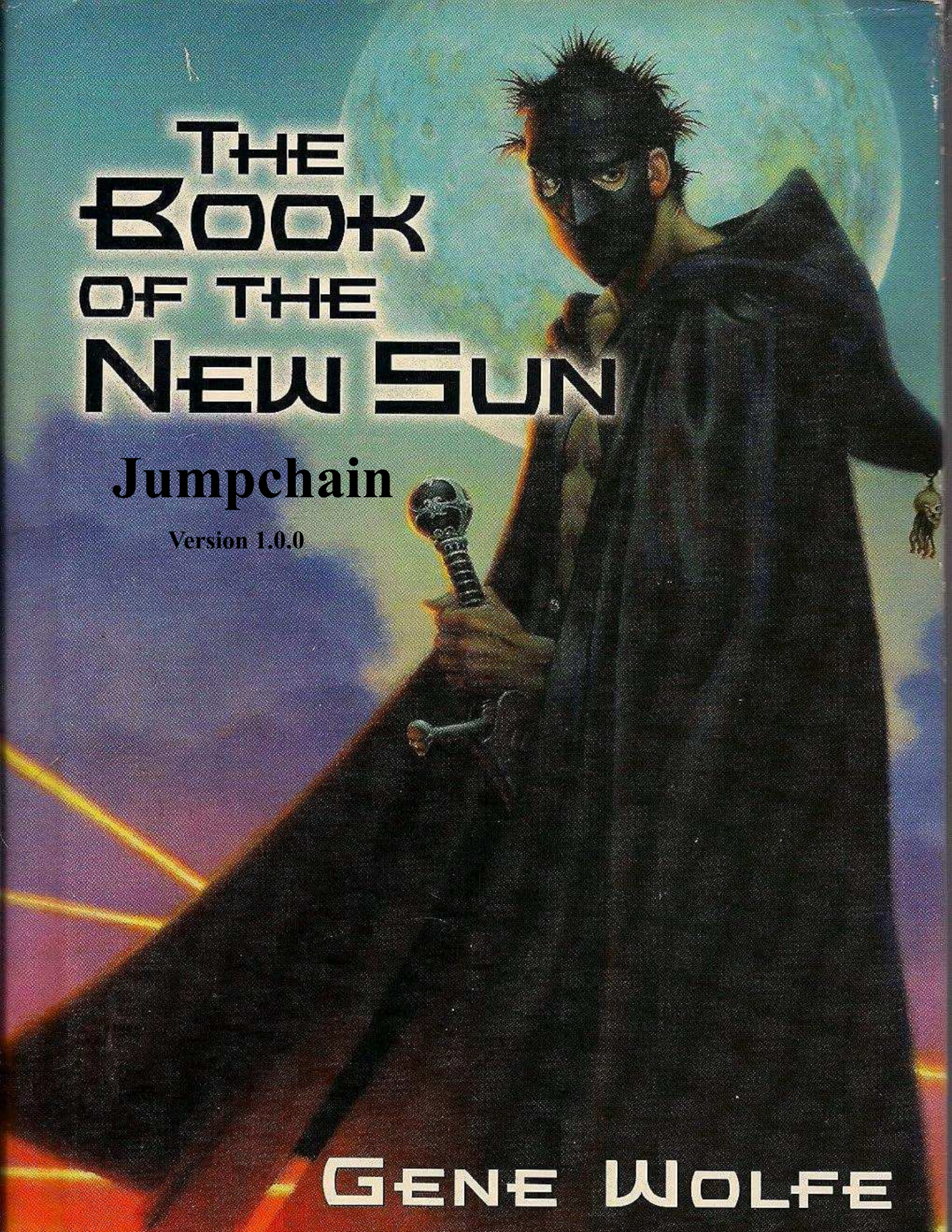

The Book of the New Sun
Jumpchain
Version 1.0.0
Gene Wolfe

Welcome to Urth. It is from this world that humanity sprang, before the excesses of the first empire led them to a break with the Pancreator. But that was long ago. Long enough ago it is barely remembered even in legend. At the end of the second empire the Conciliator came who would help reconcile humanity and the Increate, but he vanished once more. Now is the time of the Autarchs.

The autarch allies himself with the hated, and feared, cacogens, those travelers from off-world who bring terrific and mysterious tools with them. The Pelerines, and others like them, preach the coming of the New Sun, the Conciliator come again to bring new life, and renew the world. The Ascians from the north wage a never ending war against the Commonwealth, serving their Group of Seventeen.

Over this all a red sun hangs, slowly dying and causing the Urth to freeze more and more with every year. Eventually all the earth will freeze in the final winter of Ragnarok. Under the seas, and perhaps under the ground and other places, great monsters dwell, Abaia, Erubos, Arioch, and others. And the cacogens fly between distant stars, mysterious beings of great power.

It is into this world that a young torturer will be exiled for an act of mercy. And it is into this world that you will enter. It is a world of many mysteries, and countless puzzles, a world with many details left unexplored. What you will do here is ultimately up to you, but to help you make your way through this world you will receive these:

+1000 Conciliation Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Performer: You are a loner, outside of the normal flow of society in the Commonwealth. You live by busking and traveling, putting on performances either plays, or perhaps a strongman act or some other trick. Though it's possible this life of wandering travel might be a cover for something else. If you wish you can take this as the drop-in origin with no connections or memories in this world.

Schemer: Whether you're a con artist, a Vodalarius, an exultant plotting to gain more power for yourself, an agent of the Ascians or the likes of Abaia or Erebus, a dark magician, or even a mutinous sailor returned to Urth, you are someone who on the surface might be called evil, or at least prone to opposing the coming of the New Sun.

Seeker: You are a member of the Guild of Seekers for Truth and Penitence, or as they are better known the Torturers. You have learned the art of excruciation and holding prisoners, capable of acting as a carnifex or lictor if necessary. Given women are banned from the Torturers for excessive cruelty beyond that prescribed by the law, if you are a woman perhaps you acquired these skills elsewhere, or maybe you are a witch where the daughters of the Torturers' clients are sent to be raised.

