Eberron Jumpchain

By Hate Fish

Welcome to the wonderful world of Eberron! Twelve moons hang in the sky, with a belt of shattered rocks suffusing it. The twelve Dragonmarked houses rule over all aspects of life, each sponsoring a member of the Twelve, wizards dedicated to keeping the peace. Swashbuckling rogues work alongside ingenious craftsmen, wielding swords and shield and automatic crossbows. Robotic soldiers, remnants of the last great war, tread the streets, living the closest they can to normal lives, albeit typically normal lives as mercenaries. Spellslingers craft works of true arcana, ships that travel the sky, trains fuelled by lightning, and stone tablets that can communicate over great distances.

Another important thing about Eberron is that it was originally conceived partly an attempt to extrapolate a world where you have low-level magic available on a large scale. In a not-too-shocking turn of events, it ends up replicating a lot of technology: besides the aforementioned train and zeppelin-analogues, you have magical lamps on the streets of the big city, craftwrights working on crafting fine items and breeding magical animals, and then there's all the stuff that got built for the war. Most notably, the Warforged, the aforementioned robotic soldiers built for the last great war. These guys are like intelligent golems made from living wood and metal, created to be the perfect soldier. For the entire war they were considered to be slaves or property, but part of the armistice agreement gave them full citizenship rights and stuff. This doesn't mean that the average guy on the street accepts them, though.

Finally, the last thing to know is about Dragonmarks. See, in Eberron you have the countries that are, obviously, important entities. But almost as important are the twelve Houses. Each House is mostly run by a very large extended family. Why? Because the power of the House comes from Dragonmarks — mysterious symbols that some people are born with, and get passed down erratically through family lines. People with those symbols have the intrinsic ability to use certain magic powers — people with the Mark of Healing can heal wounds and cure diseases, and people with the Mark of Storm can control the weather.

The Houses have parlayed these powers into various guilds, which in turn have enormous influence across the continent. For instance, House Jorasco's Mark of Healing let them start the Healer's guild, which runs virtually all the hospitals. House Orien's Mark of Passage gives them the guilds of Couriers and Transportation, and if you want mercenaries you talk to the folks with the Mark of Sentinel. Obviously, there are healers who don't belong to House Jorasco (clerics, for instance), but Eberron doesn't have a lot of high-level characters (like, a quarter or fewer of what a standard setting has), so the powers of the House Dragonmarks makes them like IBM or US Steel (and there's been no trust-busting attempts, at least not yet). Note that not everyone in a House has a Dragonmark: there's plenty of room in the House for administrators, diplomats, bookkeepers, janitors, and so on, depending on your other talents.

You have 1000CP to spend. In addition, you get an Origin, Race, Class and Starting Location for free, as well as being able to set your age and gender as you please.

Starting Location

You may either roll an eight-sided die, starting at the relevant location, or pay 50CP to choose. The location you start at within each given area is at your discretion.

1: Breland. Breland is one of the five nations of central Khorvaire, lying in the southwest of the continent enjoying one of the largest areas of the nations and territories. Breland is a mix of open farmland, woodland and sprawling metropolis, the most famous of which is Sharn.

2: The Mournland. Once, Cyre shone more brightly than any of its sibling nations in the kingdom of Galifar. The Last War took a toll on the nation and its citizens, until disaster struck. No one knows if the catastrophe was caused by a weapon from an enemy nation or a doomsday device of Cyre's own design. Now it is simply the Mournland.

3: Thrane. One of the original Five Nations, Thrane is now dominated by theology. Desperate to show the world the light of the Silver Flame, you are more likely to encounter a Thrane missionary than a farmer.

4: Valenar. Valenar is a nation that broke away from the nation of Cyre during the Last War when the mercenary elves of the Valenar subrace revolted. The nation of Valenar is primarily inhabited by the elven Valaes Tairn, and secondarily by human beings that were formerly citizens of Cyre but had very little loyalty to their parent nation.

5: Talenta Plains. The Talenta Plains are a vast grassland stretching from the Blade Desert to the borders of Karrnath and the Mournland. It is the home of wandering herds of buffalo-sized dinosaurs and tribal halflings remaining true to their ancient nomadic way of life since the days before humans walked the lands of Khorvaire.

6: Droaam. Droaam is a nation ruled by monsters. Few of the civilized races dare to test its borders. Their connection with the rest of Khorvaire is limited to a single House Orien roadway and a beneficial business relationship with House Tharashk.

7: Stormreach. Stormreach is a small frontier city nestled on the eastern coast of the Skyfall Peninsula in Xen'Drik. Despite its small population, Stormreach is an important city because of its location, allowing easy docking access to travellers wishing to enter Xen'Drik.

8: Free Choice

Origin

Drop-In/Adventurer: You either appeared from nowhere or have been travelling long enough, performing great deeds (or regular deeds for payment) that no-one, not even you, is quite sure where you came from.
Frontline Soldier: A soldier on the front lines, a guard for one of the Great Houses, or merely a professional mercenary that does regimented fighting, any of these have enough representation in the world to be worth mentioning.
Great House Scion: Twelve houses, infused with the blood of dragons. Many of them have minor branch families, bastard offspring, less important members, and one of them is you. Congratulations!
Experimental Arcanist: Magic is so ubiquitous in Eberron that people take to the study and experimentation of it as one would any natural law. Some fall into obscurity, but others rise, producing some amazing spells that no other plane has ever seen or will ever see.
Clergyman: Unlike other worlds, the gods of Eberron may or may not exist. However, people still take to the Clergy. Though they may not answer their prayers, the Divine still provide power to those with faith. Or maybe faith itself is the true power.
Dedicated Craftwright: For every scientist, there is an engineer. Someone willing to take the scientific (or, in this case, magical) principles discovered, and craft some amazing device to exploit it to their own uses.

Race

Your race grants you the abilities described within. Further expansions and improvements to these abilities can be found under the Racial Perks section.

Changeling: Changelings are a humanoid race who are distantly descended from doppelgangers and share their shapeshifting qualities. Their shapeshifting has led to them being used as spies and assassins which has, in turn, led to them being mistrusted amongst the people of Khorvaire. As a Changeling, you can lie better than other races and require less sleep. Further, you can change your cosmetic form to that any other race around yourself.
Dwarf: Dwarves are similar to humans in many ways though they're shorter (average 4 and 1/2 feet) and are known to be more enduring. The majority or their race lives in their currently occupied homeland The Mror Holds though, many Dwarves have migrated all over the continent. As a Dwarf, you instinctively know more about stoneworks, are more durable but less agile, have better night sight, are more stable than other races, and are familiar with Dwarven weaponry
Elf: In Eberron, modern Elves are split into many distinct cultures: the Aerenal, the Valenar, the Elves of Khorvaire, and the Drow of Xen'Drik. Each of these cultures participates in some form of ancestor worship, though each has a unique expression of this practice. As an Elf, you are more agile but less durable, longer lived, have better night sight, and need less sleep. Further, you get a subrace, as there are more varieties of Elf in the lands than there are people with grudges against the demons.
Gnome: Gnomes are among the most inquisitive of races. They seek knowledge in all its forms and tend to careers which allow them to fulfil this thirst: bards, historians, alchemists and librarians, as well as spies. The Gnomes rule the nation of Zilargo, one of the oldest nations of Khorvaire. As a Gnome, you are more durable but weaker, smaller to allow for better dodging, more familiar with gnomish weapons/inventions, and naturally a better tinker / alchemist / crafter / inventor.

Halfling: The Halflings of Eberron vary from nomadic dinosaur riding barbarians to wily urban merchants and professionals. With the broad expanse of the Talenta Plains, the shelter of urban havens spread across Khorvaire and the potency of House Jorasco and House Ghallanda, the Halfling people are as pervasive as any other racial group across Khorvaire. As a Halfling, you are more agile but weaker, smaller to allow for better dodging, stealthier, and more resistant to poison.
Half-Elf: Half-Elves are one of the common races. They descend from Elves and humans but have since become a new unique race, distinct from both their Elven and human ancestors. Half-Elves often refer to themselves as "Khoravar" and are found throughout the continent; they are not concentrated within a specific geographic region. As a Half-Elf, you are more charismatic thanks to having two racial heritages, better at blending abilities and switching fighting styles, and have better night-sight
Half-Orc: The Half-Orc are originally progeny of human and Orc procreation, though Half-Orcs can mate with either species and create Half-Orc children. Half-Orcs occupy a border in society: though recognized as a civilized race under the Galifar Code of Justice, they are none-the-less looked down upon by the more civilized races and the Half-Orc inherits enough Orcish savagery to discomfort many by their sheer presence, though the human ancestry in them craves social structure and comforts. As a Half-Orc, you are stronger and more durable but not as smart, have near-perfect night sight, and are more energetic.
Human: The dominant race of Eberron, humans are originally from the continent of Sarlona but migrated westward nearly 4,000 years ago arriving in the region now known as The Lhazaar Principalities. Over the next century humans spread across the face of Khorvaire establishing settlements that would later evolve into what are now known as the Five Nations. As a human, you tend to be more skilled at chosen profession, and are better at blending abilities and switching fighting styles.
Kalashtar: The Kalashtar are a compound race: incorporeal entities from the alien plane of Dal Quor, the Region of Dreams, merged with human bodies and spirits to form a distinct species. As a Kalashtar, you have natural telepathy, are slightly resistant against mind-affecting, and appear nearly-perfectly human. This can be useful for disguising yourself at parties and the like.
Shifter: Shifters are one of the intelligent races inhabiting Eberron. With both humans and lycanthropes among their distant ancestors, shifters possess just a small portion of their forefathers' shape-shifting abilities. They cannot transform wholly into an animal but can instead shift parts of their body to become animal-like for short periods of time. As a Shifter, you generally appear human, and can shift forms to an animal hybrid to realign stats to be related to that form. You must select an animal when picking this perk, and it cannot be changed. This does not grant special abilities, just a statistical realignment. For example, a Hawk would be faster and have better eyesight, but less durable and with weaker hearing.
Warforged: The Warforged are a relatively new race being created by House Cannith during the Last War in 965 YK for the purposes of warfare. The Warforged are sentient constructs and have free will, which earned them the same rights as human citizens in each of their homelands in 996 YK under the Treaty of Thronehold. As a Warforged, you are a robot with all that entails, and can only be repaired instead of healed. This affords you a lack of need to breathe, eat, drink or sleep, immunity to disease or poison, immunity to biological effects, immunity to negative energy, and a severe weakness to rust or corrosion-based effects.

Class

It is important to understand that this version of the classes, at least, are all roughly balanced in net effect. You may pick one class to gain discounts in for free, and may purchase additional classes for 100CP, effectively multiclassing into them.