Steward: You are one of the men, and women, who maintain the Commonwealth. Whether you're a soldier, poorly trained and sent to the front against the Ascians, a servant of the throne, an optimate merchant, or something else, you are a part of the Commonwealth ostensibly serving its purposes, and theoretically helping the coming of the New Sun.

Location:

If you're a Drop-In you will arrive in the streets of Nessus. Otherwise you will arrive at a location in the Commonwealth appropriate to your origin.

Age and Gender:

If you're a Drop-In your age and gender remain the same as the end of the last jump. Otherwise you can choose any age or gender that fits your origin.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Exultant's Grace (50 CP): You have the refinement of an aristocrat, moving with an easy, and seemingly natural grace and elegance, and carrying yourself with a noble and proud bearing when you choose to.

You may choose to be a true exultant, or at least one of their bastards, standing with a height nearing 7 ft as a woman or 8 ft as a man.

Green Man (100 CP): Due to symbiotic algae in your blood you are now photosynthetic, and able to survive without food on sunlight alone. This does give you a green coloration to your skin.

Post-Jump this can be an alt-form.

Mermaid's Kiss (100 CP): Perhaps you received a blessing from an undine, or maybe something else, but you are now able to breathe in water as easily as in air, and to hydrate yourself by drinking salt water.

Belief in Beauty (200 CP): You believe yourself to be beautiful with a level of belief and utter conviction that goes beyond the wildest stretches of belief and faith normally found in children, much less the doubt-riddled beliefs of adults. This belief permeates your being, making you move, act, and carry yourself in a manner of absolute beauty, and in a way that others almost can't help but find themselves believing as well, seeing you as beautiful regardless of how you actually look.

At your option this can come with bodily modifications similar to those of Jolenta's. While you won't require regular maintenance like she did, you will have to deal with the problems of back pain from exaggeratedly large breasts, chafing thighs, narrow calves that are hard to walk on, etc. Or the male equivalents. But this will make you absolutely beautiful to the point that even an androgyne might be moved by it despite their lack of the necessary mechanisms, a robot might fall in love with you at first sight, and women who had never looked at another woman that way before might become tribaldists to be with you. Of course even without taking this option the sheer belief in your own beauty might get similar, if lesser depending upon your actual appearance, results.

Hale and Hearty (200 CP): Like Severian you simply are extremely physically fit and hardy. You're strong enough to casually carry a dog with a chest the size of a man hidden under your cloak, or to, also casually, snap a man's neck or swing around a sword noted for being too heavy for real swordfighting. You're naturally agile and your reflexes are exceptional. Your stamina and sheer constitution are even more remarkable. While you're not immune to disease, you generally speaking don't get sick, though wandering through a tropical jungle rife with disease while covered in many open wounds might see you get a fever though you could last longer with such a fever than most men once you had it. You can likewise endure more physical hardship, walk around shirtless in the winter of a world with a dying sun, and go longer without food and water than normal.

Storyteller (200 CP): You are a highly skilled storyteller. You know how to tell them with great skill and finesse, how to use your voice and tempo and the tricks to make them more effective when told. This even goes so far as improvising bits based on your audience, making the story ever so slightly different than before. But beyond telling stories, you are good at creating them whether to be spoken in oral tradition, or in written form. When creating stories you excel at weaving morals and messages into them. Simple things like those in the soldiers' stories would be easy enough to improvise on the spot. Something like the Book of the New Sun with its layers of meaning, and interconnection would take more time and effort, but is certainly within your skill.

Go forth and create beauty.

Reader of Consciences (300 CP): The Pellerines seem to possess some ability to sense guilt, one which you now share. You can tell when someone has – recently – committed some act of theft, lied, or similar guilty acts. This does have a time limit, and it won't tell you exactly what they've done – though murder is different from theft or lying – but just that they're lying, that they did steal something, or the like.

Repaired With Flesh (300 CP): What sort of robot can be repaired by replacing its optics with human eyes and a human's hand as a prosthetic? You. You're that kind of robot. Or maybe you're flesh and blood? Either way rejection of transplanted parts seems to be a thing of the past for you. You could transplant your brain into another body and be fine, have your head and neck stitched onto another's body and simply choose the slave based on their strength and have the transplant go fine once you've fully taken over involuntary processes, or install biological parts onto your mechanical body (or vice versa) and have it work. It might take a little work, and you might still need to provide

some motive energy to replace what would normally make it move and function, but for the most part you are able to transplant parts from even wildly different beings into yourself without fear of 'rejection' or incompatibility.

Sufficiently Advanced Spacesuit (300 CP): Like Sidero you are a robot. In fact you seem to have been designed as an extravehicular activity suit for a human(oid) occupant. You have fewer internal weak points than a human, no biology, as well as greater than human strength, and some form of internal radio device. While it's impossible for you to pass as a human, you could pass as a human in full armor easily enough.

Alternatively you may be a more human-like android, similar to Dr. Talos. We don't get details on his inner workings, but his face is like a stuffed fox, and his hand has heat but not human warmth.

Regardless of your choice post-jump this becomes an alt-form.

Miracle Monger (400 CP): You possess an air of the divine around you. This seems to draw the religious and superstitious to you. If you can perform miracles – or what seems like them – this will become even more effective, and you may find yourself being taken as a messiah-figure even without trying gathering or sparking a religion that will last a thousand years with just a matter of days and a few miraculous events.

Spring Wind (400 CP): You possess a great talent for war. Whether it's leading charges against an enemy, and orchestrating a never ending war against a foe that always seems to have more resources and men than you, like that between the Ascians and the Commonwealth, or forming an interstellar empire like Typhon once did, you are exceptionally talented at the art of war regardless of what technological level it is fought at.