Artificer: An inspired craftsman specialising in arcane technology and wonderous creations, ranging the gamut from robot dogs to fully automatic crossbows. They provide the backbone of technology which Eberron runs on.
Barbarian: A fierce warrior, traditionally of a primitive background, who can enter a battle rage to vastly magnify their strength and resistance to pain. They tend to use lighter armour and the biggest weapon they can find, though this can vary.
Bard: An inspiring magician whose power echoes the music of creation. They blend arcane spellcasting with swordplay, wordplay and complex specialist techniques such as lockpicking and stealth.
Cleric: A priestly champion who wields divine magic in service of a higher power. Their spells tend towards the supportive, with healing being the first thing people think of when you say "Cleric", but they are fully capable of holding their own in a fight.
Druid: A priest of the Old Faith, wielding the powers of nature — moonlight and plant growth, fire and lightning — and adopting animal forms. The traditions they follow tend towards the esoteric, but no one who has worked with one would consider them anything but incredible at what they do.
Favoured Soul: A free agent of your deity, unfettered by the strictures of a clerical hierarchy. You have been granted your divine magic directly by your god, and how you use it is up to you.
Fighter: A master of martial combat, skilled with a variety of weapons and armour. They are the classic sword-and-board warrior in full plate, a hoplite with his spear and shield, a wandering samurai with two swords, and even the longbowman on his hill.
Monk: A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection. They regularly tap into an inner energy known as "Ki", from which they can generate almost magical effects
Paladin: A holy warrior bound to a sacred oath. Halfway between a Fighter and a Cleric, but with some things that neither get, such as the ability to channel divine energy into their attacks.
Ranger: A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization. Traditionally they either use a bow or a pair of swords, fighting in conjunction with an animal companion of some sort.
Rogue: A scoundrel who uses stealth and trickery to overcome obstacles and enemies. Where other classes might take something head on, you are more likely to sneak around it and find an oblique angle to attack from
Sorcerer: A spellcaster who draws on inherent magic from a gift or bloodline. Your magic is arcane in nature and somewhat more focused than other caster's, be it on elemental effects, fey specialisation, fell shadow magic,
Warlock: A wielder of magic that is derived from a bargain with an extraplanar entity. They typically through around damaging or detrimental magic, and are most known for their Eldritch Blast, a single beam of pure force that acts as an at-will ranged option
Wizard: A scholarly magic-user capable of manipulating the structures of reality. Through study, they determine the nature of reality and decipher the code of the universe. Their most notable trait is that all their spells are written down in a spell book, and they can transcribe other Wizard's spells into their own books.

Perks

There are a number of different Perks available to you within this Jump, all of which grant a modicum of capability at a cost of CP. On the plus side, any Perk directly related to an Origin, Race or Class you have is discounted, cutting the cost in half. Any 100CP perk that is discounted instead becomes free, with exceptions made specifically based on the perk in question, as noted within the perk in question. Any perk that is discounted twice is free. Take note, though, that Arcane magic is limited by armour, though tends to be a little more versatile than the Divine.

Origin Perks

Drop-In/Adventurer

Dabbler: No adventurer is a party on their own, but you've put some effort in that direction, either by choice or by fortune. Due to experimenting in other professions, you receive a discount on all other 100CP perks related to Origins. This reduces them to 50CP instead of making them free. *[100CP]*

Worldly Experience: You have basic training in most, if not all, fields. Maybe you can be a party on your own? This does not allow you to cast spells, though it does allow you to identify which spell is being cast at a glance. *[200CP]*

McGuyver: Ok, now you're getting excessive. Diversifying training this much typically means you're either really good or really stupid. Let's hope it's the former, Jumper. You have learnt how to combine facets of your training in spur-of-the-moment ideas, and to scavenge resources from the world around you. For example, you could bodge a bomb out of a crossbow assembly and a Dragonshard, or something similar. *[400CP]*

Legend: God-Kings of old. Warriors who conquered the world. Chosen of the gods. Mages without peer. And now, you. You are above and beyond the normal, capable of performing feats that would leave peasants shocked and awed. Any 600CP you take from a class is boosted in effectiveness, becoming twice if not three times as powerful. The specifics of this vary, as noted in the End Notes, though they are typically both very powerful and very useful. *[600CP]*

Frontline Soldier

Martial Training: As part of Basic, you had to be the best you could be (oorahs optional) and that meant in every field. You have received intermediate training in every field of combat, all weapons and so on. *[100CP]*

Advanced Tactics: This, amongst soldiers, is commonly referred to as either "command potential" or "being a busybody". Typically, the former if they like you, which isn't necessarily true for every unit. You have a natural tactical acumen, allowing you to better work in groups with your allies. *[200CP]*

Survivor: You've been through some serious shit, haven't you, Jumper? Toughened you up some, at least. You are massively more durable than people would otherwise expect. This is class-dependant - a sorcerer would be about as durable as a base barbarian, whereas a barbarian could more or less ignore any non-fatal wound. *[400CP]*

Battlemaster: Once you know your limits, you can go beyond them. Perhaps even further beyond. As such, you have learnt the limits of your capabilities and your weaknesses perfectly, adapting as they evolve, and can cover them with existing skills, allowing someone without magic to disable spells with pure skill and a mage to cast their spells in melee, and so on. *[600CP]*

Great House Scion

Diplomatic Training: Social niceties are free to those who don't need them, but worth more than platinum to those who do. You are one of the latter, for all your sins, and have been trained to use your words as a weapon, forging alliances and insulting without giving insult. *[100CP]*

Dragonmark: The blood of your house runs true in you, Jumper. Congratulations, the Dragons have blessed you with their might. You gain some minor magical powers based on your house, as well as increased reputation with that house. *[200CP]*

Favoured by The Family: Somehow, your connections to your House are even stronger than normal. Maybe you've done someone a great deed of service, maybe your family has really good connections, or maybe you're just that likeable. Either way, you will find it much easier to get people in the same organisational structure to do favours for you, and you'll likely have higher access for restricted zones. If you also have the Dragonmark perk, the magical powers you gain from it increase in power. *[400CP]*

Blessed by Siberys: Somehow, Jumper, you've been blessed with a Siberys Dragonmark. This incredibly rare event marks you as one of the Chosen Few, blessed with immense power and social status. In addition to greatly boosting any Dragonmark powers you have, this grants you naturally and vastly increased social status and general authority within any organisation that you are a part of. Post-Jump, this is gained over time, but at a rather swift rate. *[600CP]*

Experimental Arcanist

Arcane Training: Magic comes as naturally to you as breathing does to others. That, or you've had a lot of practice. You have received intermediate theoretical training in every field of magic, from the Divine to the Arcane and even further beyond. *[100CP]*

Arcane Dabbler: Wizards aren't the only ones that can set fire to the world with raw knowledge. I mean, you can't either (yet) but you've taken the first steps along that path. From this, you have attained minor arcane magical prowess, able to cast simple spells, or have else augmented your existing arcane spells to some degree. *[200CP]*

Metamagic Expertise: You have learned the secrets of Metamagic, the natural alteration of your spells to better suit the situation, and able to perform very simple alterations to your spells at little increased cost. These alterations can be things such as increased range, area of effect, increased damage or the like. This expands to other Metamagic options, making them cheaper or better. *[400CP]*

Thaumic Discovery: Theory is one of the core foundations of the world. Expressing that theory, be it as arcane might or divine inspiration, can make the meekest of men seem like titans. And you are far from the meekest of men. You gain access to a single truly unique spell of your own design, which is above and beyond equivalent spells of its level. You discovered this, and can teach others it with some effort. In addition, you can develop additional unique spells with time and effort, though it will not be an easy process to accomplish. Examples and specifics of this ability can be found in the Notes section. *[600CP]*

Clergyman
Divine Training: Praise be to the Divine, for they are mighty. You have received intermediate training in every common faith on the face of Eberron, from the Sovereign Host to the Silver Flame and beyond. *[100CP]*
Divine Blessing: Your devotion to the gods has paid off, and they have blessed you with powers. That, or your devotion allows itself to be made manifest. The existence of gods on the Plane of Eberron is one of those questions no one has a definitive answer for. You have attained minor divine magical prowess, able to cast simple spells. *[200CP]*
Clerical Immunity: The Clergy goes where it pleases, and to face its wrath is to face the Wrath of the Gods. Thanks to this, and to being a higher part of said Clergy, you face massively reduced legal repercussions for actions committed in areas ruled by your faith, or when acting in line with your faith. When doing both, you essentially ignore the law. *[400CP]*
Scion of the Faith: The Blessings of the Divine are many, and as they are many, they are strong. However, certain abilities are tied intrinsically to certain divinities, and access to them is a true boon. You gain a specific, highly powerful ability based on your faith. The details of the available faiths and abilities associated with them are in the end notes section. *[600CP]*

Dedicated Craftwright
Craftsman Training: A master has passed his work onto you through an apprenticeship, or else you have simply put the time in to learn how to make things for yourself. You have received intermediate training in every field of crafting, from metalworking to woodcrafting to pottery. This training increases in potency with each Artificer perk taken, due to the natural synergy involved. *[100CP]*
Cannith Contemporary: House Cannith controls the crafting, but they aren't the only crafters out there. Thanks either to your raw skill or to skilled networking, you gain connections and reputation with other crafters much faster, and can add fancy and unusual flairs to anything you make. *[200CP]*
Arcane Emulation: To enchant is to create the greatest of items. To enchant without magic is pure bullshit, but is doable with certain tricks shared only amongst the most secretive of crafters. Thanks either to learning from them or to discovering these abilities yourself, you can craft magical items without the need for related spellcasting. Further, you know all the little tricks to minimise the resource costs of your items, which whilst minimal by themselves add up to maybe halving the total time and resource expenditure per item. *[400CP]*
Grand Project: Everyone has a dream, and for crafters, it is usually to be emulated by the greats. This, however, requires true innovation, true genius, and you, Jumper, have that. You can create or upgrade any one item to have a truly unique effect designed by you, such as boosting your spellcasting whilst adding metamagic abilities to all spells you cast, or create a spear that splits into 100 when thrown, one of which remains in your hand. In addition, you can develop additional unique items or modifications thereto with time and effort, though it will not be an easy process to accomplish. *[600CP]*

Race Perks

All race perks are limited only to the race associated with them - no taking Kalashtar perks if you've taken Human as your race. Whilst discounted to the relevant race, discounts on racial perks cannot reduce the costs to zero, even for 100CP perks. Expanded racial options do not get their own Perks, counterbalancing the benefits of not being a common race.