Alzabo (500 CP): You are an alzabo. Alzabos are hulking, four legged beasts whose shoulders rise as tall as a tall man's head. Their heads are carried low, with pointed ears, beneath a crest of fur that runs across their back. Their teeth gleam white and their eyes, at least in firelight, glow red and show neither the intelligence of a man nor the innocence of a brute.

But it is not this large, predatory form that is important. The alzabo can speak in the voice of a human, but this is not mere mimicry. By consuming the flesh of the dead an alzabo takes in a copy of their mind and memories, giving them a form of new life within – victims of an alzabo have pled to 'reunite' with loved ones by having the alzabo consume

them – and giving you access to their thoughts and memories. These memories and minds are, however, said to degrade over time.

There are glands in an alzabo that can be used to create drugs to allow people to consume memories in this way. These are noted to be prone to causing madness, though alzabo don't seem to suffer this problem.

Post-Jump this becomes an alt-form.

Corridors of Time (1000 CP): Like the Conciliator, and others, you possess the ability to step through the corridors of time. This allows you to escape your presence and move forward or backwards through time, following different paths into the future – like moving along a tapestry not necessarily along a single thread but by following the flow of a color or going down a river that branches and divides – or moving back along the line of events that led to a current time.

This gives you no more skill or capability with this than the Conciliator possessed in his first trip, and the power source you possess fueling this will decide limits. A White Fountain, for example, provided far more power than the hierodules' ship provided for it, able to move thousands of years… but only through times where the Fountain existed (though it was possible to overshoot this somewhat and run the risk of losing this power entirely). What powered the travel of other travelers is not shown, and this will not give you a White Fountain, but you will have to provide your own.

Death and Resurrection (1000 CP): You possess the ability to resurrect yourself upon death by tapping into the power of a star. At the start of each jump you must select which star. You power to self-resurrect will not work in other dimensions or universes than the star exists in, in time periods in which the star does not exist, any where the light of the star has not yet reached, and unless you are somehow the star itself your connection with it is not as secure and will only work within a certain range of the star measured in light decades or centuries.

This resurrection may involve time travel, and while it will heal you of the wound(s) that killed you, those you had taken some time before will remain meaning you can still be scarred or permanently maimed.

Scientist Perks

Showman (100 CP): You are a natural showman. Whether it's acting in a play, demonstrating feats of strength, or performing an execution, you know how to give your audience their money's worth and to do it with flash and pizzazz. You also know how to talk to an audience to make sure they actually do give you some orichalks, aes, or even crissos after watching your performance.

Doctor (200 CP): You are a highly skilled doctor. That is medical doctor. This goes beyond the levels of the Pellerines, and is closer to that of Dr. Talos who was able to keep the sometimes petulant giant Baldanders in good health. Beyond medical, and surgical, skills, you have some skill in bodily modification (such as what was done to Jolenta to make her so beautiful), hypnotism and post-hypnotic suggestion.

Giant (400 CP): Like Baldanders, or an undine, you are always growing. This growth gives you great recuperative abilities, allowing you to eventually heal any injury that doesn't kill you, potentially regrowing limbs or organs, and prevents senescence and 'aging', however to keep this recuperative ability and prevent aging you must always be growing and developing, your body continuously developing further into a larger and larger form with age.

This growth over time will provide you with an increase in your power, strength, and intelligence over time so that as you grow larger you will grow more intelligent, and (spiritually/mystically) powerful, as well as stronger than proportionate with your growth. Unfortunately this growth is not, with just this, sufficient to overcome the effects and influence of the square-cube law and eventually your body will grow too heavy and large to survive on land forcing you into the sea, and even before that you may find yourself developing a variety of medical issues that will require tending.

Thankfully, as you are paying CP for this, you can stop or resume this growth at any time, reset it at the start of a jump, and each of your alt-forms will only grow while you are in it and the growth will be tracked (and reset) separately for each alt-form.

The Great Work (600 CP): You possess a keen, and inventive scientific mind, the sort that could rediscover – or discover for the first time – the mysteries of science on a world that had slid back in so many ways like Urth had. You are a naturally gifted inventor, and quickly take to new scientific concepts picking up on them and learning them quickly and efficiently.

More than that you now possess a knowledge of the technology and science of Urth to rival Baldanders' own. While you may not know the science behind every piece of Urth technology, you can rival Baldanders with all of the biological horrors he created, modifying people like Jolenta was, keeping someone immortal by keeping them growing perpetually, or even building passable (if uncanny looking) fake people like Dr. Talos. This also includes various (energy) weapons and the like. What you don't know of Urth's science you can, eventually, rediscover. This will not, however, guarantee the existence of the Corridors of Time, or Yesod in future jumps, or the ability to replicate technology that requires them (taken with **Corridors of Time** their existence is guaranteed).

This does not include actual surgical skills to perform the modifications yourself. For that, you want **Doctor**.

Schemer Perks

Sideways Thinking (100 CP): You possess sideways thinking like that shown by Agia. You're got a kind of lateral thinking that makes you good at coming up with basic confidence scams, plots to legally murder someone – such as abusing the system of duels – and other similar low level schemes and plots.

To the Ends of the Urth (200 CP): You are strangely good at pursuing individuals, especially those that (you feel) have wronged you. You could, with minimal resources, track an individual across a continent, following them through royal palaces, wastelands, and the thicks of continent spanning battlelines.

Lord of the Woods (400 CP): You've got that certain something that draws people to you, and makes them want to follow you. You cut a romantic figure, and like Vodalus you seem to draw out the desire in others to follow you and believe in you. If you lead a rebellion, individuals who really knew nothing about it might still swear to you on sight, simply because something about you seems to draw them in. Just note that this charisma is not absolute; in the end Severian chose the Autarch over Vodalus and Jonas never followed him for a moment.

Scepter of the Increate (600 CP): You have learned what passes as magic in this world. Much of what you have learned is simple stage magic and tricks. That is to say the use of prestidigitation, sleight of hand, and things like trick doors and passage ways. Yet there is something more you have learned as well. First you have trained your will until it is like an iron bar, giving you exceptional focus and powers of concentration to drive your spirit before you like a slave. Second you can use this great focus, sometimes aided by certain signs and words to perform acts of what appears to be magic. You can drive your mind into another in an act of telepathy – though this can be resisted and a man who is free to do so could rise and lop off your head – or shatter a wooden walking stick with a glance and focused intent. This seems to be mostly a collection of low end psychic powers – telepathy, telekinesis, even a bit of peering into the future – but it does also specifically include raising the dead as a sort of violent, near mindless 'zombie'.

Seeker Perks

Torturer (100 CP): You have been trained by the Order of Seekers for Truth and Penitence, or if you have not you have learned many of the same skills that they would be expected to learn. Primarily this means you have been taught how to perform as a torturer, able to do things like remove the skin from a person's leg in a single strip while keeping them alive, and an executioner. Of course, these skills have a variety of other uses. You may not be a fully proficient leech but there is a good deal of medical knowledge required to keep clients alive especially when they try to kill themselves, though you are focused more on dealing with wounds and injuries than disease. You may not be a fully trained warrior, but you do know how to fight unarmed or with a sword, how to use a sword to cleanly cut through a target, and a variety of pressure points and unarmed techniques to quickly disable or kill opponents; you know how to break a man's neck with your hands, or how to drive their nose into their brain (though most people will reflexively block this quite effectively), or where to pinch to make someone fall to the ground in agony.

Gift With Animals (200 CP): You have a way with animals. They become naturally docile and obedient when dealing with you. You might not be able to take a wild animal and simply order it to attack someone, but you could take a wild, violent bull intent on goring you and by raising your hand to pet it not only calm it but get it to docilely carry your wounded friend and follow you for miles until you release it, or calm a hungry smilodon and get it to forgo eating wounded prey but to lay down and curl up with you as if to protect you. Wild animals will not attack you, and even trained warbeasts can be calmed with ease.

This only applies to non-sapient animals, including things such as the destriers of Urth, and not monsters such as the creatures Hethor called forth or alzabos, or sapient beings of any sort.

Joy and Curse (400 CP): You will no longer experience that phenomenon which is to forget. Unlike Severian you might remember what it feels like to forget, because from now on your memories are "perfect." That is to say that you no longer forget anything, and instead of being reconstructions of the past, you can recall things as you actually observed them at the time, including how you remembered them and felt about them at the time. Your memories are so in depth and involved that it can grow difficult to recognize reality around you, as you are fully able to re-experience the past as if in a form of mental 'time travel' (albeit one which does not allow you to change things). These memories are still limited by how much you observed at the time; if you casually passed

a shelf of books without thinking about it you won't necessarily be able to tell the number of books, much less the precise names even if technically you briefly perceive them.

Powers Above the Stage (600 CP): You might not actually have time travelers working to arrange the world in such a way as to ensure you complete some great task you already completed in the future, but it can sometimes feel like it. The world seems to guide you into the role of someone/something important. Events and encounters that guide you towards such a role, and seem to come together in ways to keep you from dying before your time. There are a lot of odd coincidences, serendipitous meetings, and sudden help when you need it most in your future. Of course, Severian had this help and still managed to die and have to resurrect himself, so just because it feels like events are arranging themselves to guide you to a role of importance doesn't mean you can coast by on this serendipity. You also retain free will, the world might be pushing you towards greatness but there is nothing forcing you to accept the call.

Steward Perks

People of the Commonwealth (100 CP): The army of the Commonwealth showcases just how varied it really is. Because of this its soldiers and leaders must demonstrate the ability to adapt to and pass between cultures easily. You will find it easier to adapt to the social standards and cultural practices of others, helping you to blend in with them, or at least simply not grate against them when you choose to.

Observant (200 CP): You possess a keen eye for detail, easily able to pick up on little hints in behavior, or simply notice the physical details of a situation. You have a good mind for making connections from these details, and especially on picking up when something about a story or situation does not quite add up.

Good With People (400 CP): You really are. You are good at understanding people, identifying their motivations, and predicting their behavior. This goes further to manipulating them as well, and performing such things as orchestrating a true rebellion against your rule so that it serves as a political lightning rod to attract the enemies to your regime while being, unknown to its own leader, ultimately guided by information you are feeding it, and using to control its actions in ways that do not actually threaten you and your reign.

Legion (600 CP): You might not be the Autarch, but you seem to have emulated him. You now possess the memories from 1000 years of overlapping lives. These aren't exceptional individuals, though they may have been powerful figures; that is to say these are not geniuses, once in a lifetime talents, or the like, but you could have lords, politicians, business magnates and those who through luck or birth were in positions of authority. These memories live in you, lives upon lives. Each life that is further back is ultimately more vague and fragmentary – even if you have some form of perfect memory as the copy you have is a degraded copy – until the earliest are merely vague shadows and impressions.

Since you're paying CP for this they are ultimately like your background memories, but each step further back is less influential than the one before it and even the nearest memories from this are a step – or more – behind normal background memories. They will also fade at the end of a jump, but you will get a new chain of memories at the start of each new one, ensuring you have a good deal of first hand experience with the past of the world.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Dog (50 CP): This is a dog, or what passes for a dog on Urth during the age of the autarchs. Given how many animals don't quite match up it might merely be dog-like. Either way this is a large dog bred for fighting dire wolves and other beasts, with a chest as wide as a man's and a mouth wide enough that its head seems at risk of breaking into two pieces.

Catoptric Armor (100 CP): This is a suit of full body armor which has been designed to be composed of mirrored surfaces. It's not a perfect camouflage, though this high level of reflection at varying angles does make it hard on the eye to pinpoint, and give a somewhat camouflaged appearance in many situations. It also serves as armor against energy weapons, reflecting and dissipating some of their potential and power, especially against lasers. Finally as it was designed with Urth-level tech it is lighter and sturdier than ordinary steel armor, even if it is not necessarily comfortable to wear.