Changeling

Deeper Shift: By assuming your forms for extended periods of time, you gain the ability to perfectly mimic the minor mannerisms of any specific person you are shapeshifted into, removing any possible Uncanny Valley effect. *[100CP]*
Deepest Shift: This is, to some Changelings, going too far. You either don't know that or simply don't care. Through perfected emulation of your subjects, you gain the basic physical traits of any race you shapeshift into with your racial abilities. *[200CP]*

Dwarf

Hardy Folk: The Dwarven people are hardy, able to stand up to blows and toxins that would decimate those lesser than them. You have notably increased durability and poison immunity. *[100CP]*
Body of Stone: Through strange Dwarven training, the secrets of which have never (and will never) be shared with the other races, you can use your durability as the base for offensive martial actions. Somehow. Look, don't question the secret arts, they're frankly bullshit. Just accept it and move on. *[200CP]*

Elf

Elven Subrace: Wood Elves, typically of the Valenar people, are less penalised by trees and their racial weapons are longbows and shortswords, High Elves, typically of the Aerenal people or of Khorvaire, have more aptitude with magic and their racial weapons are longswords and shortbows, and Drow, dwellers in Xen'Drik, get some minor illusion-based magical powers and can see in the dark (at cost of being more sun-blind) and their racial weapons are scimitars and crossbows. *[Free]*
Elven Weaponry: Though far from experts, nearly every Elf has some training with their racial speciality weapons. Benefits of a long life. Further, if you're already good with these weapons, you only get better. You gain increased skill with your racial weapons, based on your subrace. *[100CP]*
Arcane Armour: Elves are masters of the arcane, at the very core. However, armour restricts the arcane. Not for you, though. You, Jumper, have trained to be able to perform those specialised hand movements whilst restricted by the plates and leather of most common forms of defence. You have increased ability, where otherwise restricted, to cast arcane spells whilst in armour. *[200CP]*

Gnome

Animal Speak: The Gnomish people are kin to the Fae, and as such can use a few of their tricks. You can speak to animals in their native tongue. *[100CP]*
Illusionary Nature: The Fae blood runs strong in you, Gnome. Do you have a Dryad for a grandmother, or is this just coincidence? You have some minor illusionary powers, and your illusion spells are boosted in power. *[200CP]*

Halfling
Genial: Jorasco, House of Healing. Ghallanda, House of Hospice. Both organisations dedicated to the betterment of all people, and both staffed almost entirely by Halflings. You react well to other races, and other races react well to you. *[100CP]*
Halfling Luck: No-one is quite sure why, but the Halfling folk seem to get nice things more often. Maybe it's a trick, or maybe they're just born lucky (spoilers: it's the second one). You are luckier in regards to most things. *[200CP]*

Half-Elf
Half-Elf Heritage: Your blood might not be as pure as some can claim, but who else can do all the things you can do? You can buy Elf and Human related perks. *[100CP]*
Dilletante: Half-Elves tend to dabble in multiple fields, finding the one that suits them best through experimentation. This does, however, allow them access to a few interesting tricks that other races simply wouldn't figure out. You can take the free perk from one class of your choice. *[200CP]*

Half-Orc
Savage Attacks: Your innate savagery let loose; this turns what would normally be a strike to a critical area into a removal of said critical area. And a sizeable chunk of flesh around it. Your critical strikes hit notably harder and are more brutal. *[100CP]*
Diehard: You can simply ignore most wounds, keeping going without a care for what would utterly debilitate others. You can keep fighting even when you should be unconscious. *[200CP]*

Human
Skilled: Humans tend to train in most things as they need to, turning from swordsmanship to grand arcana to the divine without blinking. Even Half-Elves don't dabble this much. You get a discount on 100-cost perks from all Origins, which stacks with Dabbler. This does not affect Dabbler. *[100CP]*
Many Features: To diversify this much, you need to put some serious work into it. Or to be really talented at non-specific bad-assery. You gain a discount on 200-cost perks from all Origins. *[200CP]*

Kalashtar
Mental Defences: Your mind is strong, regardless of your body, allowing you the mental equivalent of a suit of plate mail. You are more resistant to mind-affecting abilities. *[100CP]*
Telepathic Transcendence: Your mind transcends this simple flesh-frame you call a body. As such, you are able to telepathically communicate to any creature to which you have line of sight or is within around sixty feet of you. Handy. *[200CP]*

Shifter

Secondary Form: Thanks to your attunement to the natural world, you have augmented your shifting capabilities. You may pick a second animal for your Shifter form, gaining the changes from both. Further, you can choose to only activate one animal at a time, which can be useful in certain situations. *[100CP]*

Form Boost: Raw power has its benefits, a fact you know well. Through some trick or another, you have augmented your Shifter form to empower you as much as possible. Your form gives bonuses to stats instead of simply realigning them, whilst also giving other minor benefits (such as gills on a fish form, gliding wings on a bird form, claws on a tiger form, tusks on a boar form, etc). This works with the dual form from Secondary Form. *[200CP]*

Warforged

Specialised Plating: Your exterior is plated with one of three specialised materials, increasing some power of yours. These materials are Runed Crystals, which boost all magical powers you have by somewhat, Mithril, which increases your durability somewhat, and Adamantine, which boosts your durability through the roof at the cost of a substantial drop in manoeuvrability. *[100CP]*

Bladeforged: The Lord of Blades has chosen you, Jumper, to be one of his Bladeforged, a warrior of peerless strength and covered head to toe in blades and spikes. This grants you offensive and defensive benefits, as it can cause melee attackers to cut themselves and can be used as an innate weapon to carve through people. Not as good as a magic sword, though. *[200CP]*

Class Perks

You gain a discount on all Perks related to the class you gained for free in the Class section.

Artificer
Natural Crafter: Either by innate talent or by dedicated training, you are naturally skilled at crafting, be it mundane or magical items. This typically manifests as an equivalent of intermediate skill in any given specialisation, but could also be producing the same items for cheaper or quicker. Each additional Artificer perk you take further enhances this. *[100CP]*
Iron Defender: Who's a good boy? He is! Why? Because he's ludicrously lethal and does everything you tell him to. You gain a repairable, collapsible, deployable robot dog which can be upgraded. This can be treated as a companion or an item. *[200CP]*
Endless Fusillade: Through some arcane effect applied either to yourself or your weapons (it varies from Artificer to Artificer), you have managed to turn a wind-able crossbow into a bolt action rifle, and a magazine-fed repeater into a machine gun. You can instantly reload with mechanical ranged weapons, and have bottomless basic ammunition for them. *[400CP]*
Rune Arm Mastery: Either craft with the best or buy with the rest. You, sir, can do both, which has led to figuring out that those runic arm devices which every Artificer loves can be made better. You have zero cooldown and double power on all Rune Arm special techniques and passive benefits. If you are not already proficient with Rune Arms, you become so. *[600CP]*

Barbarian
Brutal Attacks: Through study of the Orcish and Half-Orcish people, you have figured out how to put your entire body behind attacks that will hit in key locations, allowing limb severing and body pasting. Your critical strikes hit notably harder and more often, specifically about twice as often and an additional dice of damage harder. Y'know, if you were forced to put numbers to it. *[100CP]*
Body of Iron: Anger fuels you, even when you are calm, allowing you to pointedly ignore what others would call a devastating blow. You have highly increased durability, on par with the Survivor perk from the Frontline Soldier origin. *[200CP]*
Mighty Blows: Why kill one person when there are three in front of you? A little extra strength, maybe some applied primal rage and you get all three in the same action our weapon arc can cut through multiple people with one swing with no extra effort. *[400CP]*
Frenzy: Anger is your friend, Jumper. It stays with you, and when used correctly can turn even the weakest of Wizards into powerhouses capable of ripping trees in half. On you, one who has trained to be strong? Oh boy. You can, at will, enter a Blood Frenzy, which makes you utterly unkillable by mortal means and vastly increases your physical capability. However, this only lasts for a few minutes, after which you are extremely exhausted, and whilst in the frenzied state you cannot tell friend from foe. *[600CP]*

Bard

Bardic Magic: Every Bard is a good musician, but you are the best. Your mundane music is above and beyond, sitting comfortably at the peak of any musician of your experience. For those just starting out or who have literally just picked up the instrument in question, it's perfect pitch and natural talent. For those who have been at it for decades, well, have you ever heard of David Bowie? *[100CP]*

Bardic Expertise: Travelling tends to mean you pick things up, be it rumours, actual knowledge or general skills. Conversely, stay in one place and you'll know it like the back of your hand. Your Bardic Knowledge increases to encompass much more specific knowledge about everything, and your other skills are somewhat increased in potency. *[200CP]*

Bardic Immunity: No one likes an angry Bard - some of the most famous songs out there are mere insults directed at specific people. Thanks to this, you are nigh-immune to political consequences for your actions. Legal ones will still follow you, though. If you're not a Bard, then maybe you have this some other way, such as being a lawman or a religious inquisitor. *[400CP]*

Song of your People: Yes, there are two paths you can go by, but in the long run, there's still time to change the road you're on. Your music will be known throughout history as true epics. As such, your musical magic, buffs and debuffs have massively increased effects and range, and can be used together, boosting allies and hindering enemies at the same time. *[600CP, requires Bardic Magic]*

Cleric

Divine Endowment: Your faith expands, empowering your actions with that spark of the truly divine. When acting in direct conjunction with your faith, your powers are notably improved. Not massively, mind, just that little step that pushes you from "competent" to "skilled" or something similar. *[100CP]*

Articles of Faith: Not all of the divine gifts are unknowable. Some, in fact, bear striking resemblance to the arcane arts of enchanting. You can bless water to holy/cursed water, turn icons of your deity into holy symbols which buff Clerical and Favoured Soul spellcasting, and can consecrate/desecrate areas to align them to your god, all more or less instantly and at will. That said, if you try and bless an entire lake or something similar, expect it to not work, take more time or for there to be repercussions. *[200CP]*

Snap Healing: Field triage is a science that every adventurer owes their life to at some point. You, however, are in the position to collect on those debts. You can channel divine energy to instantly heal wounds proportional to the energy channelled. This is intrinsically separate from spellcasting, as it utilises the more generic divine energy present in the Turn Undead ability. *[400CP]*

Divine Metamagic: The divine is a truly wonderous thing, and takes many forms. Every person worships their god differently, and by expressing your worship differently, you can use divine energy to further empower your divinely granted spells, freely applying Metamagic effects to them. *[600CP]*

Druid

Druidcraft: To be a Druid is to be one with nature, to know its ins and outs like the back of your hand. To be a *good* Druid is to know what can be pushed and what can't. You can tell, at a glance, whether or not something is natural, be it a spell effect, a creature or even a plant. Further, you can determine the exact nature of something's place in the natural cycle. With training, this can be expanded to other cycles, such as those present in a city or a dungeon. *[100CP]*

Dire Animal Companion: As nature intends, all animals need a companion. The pack to the Wolf. The herd to the Bison. The flock to the Sparrow. The animal companion that you gain as part and parcel of being a Druid is improved, gaining additional defensive powers. Further, its intelligence is slightly increased, though more than other perks which grant similar effects, and it now can be counted as a companion for the purpose of imports. *[200CP]*

Seasons Shift: As the seasons shift, so do your powers. The warmth of summer gives way to the frigid winter winds, which in term beckon on the warmth once again. You gain a massive bonus to either healing and fire-related effects or cold- and debuff-related effects, switchable between Jumps. If you have Druidic Spellcraft, this increases the size of the animal you can turn into. *[400CP]*