Necklace (100 CP): This necklace exists as a series of canisters worn around the throat which provides an atmosphere in a protective field which maintains it against outside atmospheres or the vacuum of the void. It is not a perfect protection from exchange of air within an atmosphere, especially in strong enough winds such as a high speed vehicle moving through an atmosphere, though mere stormwinds will not be felt within it as only a very small amount of exchange will happen through the shell.

This necklace does have a limited duration of use, but can refresh its atmosphere from the surrounding air slowly over time, or very rapidly if not in use.

Bullets of Power (100 CP): This is a canister containing silver-gray, oily-looking slugs of metal. These slugs are made from natrium and ignite on contact with water and if submerged will cause a fireball and an explosion which can launch the slug back into the air to fall into the water again for another somewhat smaller explosion.

These slugs will restock over time as they are used.

Pistol (200 CP): This is a laser weapon of cacogen design. At low power it can leave 2nd degree burns through thick overalls with a very brief exposure, or can melt metal. At high power… We're told a single man with such a weapon could burn down 60 men in a crowd before they could reach him should the mob at the base of an execution site turn hostile. This is a weapon far beyond Urthly capabilities.

And since you're paying CP for this it will recharge itself over time.

House Absolute (300 CP): This is a copy of the House Absolute. That is to say this is a massive underground palace with a second hidden palace woven throughout it. The entire complex is at the top of Urth's technological sophistication, though much of the hidden palace is simply extremely sophisticated use of things like perspective to make an open entrance to a room appear to be nothing more than a painting hanging on the wall. Still this has electricity, running water, and the technological comforts of the Autarch, though it will not come staffed or with weapons, or patrol robots. It does have an expansive garden built over top of it, and is built deep enough to resist detection, or bombardment, from fliers and the weapons of the Ascians.

Monumental Mountain (300 CP): This is a mountain, standing tall enough to be permanently snowcapped even in the tropics – at least during the age of the red, Old Sun – and which has been carved in your likeness. Think more of a bust than a statue, but it comes with hollowed out areas in which one could build quite the sophisticated technological base if one cared to.

This mountain can either retain modifications you make to it, or insert into settings in its original, default form (that is your likeness writ large with artificial great caverns but not whatever is built on or in it) during a lost and forgotten epoch of time and at a geographically isolated and hard to access place. This may have been discovered and caused ripples in the past by the start of the jump.

Botanical Gardens (400 CP): This is a large structure made of transparent material that looks reminiscent of – but is not – glass. This structure contains many gardens based on different biomes and environments, the walls of these enclosures being mirrors making it hard to tell the exact size, though if one wonders in these enclosures they seem to be larger on the inside than is possible from the outside mass. In fact if one walks in the right paths and ways one can even come upon things or scenes from these biomes which seem to be actual slices of the times and places where these biomes naturally occurred before the Old Sun began to die. You will not be able to wander out freely into these times and

places, but you may meet people or beings from these times, and wild animals can (and do) wander in these gardens. You will find that in addition to several biomes from this world, a new biome is installed for each previous jump you have gone to, and each subsequent world you may visit.

You may choose to have this structure insert as a free standing complex into future jumps – potentially allowing the public to enter it or things to wander out from it – or exist only as a warehouse add-on.

Last House (400 CP): This is a multistoried house. Built in an isolated area, and into the midst of difficult terrain, the house is only accessible by following a very specific route and path; not because the terrain is so difficult, but because if one attempts to reach it by a shortcut it will simply end up being an optical illusion created by the terrain. Each floor of the house, however, opens into a different era or age, viewing time periods perhaps chiliads apart. The house is only a few stories tall, but it still accesses 3 or 4 future time periods. Unfortunately as these are just a series of potential futures in line with each other, anything brought from them outside of the house into the "present" will disappear unless the likelihood of its future coming to pass is sufficiently high.

Scientist Items

Busking Cap (100 CP): This is a hat or a cap. You can choose its design within reason for a hat or cap. What's important about it is not what it looks like, but how when you pass it around after a live performance, or have it situated on the ground during one, people are more likely to give you something – or to give you more than they normally would – dropping some coins, cash, or goods (like fresh produce) into the hat.

Levitation Belt (200 CP): This is a belt that seems to provide lift. It is calibrated to your weight so that it will not entirely negate it, but will allow you to fall slowly, and make it possible for you to do fantastic acts of acrobatics and tumbling. A slow and lumbering giant with this belt could casually scale walls, leap from a tower and fall unharmed, and move with a surprising speed and agility; a normal sized person could probably move even more easily.

This belt is automatically sized for you, and calibrated for your weight no matter what form you take. Do be careful, though, as without something constraining it this belt will rise up high in the sky, and it will make something like diving under water difficult.

Mace (400 CP): This mace has as its head a simple sphere. There is a mechanism within this mace which when active causes the head to glow phosphorescent and create a high pitched whine, like a wine glass tapped with a knife but held frozen in time and stretched out continuously. This mechanism causes hair to literally stand on end and a feeling of intense, pure fear in those nearby. This isn't necessarily fear of you, or the mace, or of anything, but simple, pure fear striking into their hearts and minds. A hero might resist this, but your average angry mob wouldn't dare come near you when you carry this, only perhaps throwing spears at substantial range.

Because you're paying CP for this, this mace will always be the proper size for you to wield, and you will be immune to the fear it produces.

Frankenstein's Castle (600 CP): This is a copy of the castle over Lake Diuturna. It will even have the fortifications fully rebuilt and repaired. While the castle's construction is still not impressive – it's a useful defense against men armed with weapons that a blacksmith might forge, it's nothing to the weapons built by those with resources and education in native technology, much less those provided by the cacogens – that is a mere side benefit. Like the castle at Lake Diuturna, it is built as a manufacturing space and lab. While this is no full factory, and is more a mad scientist's lab than a clinical one, it is well equipped for the development of new technology, as well as biological experimentation to twist humans into new, mad forms. The machines and tools available here may be the

most sophisticated still remaining that were made upon Urth by humans and not maintained by the cacogens or great monsters like Abaia and Erubos.

In future jumps the labs will update taking on machines and tools from the local default technological system. You won't find tech of lost civilizations, or those belonging to more advanced civilizations either, but it will be enough to work at the level of a local workshop, and really better gear than you would expect from an individual's personal lab space.

Schemer Items

Forged Coins (100 CP): This is a bag of fake gold. It's passingly convincing to those who don't investigate closely, though these gold chrisos do feel greased, and aren't truly as pure gold as chrisos should be so avoid trying to pass them out to careful merchants.

Post-jump, while this can still be a bag of gold plated coins, it can be a small fortune in decently well forged money of the local currency.

Arbalest (200 CP): This is a crossbow-like weapon. What is special about it is not the launcher, but the bolts that come with it as each one is designed as an explosive which will go off moments after impacting with the force expected of a launched bolt.

Your supply of bolts will resupply over time.

Flier (400 CP): This flying machine uses anti-iron in its construction to keep it magnetically lifted. As it is not perfectly sealed against the atmosphere it hovers in the upper levels of the atmosphere, until called by words of command spoken into a communication device linked to it (and received by you). The flier has a mind of its own, not a fully developed animal or human mind, but enough to fly itself to spoken commands, and to come in closer to land, though given it requires sufficient distance for its forward momentum to overcome its magnetic lift, usually it instead drops ropes to allow individuals at the landing sight to pull it down close enough to lower a landing staircase for boarding.

The flier is armed with energy weapons, though these are of the Urth-level of technology not the stellar-level provided by the cacogens.

Tome of Summoning (600 CP): This large 'book' has pages filled with mirrors, each set easily larger than a full body mirror (hence the size of the book). When the book is closed, these mirrors build up energy and charge. When it is opened they will teleport a being into existence above the book. Each pair of pages teleports a different type of creature from a different place, and there are many creatures available. One thing that these creatures have in common is that they are attracted to some energy produced by living things – though fire can fool them for a time into mistaking it for a living thing – and act to destroy it. These alien creatures have odd, and otherworldly qualities, almost seeming to be demons and include the likes of notules, salamanders, and nameless, black slime horrors, and may include averns and albazos, as well as others.

You possess words of command that allow you to control these creatures, and to give them a specific target to seek out and follow. Once a creature has been ‘summoned’ through this ‘book’ the mirrors to reach its world will require some time to recharge, though there are many kinds of horror to summon from within it.

Seeker Items

Fuligin Cloak (100 CP): This is a cloak of the color that is darker than black. This cloak absorbs more than 99% of light that hits it (probably a fair bit more) causing it to appear only as a mass of darkness with no clear texture, or contour, and even cause difficulty identifying the exact distance from it. When you wear this cloak in the dark, you seem to blend into it like a shadow among shadows; you're not wholly invisible but it is very hard to spot you.

This cloak will clean and repair itself.

Book of Tales (200 CP): This is a large, brown book of stories. These stories are shrouded in symbolism, allegory, myth, and legend, but if read carefully they ultimately contain the forgotten history of this world, and hints at the nature of such beings as the cacogens, Abaia and Erubos, and lost or forgotten technology and truths.

In future jumps this book will have tales of the current world which hint similarly on the truth of forgotten history or the hidden nature of things.

Line of Separation (400 CP): This sword is larger and heavier than is perhaps the most practical for a sword fight. Despite that the balance is superb, with a channel in which a river of hydrargyrum – a liquid metal heavier than steel – runs which makes the weight shift to the hilt when it is held up and swing to the tip of the blade as it is brought down. This river seems to be not guided purely by gravity as it rises after blows like as if the liquid was back to the hilt, and the weight shifts to the tip quickly in a downward stroke. The blade is sharp enough to shave with, and capable of easily cutting through the neck of a creature the size of a bull, or bisecting a human through the ribcage even if removing heads is more appropriate.

Once per jump when this sword is used to parry a weapon of great power, this sword may shatter the opposing weapon but be broken itself in the process. The sword will not be replaced until the end of the jump in that case.

Claw of the Conciliator (600 CP): This fabulous blue gem contains a large, black claw tip inside of its center. This gem, or the claw within it, acts as a miraculous tool of resurrection and healing, but only sometimes. The rules governing the claw's resurrective abilities on the surface seem to be arbitrary and perhaps even change over time. You can expect it to showcase an inability to heal those beings or individuals who have lost their humanity in one way or another (but being able to heal dogs and the organic parts of robots that have been repaired with biological parts and have obtained humanity), an

inability to heal wounds inflicted by people (other than the gem's wielder), and an inability to heal those who have suffered too great of physical damage such as being a burnt and charred corpse. Given you're not the ultimate source of this power, but are invoking the Conciliator's power miraculously through this claw it can potentially fail at other times as well, or from excessive use. It will not work for others, though, nor will it work to resurrect you directly.

When in use this gem shines with a brilliant light of its own, and sometimes it will shine at other times though not as brightly. Those resurrected by this claw return with fragmented and confused memories; those who were dead only very briefly seem to be less affected by this, but those who were dead long may take years to regain their memories of who they were before death. The stone also needs power. Normally it would draw this power from the local sun, possessing a link with the nearest sun to your start location, but if you're in another dimension, interstellar space, or another solar system you will have to provide this power yourself. The power for resurrection is immense; enough to threaten to destroy even one of the ships of the Hierodules' superiors with its power drain and still fail, so if you want to use it away from the starting sun you will need to provide a great deal of power.

Steward Items

Destrier (100 CP): This is a destrier, one of the warhorses of the Commonwealth. Like most destriers its saber fangs are capped with metal making them into deadly weapons, and although its three claws coming from its hooves are not they are still effective rending weapons. The speed of these destriers is greater than that of the road engines of old, and sufficient to serve as an effective mount in cavalry charges against people armed with energy weapons; though those of stellar quality make this a questionable tactic.