Greater Wild Shape: Nature is you, and you are nature. Admittedly, a little more literally than most, but still. You gain the benefits of any and every Class Companion perk whilst in your Wild Shape, allowing you to become elemental expressions of nature, titanic amalgamations of animals, or even more unusual things unique to the extra-planar realms. *[600CP]*

Favoured Soul

Divine Empowerment: The Divine within you flows outward, creating the miracles your god desires. You can channel divine energy into your actions to improve them in every way, turning a single swing meant to wound into a potentially decisive blow. *[100CP]*

Weapon of God: Through attuning the Divinity within you to the gods, you act in concert with that which they desire. You gain massive benefits with a chosen deity's focused weapon. *[200CP]*

Mind of Light and Darkness: As your mind becomes more in synch with your deity of choice, your powers grow in tandem. Don't mind the voice telling you to tear down those who oppose the deity, though. You naturally empower your damaging spells to hit much harder when used against people/creatures your god would find distasteful. *[400CP]*

Purity of Body: Your divinely granted power shines through, empowering your physical form to become stronger and better at all things. You can grow wings for unlimited flight and gain permanent boosts to all attributes, be they physical or mental. *[600CP]*

Fighter

Train with the Best: Through the arts of the blade and the bow and the axe, you can probably figure out anything in between. That or you have actually trained with every weapon under every sun. You are well versed in the use of any weapon you might pick up and the vast majority that you probably won't. Further, you have specialised - Pick a weapon category, as with Master of the Blade - You gain a specialist fighting style that makes best use of your weapons of choice. *[100CP]*

Brawl with the Rest: Taverns tend to be good places to pick up drinks, rumours, venereal diseases and freeform fighting moves. Said moves, however, tend to be best utilised when you're being piled on by hundreds of soldiers. You can fight mass numbers of enemies as easily as you fight one-on-one. *[200CP]*

Song of Steel: Efficiency is king. By reducing the motion between attacks, you can go from one to the next without pause, flowing from stab to swing to overhead and so on. Your attack speed doubles, and you can land critical hits much, much easier. *[400CP]*

Most Masterful Guy at Fight: Whilst technique might be the key to fighting well, technique without improvisation is merely a brittle structure. In this regard, you are as flexible as a contortionist. You can develop techniques on the fly to deal with any situation - practice will make these techniques better and more applicable to wider situations. *[600CP]*

Monk

Ascension Step: By channelling a mystical energy known as Ki, gained through mastery of martial arts, into your feet, you go from "fast" to "holy shit what was that blur?" This also helps with the kick-off when jumping. Double your walking/running speed and octuple your maximum jump distance. Further, if you have World Crushing Waterfall, you can ignore any and all fall damage, either by floating down slowly or just walking it off, and even channel further Ki into your feet to kick off mid-air, gaining a double jump. *[100CP]*

Palm of Power: By focusing your Ki into your hands and, upon contact with a strike, discharging it, you can turn a regular punch into a blow so devastating Bards will write songs about it. Your attacks can stun people for around twelve seconds. Combos with World Crushing Waterfall to allow a delayed high-damage effect that can be remote triggered. Your knowledge of and skill with Martial Arts increases, stacking with any existing or gained knowledge and skill. *[200CP]*

Flow Like A Mountain Stream: The energy of the world is not dissimilar to Ki. As such, by partially attuning yourself to it, you can flow in and around things, using it to your advantage. Your attack speed doubles and you no longer leave openings for counterattacks when unarmed. Combos with World Crushing Waterfall to allow unarmed attacks to hit in two places at once - one punch becomes two. Your knowledge of and skill with Martial Arts increases, stacking with any existing or gained knowledge and skill. Further, your unarmed strikes count as weapons for the purpose of weapon imports in future Jumps, using Ki to produce effects you could not do naturally. *[400CP]*

World Crushing Waterfall: The Final Attunement, this perfectly synchronises your movements with that of the energy of the world. Or the world with your movements - it is somewhat unclear, even to you, Jumper. Your unarmed attacks ignore all resistances to damage, directly damaging the soul, and can be empowered to have ranged effects, typically appearing as coloured waves of light. Your knowledge of and skill with Martial Arts increases, stacking with any existing or gained knowledge and skill. *[600CP]*

Paladin

Divine Might: Might makes Right, and Right makes Might. As you have the Divine Right behind you, you clearly have Divine Might. You can channel divine energy into your equipment, increasing its overall quality and gaining additional magical effects. For example, your armour might repel weaker undead, whilst your sword smoulders with the embers of a holy fire. *[100CP]*

Lay on Hands: The blessings of the divine are twofold - they can harm, to cut away the impure, and they can heal, to spread the purity in all things. Through this, you can heal minor wounds and diseases with a touch. *[200CP]*

Wall of God: Might untempered is might undermined. By constructing a wall around your divinely granted gifts, you can bring said divine power unto yourself, empowering yourself against that which would seek to destroy you. You can channel divine energy to increase defensive capabilities. *[400CP]*

Blade of Divinity: A perfected Divinity acts in all things, be it cooking, sleeping or, most of all, fighting. As such, you become innately proficient with working with your divinely granted combat capabilities. All attacks smite without extra effort of any kind, and you can further empower for base cost to more than quadruple damage. *[600CP]*

Ranger

Sureshot: Archery is a unique skill in that it creates a rush of adrenaline but requires absolute calm. By moderating between these opposing states, you can put an arrow through a bullseye at 1000yds. Without looking or whilst blindfolded. Further, thanks to some natural skill, you are much better tracking and navigation even than other Rangers, and your arrows penetrate very light armour. *[100CP]*

Ranger Animal Companion: Thanks to a certain infuriating Drow, all Rangers need a pet to fight with them. The animal companion that you gain as part and parcel of being a Ranger becomes more savage, naturally acting in concert with you to lock down and flank your enemies and track your prey to its home. *[200CP]*

Whirling Dervish: The balance between states within you extends to a balance between two weapons. Your motions are fluid, striking out at each point you could hope to strike, realistically or otherwise. You gain the ability to use two weapons perfectly together, whatever they may be - this greatly amplifies the physical properties of the weapons in question, whatever it may be. *[400CP]*

Apotheosis: As your blending of states extends, you find that the accuracy inherent in your archery becomes relevant to your melee fighting, and the natural flow of your melee skills allows you to shoot a bow better. You ignore light to medium armour with all attacks and you do not suffer penalties for range before the hard physical limits. *[600CP]*

Rogue

Tools of the Trade: It is incorrect to state that all Rogues are criminals. It is not, however, to state that the vast majority would make excellent criminals, as well as second story men. You, however, go a step beyond. You can fashion the basic tools required to pick locks, disable traps, open windows and so-on from parts of the device you are working on, essentially eliminating your need for tools. Higher quality ones still help, mind you. *[100CP]*

Trapfinding: People like to protect their stuff. Stuff that you want. Probably better if you don't get decapitated by a random swinging axe trap, hey? You have an uncanny ability to detect deadfalls, concealed flame jets, acid baths and similar - you can tell where any traps are in a 60ft radius around you without any action at all. If you have Tools of the Trade, you can disable them as well. *[200CP]*

Poisoners' Kit: Many people use poisons, but few know the trick to them. The one true secret that turns a mere copper-piece bottle of rotgut into a potentially fight-ending weapon. You, however, do, and by the gods are you going to exploit it. You can apply poisons to a weapon in such a way that the quantity never decreases and they have an effect even on poison immune creatures. *[400CP]*

Hide in Plain Sight: Not many can claim to be able to hide in the shadows where there aren't any, or blend into a crowd of one. Even fewer can claim to dodge the sight line of a deadly Beholder, or sneak past a mage who can see through the earth. How then, Jumper, are you amongst these hallowed ranks? You are substantially stealthier to the point of, when you want to be, being nearly invisible through raw skill alone. This stacks with other stealth effects, like actual invisibility. *[600CP]*

Sorcerer

Bloodline Focus: Technically, not all Sorcerers focus on that which is granted by their bloodline. However, by focusing on one specific element of magic, you can empower your spells somewhat. Pick an element (you must pick the same for this and Bloodline Empowerment), ranging from fire for those descended from dragons to concepts such as "dreams" or "shadow" for those of more esoteric descent - your spells with that element are notably more powerful. *[100CP]*

Bloodline Empowerment: By further specialising in your bloodline's focus, you would believe that you would lose combat flexibility. Not so - by using the excess energy from spells you don't focus on, you alter the effects to match the spells you do. When you select this perk, choose an element (you must pick the same for this and Bloodline Focus). When you cast a spell, you can alter its shape and power, as long as it is of a similar final effect and includes this element. Examples include creating a shadowy duplicate of an enemy instead of summoning a creature or throwing a lance of fire instead of a bolt of lightning. *[200CP]*

Bloodline Mastery: The combination of elements is a thing to behold - burning blood of acid and fire, frozen shadows clawing at throats and fey winds allowing ships to sail from world to world. Pick one additional element - your spells with those elements use both, applying Focus and Empowerment if applicable. They cannot be opposites. *[400CP]*

Bloodline Apotheosis: You have focused so hard, you managed to integrate your elements into your body. Congratulations, Jumper, you aren't exactly human/Elven/whatever anymore. You're better than that. Stronger. More powerful. You gain immunity to your chosen elements, weakness to their opposites, increased power with spells of those elements and added base damage based on those elements to all attacks, be it spell or otherwise. *[600CP, requires at least one other perk discounted by this class]*

Warlock

Neophyte of the Unknown: You have made a pact with... something. Something greater than you will ever be. It has given you great powers, untold arcane secrets, impossible abilit-Look, you're a goddamned cultist, okay? Maybe a nice one, but you had to make that pact somehow. As such, you have a solid working knowledge of most, if not all, entities out there that are likely to want to make pacts with people like you, as well as a more in-depth academic knowledge of the ones similar to your Patron. *[100CP]*

Pact Magic: Your Patron has blessed you, empowering you in ways you could not possibly have known. Pick some form of otherworldly being to be your Patron, such as a Demon Lord, an Archdevil, a Fey Queen or some eldritch abomination from beyond time and space. You gain additional Invocations and a few minor powers related to your Patron, as well as additional effects on your Eldritch Blast such as fire damage from a Demon or a weak mental disorientation for a Fey Queen. *[200CP]*

Vile Drain: Just because your Patron demands tribute, does not mean you have to pay it. Hells, you could even exploit this payment to gain something for yourself. As such, whenever you strike an enemy with an attack of any kind, you are healed for a small amount proportional to the damage dealt. *[400CP]*

Blast Shape Mastery: Just because it's usually a beam, does not mean it is always a beam, right? Your innate mastery of your Eldritch Blast allows you to mess with the shape of its effects. Similarly, explosive effects could be reshaped to detonate on penetration, akin to a tank shell, or even shaped into a weapon and swung. Your Eldritch Blast and other spells and abilities can be used in any shape you wish, from conical waves that ignore allies to a whip-like chain that bounces from target to target. This affects spells from all classes, not just Warlock. *[600CP]*

Wizard

Academic Arcanist: Through study, practice, and, more than likely, the occasional life-or-death scenario, you have transcended physical limitations to become a mighty Wizard. Your knowledge of the arcane transcends the mortal limits, or at least those who haven't memorised half a library, and as such, you can recognise and identify arcane effects on sight. *[100CP]*

School Specialisation: The schools of magic - Abjuration, for defence. Conjuration, to summon. Divination, to see. Enchantment, to ensorcell. Evocation, to create. Illusion, to deceive. Necromancy, to kill. Transmutation, to change. These are the eight facets that permeate all magic, and you are a true master of one of them. Pick a school of magic. Your spells for that school are better in every way. This differs from the normal school specialisation Wizards get in that it stacks with it and does not force you to forgo another school. *[200CP]*

Divergent Study: Magic is magic. Specifically, arcane magic is arcane magic. Just because other Wizards are limited to those within the traditional academic fields, does not mean that you need be. Bards can teach just as well as Wizards, if not the same subjects. As such, you can, with extended study, learn arcane spells from all of the other classes. *[400CP]*

Archmage: True Grand Arcana is taking an impossible concept, actualising it and using it to rewrite reality to your whims. Technically, this is that, albeit limited by the mind of a mortal. You can combine spells in interesting and new ways - for example, Hold Monster plus Immolate would result in Burning Chains, which locks a creature in place and damages them over time. Meanwhile, Invisible Servant plus Phantasmal Killer would result in illusory creatures which can affect the physical world. *[600CP]*

Generic Perks

None of these perks are discounted by any Origin, Race or Class

Reputation: A group of people like you, for whatever reason. Maybe you're just likeable and they're the only ones that have met you so far, or maybe you've done them some great favours. You gain an increased reputation with any one faction. This may be taken multiple times, granting either increased reputation with multiple factions or a massively increased reputation with one single faction. *[100CP]*

Racial Throwback: You've got some weird ancestry, Jumper. Was one of your parents seriously a…? Pick a second Race. You may purchase that Race's Racial Perks, though you do not get a discount on them. The exact mechanics of this are left up to your imagination, especially with the more exotic Races – maybe you had a horrible accident, and a mad Artificer replaced some of your limbs with golem parts in exchange for you working as an enforcer/trouble-shooter for their House? It is important to note that you may only take this ONCE, and you do not gain the basic abilities of the second Race you pick unless you purchase both Racial Perks for it *[100CP]*

Class Advancement: Simple training does nothing for you. This is because you are beyond it, above it, better than it. You are an advanced version of any/all classes you have purchased in the Class section - the specifics are in the end notes. Note that this does not remove the abilities of the class you advance from, merely adding the ones that you advance to – if you are familiar with 3.5e mechanics, this is akin to Gestalting, though you do not get to pick the class you Gestalt with. *[200CP]*

Prestige Class: Specialisation based on all your fields of expertise tends to mean you stand out from the crowd more. It also means you're a lot better at what you do than most would dare give you credit for. You gain features based on any/all classes you have purchased in the Class section - the specifics are in the end notes. This is also altered if you have the Class Advancement perk. *[400CP]*

Unusual Race: We don't get a lot of your kind around here, Jumper. Maybe it's because you're half-demon, maybe you're full-blooded Orc, or maybe you're something even stranger. Whatever it is, you can select anything from any D&D 3.5e sourcebook as your race, paying a cost of 100CP per Challenge Rating it has. This cost is reduced to 0CP if it has a CR of less than 1. As a downside to this, your race does not have dedicated Perks to enhance it. Canon Companions and Class Companions cannot buy this Perk. *[0CP+]*

Psionic Power: A strange phenomenon commonly recorded amongst the Kalashtar people but present in almost anyone, albeit rarely, Psionics differs from spellcasting in that, instead of needing to wave your hands and chant something in one of the various dead languages, you simply focus on the effect. It's also slightly different in that magical effects and Psionics don't perfectly interact and can bring about some strange effects. Taking this perk either allows you to convert one existing class to a Psionic equivalent, with all of its perks applying to the new Psionic variant, or to take a single Psionic class of your choice, with the common ones being Psion (a dedicated caster), Psychic Warrior (a martial warrior that uses Psionics to augment their fighting), Soulknife (a lightly armoured warrior that projects blades of raw Psionic force from their hands) and Wilder (someone who channels Psionic power into rash outbursts of chaotic effect). Due to their rarity, unless you use a pre-existing class as a template, Psionic classes do not have any dedicated perks. This may be taken multiple times. *[100CP]*

Class Companion Perks

These perks are discounted to the Companions granted by the specific Class perks, if said creatures are taken as Companions instead of items. They do not, however, receive the 100CP Perk for free, and instead must pay 50CP to gain it.

Special Alignment: Most class companions tend towards either hard-line neutrality or being uncaring, either because they are non-sapient robots or simple animals. Yours, Jumper, is somewhat special - it cares about something. Upholding the Law, doing Good, being Evil, or maybe just smashing boxes, whatever it is, it's more of a person than a pet now. Good job! *[100CP]*

Unusual Ability: Some people get pet wolves, and are content. Not you - your wolf can vomit lightning thanks to its connection to the primal elemental powers. Or maybe it's a robotic dog that can send out an oil slick. Your parrot might be able to create visual illusions, or your frog poison people with its mind. Whatever the specifics, your pet now has some form of spell-like ability that it can use every so often. More powerful means less often, though, so balance things carefully. *[200CP]*

Hyper-Intelligent: How is a wolf this smart!? No, seriously, anything this intelligent must be blessed by something or other. Be it your pet, your companion, or even you, Jumper, anything with this perk is a lot more intelligent than average, with pets being able to understand complex concepts and people being able to write up a doctorate dissertation in a night. *[400CP]*

Racial Evolution: Your pet is something else. Something... more. Maybe your Iron Defender is now a robot spider, able to climb on walls and sense vibrations through the ground. Alternatively, maybe your Wolf companion is now a Thunderbird, a gigantic eagle that calls the storms where it goes. There are limits, of course, and applying this to someone with a regular race simply zeroes the cost of their racial perks, but in general, this can do some amazing things. *[600CP]*

Items

Items also receive a discount based on the Origin or Class they are associated with, and the 50CP item in each tree is free.

Starting Gear: Mundane gear specific to your class(es), such as a sword, shield and suit of armour for a Fighter, a bow and some light armour for a Ranger, a spell book, staff and robes for a Wizard, a spear and robes for a Sorcerer, or a holy symbol, mace and suit of armour for a Cleric. These items are all of average quality, and you are considered to be proficient with them. *[Free]*

Drop-In/Adventurer Items

Adventurer's Pack: A few bits and pieces that any adventurer would need - a rope ladder, a grapnel, a bedroll, a tent, a winter blanket, a hip flask and so on. Essentially, what you would expect an all-terrain explorer to carry, though none of the equipment is technically magical. Notably includes the prerequisite 50ft of rope and a 10ft pole. Noone is quite sure why, but every Adventurer out there swears by them. *[50CP]*

Specialised Tools: Now we're talking. This pack contains a number of healing potions and similar magical or alchemical tools, such as sunrods, which glow with purest daylight when struck, smokesticks, which billow thick black smoke when snapped, and alchemist's fire, which is basically bottled napalm. Contains maybe two or three of each, and refills itself weekly. Ration well. *[100CP]*

Alchemical Enhancements: Potions can boost anything, be it mental capacity, reaction speed, physical strength, you name it. And you've collected them all. Well, most of them - the truly extreme, that which turns a peasant into a killing machine, are still out of reach. Maybe one or two of the most common, and a 50/50 chance of having the fancy, all contained within one pouch which refills weekly. *[100CP]*

Handy Haversack: This simple bag of fixed external dimensions, about the size of a normal rucksack, can hold many hundreds of times its volume in, well, anything. Further, when you would retrieve an item from it, all you need to do is think of the item you wish to retrieve and it will be the first item you grab. Handy, huh? *[100CP]*

Custom Rod of Wonders: A single rod, about a foot in length, with eight buttons on it. Pressing any button causes the rod to transform into a single handheld item or object you own, legally or otherwise, chosen by mentally envisioning it when pressing the button. Once that button is allocated this way, it can only be de-allocated between Jumps. This allows you to duplicate any item you own, with whatever upgrades you have applied to it. *[200CP]*

Adventurer's Aegis: This simple metal brooch shaped like a shield is common amongst travellers, and can produce light akin to a torch, makes the air around the wearer breathable, reduces the need for food, drink and sleep to nearly zero and provides resistance to the natural elements. What makes this one special, though, is that it also halves any incoming effect that you wish it to, be it beneficial or detrimental, whilst also giving blanket bonuses to all positive effects affecting or originating from you. *[300CP]*

Frontline Soldier Items

Masterwork Gear: Forget average, this gear is amazing! The best a mundane craftsman could possibly hope to produce after a lifetime of work, this gear is just all around better. Weapons, armour, books, lockpicks, whatever the classes you picked would get from their Starting Gear, this is that but objectively better quality. Further, you can gain access to more unusual weapons here, from the fighting chain, to Orcish double axes, to even the fabled repeating crossbow, a magazine-fed burst-firing ranged death machine. *[50CP]*

Magical Weaponry: Some weapons are good. Then, there are these - enchanted with the works of the great Craftsmen of Cannith, a magical weapon can have any number of effects, from a general increase to damage and accuracy, to bursting into flames when drawn, to glowing when Goblinoids and Orcs are near, to cutting through flesh like hot butter. Nothing too powerful, though, as this is still mortal craft. *[100CP]*

Arcane Armour: Despite the name, this is not necessarily Arcane in nature. Simply magical, and crafted by the hands of mortals. Some suits clad you in darkness, making you stealthier. Some turn projectiles away from the wearer, forcing enemies to fight you in melee. Some set you ablaze, harming enemies and allies alike near you. Some, even, glamour themselves, looking like regular clothes until a sword hits them and is deflected as if by the steel it is... *[100CP]*

Bottomless Quiver: Despite being a quiver, this item can take any form of ammunition, be it bolts, bullets, plasma charges, whatever. It then will always contain exactly enough of the ammunition in question to fully reload whatever weapon you are currently carrying. It even enchants it to be that little bit better - arrows are sharper, bolts are more barbed, bullets fly faster and penetrate further, and so on. Multiple ammo types can be placed in it - all this will do is open up options when reloading. *[100CP]*

Armoured Under-Suit: Skin tight, this full-body suit of fabric is intended to go under armour. Whilst there, it acts as, essentially, a second layer of armour between you and the world, protecting from the blades that breech the gaps. As strong as steel, and weighing next to nothing, it also enhances your physical capabilities to an extent that would make hardened veterans jealous. *[200CP]*

Greensteel Weapon: Crafted from materials from all twelve-plus-one planes, forged in the heart of Shavvarathian fire, this weapon is beyond exceptional. It surpasses even the most powerful of mortal craft effortlessly, and has such unusual effects as draining life on hit, calling down thunder to smite targets, creating volcanic detonations on contact or, in rare cases, simply causing those struck by it to fall over dead, only to rise later as undead under the wielder's command. *[300CP]*