Lance (200 CP): This is one of the various forms of spears or lances wielded by soldiers in this world. These weapons are usually described as having flames at their tips, and to be able to create fireworks like bursts of light when they propel a burst of energy out to a relatively short range; perhaps 50 ft or so. Still this is an energy weapon of the Urth-level of technology, and quite lethal to unarmored individuals, with even a glancing blow against a leg being sufficient to leave the recipient with a life long limp from the burned and twisted leg. It also seems to be able to be used as a spear or lance.

Yours will automatically recharge any necessary charge over time.

Pharmakon (400 CP): This golden vial in the shape of a phallus contains a single dose of a drug of cacogen origin. It is similar to the drug derived from the glands of the albazo and used by the eaters-of-the-dead to obtain the memories of the dead, but seems to be of enhanced potency and safer as well. Though that might in part be because of the restrictions used in consumption. Namely where they eat the flesh of the dead, this one requires you to eat a certain portion of the forebrain of the very recently deceased – usually meaning you begin removal before actual death. By eating the brain in this way you obtain their memories and mind recorded within your own being.

Given you're paying CP for this, the vial will refill once per year, and can be used to obtain memories from eating flesh like the alzabo drug, though in this case its increased protection from the dangers of such an act will be removed. Given this is noted to cause madness especially if you knew each other in life and have memories of shared events, and in what is noted to be a mild case the second will could on occasion take control of the consumer's body, do so with care.

Mirrors (600 CP): Another device designed by cacogens. Though seemingly this may have been a technology used on Urth during the first and potentially even second empires. This is a device of folding screens whose backs are embedded with diamonds and strange, teratoid symbols in some tongue not of Urth, and whose fronts possess mirrors and which when closed in a circle function for their purpose of reflecting not merely light but reality and the metaphysical substance that underlies the material world. It is capable of teleporting what lies within this circle of mirrors at faster than light speeds through another dimension to return to this one at a different place.

The exact methods of function for the canonical mirrors used in this way, and the reception devices needed are unclear. The ones we see are described as mere children's toys compared to the true means used by cacogen to travel the stars, but yours will be able to reliably target a planet, or be used to transport to other dimensions (though not other timelines) in the local reality, without needing a receptor. It is, however, not the best for transit in distances not measured in lightyears.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character. An autarch with their legion of memories, Baldanders, similarly human plus individuals, or robots similar to Sidero are 100 CP. Hierodules (even if robotic) are 200 CP. Abaia, Erebus, or others among these monsters, hierogrammates, or the New Sun himself (with Sol acting as the New Sun to provide his powers) are 400 CP.

Shadow (50 CP): This is a khaibit, or clone. It can be a clone of a human character from the books, or of you or one of your human companions. They'll be a baseline human – even if you were for example an exultant they would have the height and build of a normal human not an exultant – but they will match their original for organ and blood replacement purposes, and will be by nature similar, but not identical, to their original.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Toggle): By default you will be arriving here when Severian was still an apprentice, several years before he backed into the throne, and leaving before he writes *The Book of the New Sun* or the start of his journey in *Urth of the New Sun*. If you want to see his journey in *Urth of the New Sun*, much less the coming of the New Sun you'll either have to find a way to travel at relativistic speeds, or swim through the Brook Madregot. However this can help. With this you can extend your stay here for as long as you care to (under your personal subjective time frame), just choose how long you want to be here. Though do be careful to choose a duration you can survive; seeing the coming of the New Sun might not actually be a good idea.

Time of Typhon (Toggle): If you wish you can arrive, instead, at the end of the time of Typhon during the second empire. You will see the collapse of the last of the great monarchs, and perhaps even the rise of the autarchs. There's a lot less detailed about this time, and while the general level of technology seems to be higher, we also see minor, medieval-esque villages mostly the same as they would be under the last of the autarchs.

Jumper the Great (+100 CP): That's what they may call you in public. Your friends, though, are more likely to be honest. You are lame. You can still be cool, but you have suffered a serious leg wound which has left one of your legs permanently twisted and weakened. You can still walk, but you have a pronounced and significant limp.

Mask Over a Mask (+100 CP): You possess one of the hideous, horrible, monstrous faces of a cacogen. This is not a mask that you can remove. You can expect many humans to be revolted by your face even if you cover it with another mask.

"Perfect" Memory (+100 CP): How perfect Severian's memory actually is might be a serious debate. Yours however is most decidedly not perfect. You are prone to forgetting things, misremembering things, fabricating memories whole cloth, and remembering different timelines as if they were the one you were living in. Unfortunately you are also highly certain that your memory is, in fact, perfect, and while you can be given evidence to believe that a memory was wrong or you did forget something you will soon forget that you ever misremembered anything.

Permissible Speech (+100 CP): You seem to be an Ascian. At least you speak like one of them. You are only able to speak in the form of quotations from a selection of

approved texts from the Ascian's Group of Seventeen. You will have a mental library of at least a thousand quotations from these texts.

Perpetually Confused (+100 CP): Something about this world seems to be confusing. It's like there's always something that's passing over your head, or you are always running into puzzles that you just don't seem to be able to put together.

Picaresque Adventure (+100 CP): It's like you're living in an adventure story. Wherever you go you'll find yourself getting pulled into adventure. Rebellions, fleeing from authorities, duels, caverns full of man-apes, monsters summoned from alien worlds, jibers… You'll find yourself living in adventurous times, being thrown into a variety of dangers and excitement similar to those that Severian faced during his exile.

Shadow of the Citadel (+100 CP): You may not actually be part of the Guild, but you seem to have been marked by an upbringing in it regardless. You are desensitized to death and violence. You may eventually learn why not to take a life, but you can expect yourself to be overly willing to lightly kill, and without normal human hesitation towards taking a life. This has also left you somewhat cold and aloof from others, and to have difficulty making deep, lasting connections; though it's not impossible for you.