Great House Scion Items

Financial Aid: Money can be exchanged for goods and services, you know? And with this much money, you can basically buy what you want. You either gain 2000 platinum pieces once or 400 platinum annually, in denominations of your choosing, to be spent as you please. Items purchased with this money are not kept between Jumps unless stored in your warehouse, but the money refills itself and converts into a relevant currency for the Jump in question. For reference, 400PP is about $20k USD at time of writing. This can be purchased multiple times, and a Great House Scion gets one free purchase plus one per Perk discounted by their Origin that they have. *[50CP]*

House Housing: You have been provided with a lavish mansion appropriate for one of your stature. Finally, some recognition! This mansion sleeps nine, not counting the servant's quarters, and on that subject comes with six servants who tend to your every need (not like that) but will not venture outside the mansion, and has magical cupboards and taps and the like that ensure you will always be provided with high quality food, drink and every conceivable amenity in abundance. Post-Jump, it becomes a Warehouse addition or otherwise integrates into a property that you own. *[100CP]*

Mastercraft Workshop: All houses have their trades - Cannith makes the magical items. Lyrandar runs the airship lines. Orien run the Lightning Rail and other magical travel. Phiarlan put on shows and parties. You, being a member of one of these houses, have a workshop to match that trade, with everything you could ever want in that regard and all at the highest quality, or else just a general workshop that is above and beyond the norm. Post-Jump, it becomes a Warehouse addition or otherwise integrates into a property that you own. If purchased with House Housing, it is integrated into that house automatically. *[100CP]*

Badge of Office: Sometimes, you need to go about official business. For this, you need official identification. This enchanted badge identifies you as a member of whatever organisation you have standing with, and acts as a magical passkey for locked doors and the like in regards to that organisation. It can be attuned to any organisation, but only if you have formal standing with them, and reshapes itself to match the ID of that organisation if done so. *[100CP]*

Glorious [House] Airship: Not only Lyrandar get the cool airships, Jumper. This sky boat, powered by a group of bound Elementals, flies at around 20mph at top speed and can haul around 200 tons of cargo. It is about the size of a naval corvette, and carries some weaponry just in case of sky piracy. Yes, that's a thing here. Both House Housing and Mastercraft Workshop can be integrated into this airship, giving it the approximate interior qualities of a pleasure yacht. *[200CP]*

Fortress of Solitude: When people think of the unstormable fortress, this is what comes to mind. Ramparts, twenty-foot thick walls, towers, emplacements, the works - if you can imagine it as a static defence, it's likely somewhere. It is beyond merely colossal, and could hold off armies indefinitely with a good enough defensive team, and thanks to intelligent automation here and there can do it for a good few years even without. This can be combined with a Glorious [House] Airship to create the Sky Dreadnought, a gigantic flying vessel 300ft bow to stern, plated with enchanted foot-thick adamantium and capable of 60mph speeds. This vessel is armed to the teeth with magical weapons, and combines as the regular Glorious [House] Airship does. *[300CP]*

Experimental Arcanist Items

Research Notes: Notes on your research, as the name suggests - this might be research into the existence of gods, the assorted planes, specific forms of magic, or maybe you're just studying which race is the most aesthetically pleasing to the majority of people currently inebriated in taverns. Whatever it is, it's useful. *[50CP]*

Magic Wands: Wands! A short word, but so many meanings. Typically, a wand is a short length of wood used to do magic, but here in Eberron, that magic is baked in - each one contains around 50 uses of a single spell of weak-to-medium power, capping out at stuff like fireballs and reattaching limbs. You have a collection of ten or so, which refill weekly, and can choose what effects each has at the start of each Jump. *[100CP]*

Experimental Analysis Equipment: What researcher would get anything done without their research implements? This gear, ranging from thaumic microscopes to ethereal distillation equipment, to a Doluurian Alembic and so on. Anything for an in-depth analysis of the magic affecting any given item or place. *[100CP]*

Dragonshard Bag: Originally, Eberron had thirteen moons. Now, it has the customary twelve-plus-one, with the thirteenth having been shattered and forming a ring in the sky. The shards of this, however, are highly saturated in magic and are known as "Dragonshards", being typically used as the power source for most magical items. You, Jumper, have a bottomless bag of them, though they look slightly off, somehow, and as such cannot be sold. Only analysed or turned into something. *[100CP]*

Metamagic Rods: Metamagic effects are incredible things - they can turn a simple fireball into a building buster of superheated death or into a persistent cloud of intoxicating heat that does little more than force people to mass out. Metamagic rods replicate these changes on any spell cast through them - now you, too, can create horrific clouds of mind control gas with a few words and a little arcane power! You have a selection of rods, one for most common effects, and can use them to change your spells in shape and form. However, they can be burnt out through overuse or pumping too much mana through them, and they don't magically repair themselves, so be careful how you use them. *[200CP]*

Staff of the Magi: The Wizard's Staff is one of the most iconic items imaginable - they channel their spells through it, use it to empower themselves, use it as a defensive focus and can even gain additional tricks by using it. This is all that and more - any arcane spell you cast using it is about doubled in power, and it can be used as a fighting staff in a pinch. Don't let it break, though, for it contains unfathomable powers and will release them in a not insignificant explosion if broken. Think city-buster damage on a more tactical scale - about 60ft across or so. *[300CP]*

Clergyman Items

Clerical Accoutrements: Priests all have the same stuff - robes, a symbol of faith, some plain shoes and underclothes, a holy book and maybe a really nice hat, if they're a high enough rank. Now you too have these things - enough to believably be a member of your faith, whatever it may be, to even the most trained specialists. *[50CP]*

Divine Arms: Divine weapons are rare amongst most people, as they can be somewhat temperamental. This, however, is not - a singularly exceptionally well-crafted weapon, this has been blessed by divine powers to work substantially better against enemies of the faith. For most faiths, this is the undead, but the Lord of Blades hates anything biological with a passion, and the Blood of Vol hates... well, basically everything not in their faith. They really need to calm down. *[100CP]*

Church Seal: As the Badge of Office is to the houses, the Church Seal is to religion. This holy symbol shows your faith proudly, and clads you in its power. From this, you gain a natural affinity towards holy sites, boosting your overall power whilst within one, and can handle the most delicate of relics with abandon, knowing that they will never be damaged through your actions. You also can gain access to the most secretive areas of your faith, such as hidden shrines and vaults where the relics are kept. *[100CP]*

Items of Faith: Holy Water. Crucifixes or equivalents. Wooden stakes. Silver bullets. Every faith has some form of legend regarding the items used to take down their mortal enemies. This item consists of a simple pouch, within which is a nigh-inexhaustible supply of these items, amongst other, more mundane things related to your faith. Wine and communion wafers, anyone? *[100CP]*

High Holy Symbol: This holy symbol is special. You know it, and the subtle thrum of power beneath its exterior is more than enough to prove it. Whether through group consciousness or the actual acts of gods, this symbol about doubles the power of any divine spell you cast that is aligned with the goals of your faith, and marginally boosts all other divine abilities you have. For reference, almost any faith on earth would boost healing and helpful spells, whilst faiths like the Blood of Vol would boost spells that caused indiscriminate mass murder. *[200CP]*

Blessed Bestowments: The raiment of a god lives on within these sacred items. Be it a pendant, a ring, a robe, an actual suit of armour, or merely a slip of parchment in your pocket, having this item on you will grant you an all-encompassing field of divine energy surrounding you. This acts as the toughest of magical armour, protecting you against myriad dangers, and also massively enhances your physical capabilities. In effect, it's divine power armour. Go you. *[300CP]*

Dedicated Craftwright Items

Masterwork Tools: Weapons for the more technically minded, these tools are of the best quality imaginable, and have been enchanted so that they will never break and, to make sure, will repair themselves over time if they are damaged somehow. There are even some magical replicas of more modern tools, like an elemental welding kit and a Dragonshard Dust Circuit Printer. *[50CP]*

Analysis Goggles: Whilst the Experimental Arcanist has their analysis tools, you have these. These goggles perform live analysis on any magical device you examine whilst wearing them, and also show a continuous mixed view between thermographic, night vision, thaumographic (showing magic) and various other overlays. Unfortunately, their analysis of more complex works of arcana is nowhere near as complete as a dedicated examination could show, though on the plus side it is much faster. *[100CP]*

Recalibration Matrix: Sometimes, golems need recalibrating. Turning off the "destroy all humans" mode, for example, or ensuring that their targeting sensors correctly identify the noble coming to visit as an enemy instead of a friend. This is the tool used to do it, and thanks to its inherent magical adaptiveness, it's basically an omni-tool for this purpose. It can even work on non-magical automata, as long as they're not sapient. This unfortunately means no brainwashed Warforged army. *[100CP]*

Shard Extractor: Sometimes, a magic item sort of stops working. Maybe it's broken, maybe the specific spells have worn out, or maybe you just don't need it any more. When this happens, a Shard Extractor is typically used to remove the magic from it. In doing so, it completely tears the item to pieces and spits out a number of Dragonshards proportional to the remaining energy in the item. Thankfully, most modern magic items don't run out, but sometimes you just need to see if it'll blend. *[100CP]*

Lesser Iron Defender: Told you they could be items, didn't I, Jumper? This one is a little different, though - instead of being the size of a wolf, this loyal robot dog more like the size of a fox. Thankfully, this hasn't reduced its tenacity in combat, and it will still charge in and at least distract the enemy whilst you get ready to annihilate them. Can be taken any number of times, for when you just need an adorable robot dog pack helping you out. *[200CP]*

Lesser Creation Forge: The Creation Forges are items of truly immense power. They can take a vague and non-functional blueprint, figure out the intention, complete and perfect the blueprint and begin mass producing the item in question. This is, in fact, how the Warforged originally came to be. A Lesser Creation Forge cannot do this - it needs a complete and functional blueprint to mass produce things, and true sapience is outside of its reach. If you just want to print god-tier suits of armour and weapons to match, though, grab a blueprint and feed the resources in. It's only a matter of time. *[300CP]*

Other Items

Rune Arm: These arcane contraptions are unusual things - by combining the power of multiple Dragonshards with specific layers of enchantment focused into runic patterns, these bulky arm-mounted devices can effectively generate magic. Unfortunately, this makes them somewhat unwieldy to handle, and only trained Artificers know the secret to using them properly. When you do, though, they grant a number of benefits:

- Each one is attuned to a specific element, though what qualifies as an element varies depending on the designer. Some rare ones have attunements such as "shadow" or "rage"

- Any weapon wielded in conjunction with one, be it a sword, a gun, a chain flail or a repeating crossbow, gains an effect based on the element in question. Maybe you have flaming bullets, or your sword causes arcs of lightning between enemies.