Will of the Increate (+100 CP; Incompatible with Time of Typhon): You are incapable of causing any meaningful change to events. Severian will bring the New Sun to Urth, and his life story will still be mostly the same. Major characters who die still will die, the autarchs will still rise from the ashes of the second empire, the first empire will still come to a crashing end, you can't kill the Megatherians and the war with the Ascians will still continue well past Severian's reign as autarch. What you do in this setting will not matter to the setting or its major characters.

Ignorant (+200 CP): You are a materialist. You cannot fathom or comprehend spiritual truths, the true power of symbols, or the like. You do not believe in magic or miracles, or anything that cannot be explained by science; which means no Clarketech unless you can actually scientifically explain it. And this strips you of any power or ability that is not rooted in science or that is rooted in belief, mysticism, magic, or spiritualism.

Living Pornography (+200 CP): Your body has been heavily modified similar to Jolenta's. It has been changed into an extreme, sexual caricature of the human form. And this hurts. It will hurt to walk. You can expect to suffer from terrible, chronic back pain. Your lips are too large. You will have to deal with all of the sorts of problems Jolenta suffered from, and you will require regular maintenance from someone with skill in

medicine as well as the technology used to modify your form. You may take **Belief in Beauty** at a discount.

Lost Knowledge (+200 CP): Your knowledge of science and technology has been reduced to fit this world. Any scientific knowledge you'd possess outside of the norm for the masses on Nessus – not the servants of the throne, or the soldiers much less the likes of Baldanders or the cacogen – is lost. You can regain it with time, but you can expect your scientific knowledge to be an odd anachronistic hodgepodge – you're familiar with the idea of flying machines, electric lights, and energy weapons but not anything about how they actually work – veering primarily towards the medieval.

Pool of Lethe (+200 CP): Like one who has died and is resurrected you are suffering amnesia. You will slowly begin to remember elements of your past life – both in this jump and otherwise – over time, but it will take years before you have fully recovered your memories.

Too Big for the Land (+200 CP): You're at least the size of a small whale. You will find that your body cannot support itself on land any more than a beached whale, and while you may travel for a time over land it will hurt you, damage your body, and eventually kill you to be outside of the buoyancy of water at least in a gravitational field such as Urth's.

Fallen World (+300 CP): This world has become corrupt and degenerate, and you will see exactly how corrupt and degenerate it has become. You will encounter the worst in this world, the most vicious individuals, the parts where humans have most lost their humanity. It really feels like you can't go anywhere in this world without meeting all that is terrible.

Enemy of the 17 (+300 CP): The Group of 17, as well as the monsters such as Abaia, Erebus, Arioch, and others unnamed often identified by readers as the 17 Megatherians, have decided that you are their greatest enemy, far more of a threat to them than the coming of the New Sun, and whose destruction is far more important of a goal than the subjugation of mankind. They will turn all their resources against you, and stop at nothing to see you destroyed. As a reminder they could destroy the Commonwealth without much effort if they did not want to dominate the wills of humanity, and even their lesser manifestations can swim through time.

Revolutionary (+300 CP): You have been exposed to the revolutionary, turning your mind against itself. Your body will be possessed from time to time with a murderous will directed towards yourself, during which period you will do all that is in your power to

destroy yourself once and for all. Every bit of your resources and cleverness will be turned against you, and these periods are impossible for you to predict ahead of time.

Zoanthrope (+300 CP): You have chosen to surrender your humanity, and the great weight it brings with it, and to ease your burdens by becoming an animal once more. You have had part of your brain willingly removed. Your intelligence, no matter how far it normally exceeds humanity's, is reduced to that of a somewhat clever animal, such as a chimp or a gorilla.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I have not yet read the Long Sun or Short Sun books. Also this is Gene Wolfe so exactly what happens in these books has been puzzled over and argued about for nearly half a century now.

While some things from *Urth of the New Sun* were included, I tried to focus on things available to the humans of Urth or else to Severian through his personal powers (albeit not to the full extent of being the New Sun). As you can see from the lack of any option to be a hierodule much less hierogrammate.

Doctor + The Great Work will allow you to transplant brains or sew heads on people like Typhon on Piaton. The Great Work alone will guarantee you can eventually rediscover it but it'd be on you to get the surgical skill in that case.

Urth-level technology is the technology that the inhabitants of Urth are capable of replicating without the help of the hierodules or the megatherians. This is to say some level of sci-fi technology, as opposed to the common smith-level which most of the people in the Commonwealth, and apparently Ascia, function at.

Botanical Gardens: Yes, this will include a lake which preserves the dead placed within it, and which has averns growing on its shores.

Claw of the Conciliator lists the limitations Severian discussed it having, and then adds the other 'it can fail especially if you have overused it' to give a thing to make it not just be 'resurrect everyone who dies'. It's entirely possible Severian didn't have those limits at all and it was some other psychological limitation: Little Severian certainly seems like this as Severian was contemplating suicide if Little Sev came back; Typhon claims it was Severian working with his machines that brought him back and doesn't show the post-death amnesia Dorcas and Miles did but if Severian resurrected him that'd seem to throw out the inhumanity argument (or maybe it just resurrected his host body and that was enough to revive Typhon's preserved head). But this is an Item based on the Claw of the Conciliator and not Severian's ability to resurrect people so it has its seeming limitations. That said since it's not actually linked to the White Fountain of the New Sun, it might be able to swap to drawing from another star; managing this is up to you, however.

Tome of Summoning: We never actually see how Hethor summons his creatures other than being told that he uses mirrors. I took inspiration from the Autarch's book and thought making it a tome was cool, and helped equalize it with some of the other options by making it relatively portable.

Pharmakon: I fully believe that the version in the book probably could be used to obtain memories from eating flesh, and is just a more refined version of the alzabo drug, but… I will also note that despite Thecla taking over Severian's body from time to time, and living inside of him as a second personality, Severian was noted to have been less affected than many by the drug despite having used it in a particularly dangerous way by eating someone he shared close memories with.

Changelog:

Version 1.0.0: Released.