- Once every minute or so, they can discharge a bolt of energy based on the element in question. Jets of fire, icicle missiles, waves of sound, you name it, there's a Rune Arm for it. This bolt can be charged, with cooldown increasing proportional to the damage dealt, up to a maximum of five times the base effect.

Either way, these devices are powerful tools, and anyone using one is either a reckless fool or a force to be reckoned with. Notably, though, using more than one can cause strange and wild magic to randomly affect the user, akin to drinking a Potion of Wonder every few hours, though if you want both forearms free, any limb that isn't a leg will do in a pinch. *[200CP, discounted to anyone with Rune Arm Mastery]*

Companions

Custom Companion: For 50CP, you gain one customised companion or import one from a previous Jump. They gain an Origin, a Race, a Class and 400CP to spend on Perks. They cannot take any Drawbacks. This can be taken a maximum of six times, though you gain an additional Companion for free for every three times you take it. *[50CP, Special]*

Companion Upgrade: For each 50CP you spend on this, every companion you have, be they custom, imported, pre-defined or gained through a Class-related perk, gains an additional 100CP to spend. This can be taken up to six times. *[50CP, Special]*

Jeets Shimis: A "loveable Rogue" (his words), this Halfling thinks of himself as a lady killer. He's not - in fact, he's a bit of a creep, and liable to get himself slapped by any woman with any common sense. He's an excellent scout and trap finder, though, and he's very good with those twin blades of his. *[100CP]*

Cellimas Villuhne: A Human Cleric in servitude to the Silver Flame, Cellimas has taken the path of the combat healer. As such, she is a drab hand with a mace, and can cast some truly inspiring medical miracles. She's somewhat dour, though, and has a tendency to be a bit fatalistic about things. *[100CP]*

Talbron Tewn: Eschewing the standard Warforged naming convention, this Sorcerer is somewhat cold, though the fact that they're an unfeeling robot could have something to do with it. That or the ice spells. Very efficient and good at their job, though. *[100CP]*

Gorgal Orc-Hewer: This Dwarf is angry. Angry about ***ORCS.*** With a tendency to charge in and start swinging his massive double-headed axe at any and all enemies, this Dwarf is somehow the life of the party, and he is great fun to be around when he's not up to his ankles in blood and his eyebrows in his Barbarian rage. *[100CP]*

Myr'tana: This Drow Bard is... ok, tone deaf isn't the right word for it, as there's sure to be someone out there who likes her magically generated music, but it surely isn't half of the people she's worked with in the past. Or the other half, come to think of it. You might like it though, Jumper - ever heard of "dubstep"? *[100CP]*

Vor'shek of Many Faces: Vor'shek does not have many wants in life - merely to be left alone in his groves. Failing that, though, this Half-Orc Druid will raise hell with the full wrath of nature at his side, along with his pet Dire Tiger (about 10ft floor to shoulder) called "Fluffy". *[100CP]*

Pilus ir'Simon: Some people go into the Fighter life for professional reasons. Wanting to defend their town. Joining the army. Maybe becoming the arena champion. This teenage Kalashtar went into it because it pissed his parents off. Problem is, though? He's kind of good at it, especially sword-and-board style. *[100CP]*

Larafay Do'rret: Larafay. Larafay, calm down. Lara- Ok, so. This Drow Favoured Soul has a tendency to forget she can heal. In fact, she has a tendency to forget a lot of things, especially in combat, where all she can really remember is the incantation to a favourite spell of hers: Cometfall. Which does exactly what it says on the tin. *[100CP]*

Elizabeth Cinder: Brought up in the Fernian outlands, this Human Monk is surprisingly zen at times. At others, though, her specialised training comes to bear, and she can be seen punching things so hard their organs come flying out of their ears. Funny how that works, but I guess she's got to get the anger out somewhere. *[100CP]*

Calleigh d'Lyrandar: Lyrandar exiles get unfairly stereotyped as pirates from time to time. I mean, who wouldn't, though - when your family runs the airship business, what's worse than one of your own damaging that business? Calleigh, unfortunately, fits that stereotype, though they make one dashing swashbuckler, especially when augmenting their acts by devoting them to Ollandra. Who says Paladins can't be Pirates? Not Calleigh, that's for sure. *[100CP]*

Riana Montague: A wolf Shifter, this Ranger has long since discarded the notion of having an animal to help her out. What could be better than her own power, after all? With an axe in each hand, she carves her way through the hordes that oppose her, and on into legend. Eventually. *[100CP]*

Aithas the Dour: Long since forgotten by all his friends and family, this Changeling Warlock would have it no other way - his fel pact has long since made his magic somewhat volatile, and dangerous to be around. This has left him the kind of loner who wears a heavy black cloak and sits in a corner in a tavern. *[100CP]*

Grobbin Halfhitch: Gnomes. Eccentric, brilliant, unhinged and terrifying to be opposed by. This Wizard is all of these things and more, as he unleashes his arcane might whilst cackling about how the world will "soon be his" and how "those fools never stood a chance!" Secretly donates heftily to charity, though. Maybe he's not such a bad guy after all? *[100CP]*

Natial Spirer: This Half-Elven swashbuckler has seen it all - the bedstead races of Xoriat, the infinite armies of Shavvarath, the darkest depths of Mabar and the Lamannian forests without end. His training, primarily, is somewhere between Bard and Rogue, though he mostly uses a rapier and has managed to pick up proficiency with Rune Arms along the way. As such, he's well above and beyond most other companions, being able to deal with the most complex of traps and problems with ease, and having a spell for every occasion. *[600CP]*

Ferrianite Bladesworn: Some Paladins fall into their service. Others, like Ferrianite, choose it. A Bladeforged dedicated to the Lord of Blades, Ferrianite is plated with Adamantium blessed by said lord, wields a Greensteel Greatsword, carries numerous Blessed Bestowments and tends to take no prisoners when enacting the full fury of their lord's commandments. Might have a little Barbarian training, but no-one can say. Mostly because anyone with any sense has stayed well away and no-one at all has ever asked them, but still. Will attempt to brutally murder you on the spot if you are not a Warforged of some variety. *[600CP]*

Canon Companion: You can one companion that canonically exists within the setting of Eberron, such as the Lord of Blades or Jaela Daran. Be advised, though, that some characters are more powerful in their own domains, and taking them from these domains could have a potentially disastrous consequence. *[300CP]*

Origin Companion Groups

Each Origin has an associated companion group, each of which can only be purchased once. You receive a 50% discount on the group associated with the Origin you have selected.

Drop-In/Adventurer: Instead of providing any additional companions, Adventurers tend to work with a small group of highly skilled individuals. As such, by purchasing this, all Companions you have gain an additional 200CP to spend. *[100CP]*

Frontline Soldier: You gain a small band of mercenaries, numbering from five to twenty. They each have the Frontline Soldier Origin, a Race of your choice and the Fighter class. However, they cannot buy Racial Perks and must all have the same Perks purchased for them, which are notably less effective. In effect, the Perks in question are evenly divided between the soldiers. In future Jumps, you may import these soldiers for free, ignoring the companion limit. However, if you do, they cannot purchase Items or Perks in that Jump. *[200CP]*

Great House Scion: The rich are well kept in Eberron, and this represents that. You gain a number of servants, between ten and a hundred, that have next to no combat skill but are very skilled at various miscellaneous tasks, such as cleaning your clothes, making your meals and flying your airship. They cannot have an Origin or Class, but do have a Race, though they cannot under any circumstances gain CP. On the plus side, they can be imported into future Jumps for free, and do not count against the companion limit. *[200CP]*

Experimental Arcanist: You gain a small team of research assistants, numbering from two to five. Each has the Experimental Arcanist Origin, a Race of your choice and a Class of your choice. Any CP granted to them through either the Drop In/Adventurer group or the Companion Upgrade perk is split between them, distributed as you see fit, but they gain a discount on the Wizard Training Perk in place of their Class' 100CP perk. In future Jumps, you may import these assistants for free, ignoring the companion limit. However, if you do, they cannot purchase Items or Perks in that Jump. *[200CP]*

Clergyman: You gain a pair of bodyguards, each of which has either the Great House Scion Origin or the Frontline Soldier Origin. They can have any Race or Class you wish. They do not get any CP to spend unless you purchase either the Drop In/Adventurer group or Companion Upgrade, but count as a single Companion for the purposes of future Imports. In future Jumps, you may import these bodyguards for free, ignoring the companion limit. However, if you do, they cannot purchase Items or Perks in that Jump. *[200CP]*

Dedicated Craftwright: Every inventor needs a team, if only so they don't have to operate the machinery. You gain a small team of apprentices, between four and twelve, each of which has the Dedicated Craftwright Origin and a Race of your choice, but no Class. They must all have the same perks, should they gain CP through either the Drop In/Adventurer group or the Companion Upgrade perk, and these perks are reduced in effectiveness according to the number you have (four apprentices quarters it, and so on). These apprentices count as a single Companion for the purposes of future Imports. In future Jumps, you may import them for free, ignoring the companion limit. However, if you do, they cannot purchase Items or Perks in that Jump. *[200CP]*

Drawbacks

You may take any number of drawbacks. You can gain at most 1000CP from Drawbacks unless specified otherwise.

On the Line: What is this? Why is there a massive crack in the Stormreach harbour wall? What are all these people walking around in beyond-divine tier equipment? And who the hell is Elminster? Welcome to Dungeons and Dragons Online, where everything's just a little bit different - a platinum is 100 gold, the balance is slightly off, and Beholders recreate the Star Wars trench run with beds instead of X-Wings. Wait, what? *[+0CP]*

Callousness: You are just that bit more uncaring, that bit colder and more callous, to push you over the line from a decent person to a bastard. *[+100CP]*

Bad Stats: You have some truly awful base stats. Whilst training can overcome this, it'll take a serious amount of it. *[+100CP]*

Planar Problems: You have some serious issues with one of the Twelve planes that aren't the Material. Whilst they won't actively hunt you down, if any creature from this realm sees you, they will actively target you for murdering. This can be taken twelve times, once for each plane. *[+100CP]*

Bad Reputation: You have a poor reputation with one of the factions in this world. Maybe it's something you did, or maybe someone just doesn't like you. This can be taken any number of times, once for each faction. The ire adds up, though, and some factions have a serious bite to them. You must pick a faction around the same size and/or strength as a Great House, for this, as being targeted by some tiny little podunk thieves' guild wouldn't be worth it, would it, Jumper? *[+100CP]*

Violence Inherent in The System: The world is just that little bit more violent - people will draw weapons faster, and give no quarter. If you intend to be a pacifist, this will be much harder, and even taking hostages will be seen as weak *[+100CP]*

Non-Vancian Casting: Previously, every spell was unique and rigidly defined in its capability, and spellcasters had a dedicated number of "slots" of defined power with which to cast these spells. Now, though? That’s out the window. Casters can throw spells around like there’s no tomorrow, and will almost certainly end up overshadowing you. You cannot pick this if you have any casting capability of any kind. *[+100CP]*

Racial Tensions: One of the races seems to universally revile your existence. As with Planar Problems, they won't actively hunt you, but if they see you as an enemy, expect them to focus you to the exclusion of all else. This can be taken once for each race you could select *[+100CP]*

Major Planar Problems: You have some *really* serious issues with one of the Twelve planes that aren't the Material. At this point, they will actively travel from plane to plane, place to place, trying to find you and kill you, murdering any associates of yours and so on. This can be taken twelve times, once for each plane. *[+200CP]*

Escalating Racial Tensions: One of the races seems to universally revile your existence. As with Major Planar Problems, they are now actively hunting you, and will stop at nothing to see you dead and everything you have made turned to ashes. This can be taken once for each race you could select *[+200CP]*

Mindsundered: Your memories of out-of-Jump events are gone - entirely. Your life is now nothing but this Jump, though your memories will return once you move on. You cannot take this Drawback if this is your first Jump. *[+200CP]*

Ability Shattered: Your out-of-Jump powers are gone - entirely. Your entire breadth and depth of capability is defined entirely by this Jump, though your powers will return once you move on. You cannot take this Drawback if this is your first Jump. *[+200CP]*

Arcane Inability: You cannot use any magical items at all. Further, any magic items you attempt to use lose their power whilst you're holding them, unless doing so would be beneficial to you. *[+300CP]*

Corrupted Mindset: Your mental state is corrupted to the opposite of what you'd hope it is, the diametric opposite of all you hold dear. This can be overcome with sufficient mental prowess, though doing so merely excises it into a corporeal form that you can beat into a pulp. *[+300CP]*

Enemy Adventurers: Somehow, somewhere, you have drawn the ire of a crack team of adventurers. Maybe they've been paid by an enemy to attack you, or maybe they just don't like you. Either way, have fun dealing with between three and six highly trained specialists attempting to ruin your day. *[+300CP]*

The Draconic Prophecy: Whoops. Guess there's a prophecy about you now. Figures, right? The one time a Jumper arrives in Eberron, and those oversized lizards already know about it. In any instance, you now have a life of interesting times - everything that occurs involving you is somewhat exaggerated. A random cave will turn out to be a Giant ruin full of WMDs, political turmoil will envelop you if you so much as step into a grand ball, and good luck finding an inn that doesn't contain a mysterious hooded stranger that wants you to do some vague job for them. [+300CP]

Mournland Madness: Everything has gone wrong - all the monsters of the Mournland have gotten loose and are wrecking everything in sight. Worse, they appear to be near-completely immune to all forms of magic, psionics, physical attacks and they're completely, utterly immune to any out-of-Jump powers. Further, they can deal damage with their attacks that seems to penetrate any form of damage resistance. Good luck with that. This does not count towards the Drawback limit for points gained. *[+600CP]*

Dark Dreams Don't Die: Don't rest your head, Jumper - the things in the dreams are after you. Something horrifying, and well beyond your ability to defeat in a conventional manner, is attacking you in your sleep, sent over by the Dreaming Dark to make sure you enjoy your time asleep. Well, "enjoy" - probably better to say "nearly die every time it shows up". In addition, every time it bests you, you will get a little weaker and it will get a little stronger - it doesn't need to kill you if the waking world can provide. This won't necessarily happen *every* night, because predictability isn't scary, but it could happen *any* night. Hope you're not afraid of the dark. This does not count towards the Drawback limit for points gained. *[+600CP]*

End Notes

Houses

House Cannith: The Craftsmen, House Cannith is known for inventing some spectacular things. They are a Human-only House, and their mark is the Mark of Making, which grants magical repair and construction of increasing power and intensity.
House Deneith: The Mercenaries, House Deneith is known as the soldiers of the world. They are a Human-only House, and their mark is the Mark of the Sentinel, which grants defensive abilities of increasing breadth and depth as power increases.
House Ghallanda: The Hosts, House Ghallanda is known for providing food and shelter to those in need. They are a Halfling-only House, and their mark is the Mark of Hospitality, which allows the conjuration of food, water and shelter of increasing power, purity and quality.
House Jorasco: The Healers, House Jorasco is known for providing medical assistance to those in need. They are a Halfling-only House, and their mark is the Mark of Healing, which can heal increasingly severe injuries as its power increases.
House Kundarak: The Bankers, House Kundarak is known for providing Eberron's premier banking service. They are a Dwarf-only House, and their mark is the Mark of Warding, which allows the placement of fixed defensive effects of increasing power.
House Lyrandar: The Pilots, House Lyrandar controls the skies from their flying airships, and provides most transportation needs. They are a Half-Elf-only House, and their mark is the Mark of Storms, which grants lightning-based magical abilities.
House Medani: The Scouts, House Medani is a house mostly contained to Breland, though some do travel elsewhere. They are a Half-Elf-only House, and their mark is the Mark of Detection, which allows the active detection of various different effects as power increases.
House Orien: The Travellers, House Orien is known for their land-based transportation services, most notably the Lightning Rail, a lightning powered magical train. They are a Human-only House, and their mark is the Mark of Passage, which grants increased speed and teleportation effects as power increases.
House Phiarlan: The Entertainers, House Phiarlan provides actors, bards, artists and acrobats the world around, though mostly as a cover for spy activities. They are an Elf-only House, and their mark is the Mark of Shadow, which grants illusionary magics as power increases.
House Sivis: The Ubiquitous, House Sivis is known for working on everything in existence. They are a Gnome-only House, and their mark is the Mark of Scribing, which grants magical powers based around text and similar.
House Tharashk: The Inquisitive, House Tharashk is known for its work in bounty hunting, prospecting and any profession where something needs finding. They are a Human and Half-Orc only House, and their mark is the Mark of Finding, which grants abilities related to finding specific things at a distance.
House Thuranni: The Assassins, House Thuranni was once part of House Phiarlan, though they have now stepped to one side due to a schism. As such, they are also an Elf-only house, and they share the Mark of Shadows.
House Vadalis: The Tamers, House Vadalis is known for the breeding and training of animals both mundane and exotic. They are a Human-only House, and their mark is the Mark of Handling, which gives benefits related to rearing and training animals
House Tarkanan: The Aberrant, House Tarkanan is filled with the outcasts, people with any Dragonmark that does not match any other. As such, they are open to any race, and their Mark can provide theoretically any benefit, though they suffer from being outcasts.

Faiths

Note: All faith abilities can be used once per day at most

Aureon: The god of Knowledge and Magic, Aureon is typically worshipped by mages of all calibres. His favoured weapon is the Quarterstaff, and his faith ability is a major temporary boost to mental abilities and learning

The Becoming God: This divinity is believed to be the final destination of all Warforged souls, if they have them. However, it is without body, so a group of Warforged are constructing it one in a cave in the Mournlands with a box of scraps. Its favoured weapon is the gauntlet (or unarmed fist for Warforged), and its faith ability is to rapidly repair all mechanical constructs

Blood of Vol: The worship of the divinity within mortals, The Blood of Vol is, as the name suggests, a rather violent faith, and is typically worshipped by humans. Their favourite weapon is the Dagger, and their faith ability is a major temporary boost to durability

Lord of Blades: The god-like entity that used to be a mere Warforged, the Lord of Blades is not a true god, but faith in him grants power all the same. His favoured weapon is the Greatsword, and his faith ability is a notable temporary boost to all melee combat-related capabilities

Olladra: Goddess of Feast and Good Fortune, Olladra is typically worshipped by bards and gamblers alike. Her favoured weapon is the Sickle, and her faith ability is a full heal that grants temporary luck to those healed by it.

Onatar: The God of Forge and Flame, Onatar is typically worshipped by those associated with forging and crafting. His favoured weapon is the Warhammer, and his faith ability is a major temporary boost to melee ability and repairing magic.

Silver Flame: A quintessentially pure abstract entity of Good and Law, the Silver Flame is technically a number of gods, though they are often worshipped as one. Their favoured weapon is the Longbow, and their faith ability is the ability to remove a single extraplanar being from existence in holy fire, though this is resistible.

Sovereign Host: A collection of deities always worshipped as one, the Sovereign Host is associated with civilisation and all that implies. Their favoured weapon is the Longsword, and their faith ability is a full heal that removes all ongoing negative effects.

Undying Court: The Elven leaders, the Undying Court made themselves immortal through a more moral form of necromancy, which is typically not good for the not murdering people thing. Their favoured weapon is the Scimitar, and their faith ability is the ability to bring a single person back from the dead.

Vulkoor: The Drow god of trickery and destruction, Vulkoor is a half Drow, half Scorpion known as a Scorrow. His favoured weapon is the Shortsword, and his faith ability is the ability to summon a Scorrow to fight for you.

Prestige Classes

The sheer number of Prestige Classes is insane, with at least one available for almost every combination of classes. Further, these abilities are enhanced if you have the Prestige Class perk. For this reason, the abilities gained by it are mostly down to your own imagination. For example, a Barbarian who has Multiclassing for Druid might become a Bear Rager, turning into a bear whenever they rage. With the right class combinations, this can be incredibly powerful, though it can also be rather weak with the wrong ones. Choosing this perk when you have a single class focuses and hones that class' abilities to a razor edge. Note that this is not limited by the hard mechanics of 3.5e, and instead is meant to provide a method for mechanically combining the distinct abilities of different classes.

Advanced Classes

The benefits gained from these do not override the base class. Further, whilst some of these abilities may seem duplicable with training, they are in fact incredibly uncommon amongst the peoples of Eberron, and as such cannot be taught except by the most esoteric and elusive of masters. They can only readily be learned, represented by buying them with CP.

Artificer: You gain the abilities of a Self-Forged, allowing you to perform your feats of incredible craft upon yourself and slowly but surely becoming entirely mechanical
Barbarian: You gain the abilities of a Totem Rager, calling up animalistic totems when you rage to grant you variable and exotic buffs whilst you do, from claws to stronger muscles to even minor gliding wings
Bard: You gain the abilities of a Factotum, able to imitate any other basic class in ability. However, you are limited in the time you can, and you are never quite as powerful as someone who specialised in that class in the first place
Cleric: You gain the abilities of a Warlord, using mundane tactics to supplement your buffs. This gives everyone under your command notably increased capabilities, simply because you can use the magic and the mundane together in your plans. You can also use mundane means to replicate magical effects, such as telling someone to get up to heal them, and vice versa.
Druid: You gain the abilities of a Spirit Shaman, using the spirits of the land to better empower your spellcasting. Further, you can use your Wild Shape powers to turn into elementals based on your current location.
Favoured Soul: You gain the abilities of an Angel of Vengeance, gaining massively increased offensive powers against specific targets as defined by an oath you can take against them. Downside, you do not get the Advanced Class bonuses against those you have no oath against.
Fighter: You gain the abilities of a Knight, able to issue unignorable challenges to people for one-on-one duels. This functions like a taunt.
Monk: You gain the abilities of a Kensei, able to treat weapons you have training with as though they were unarmed for the purposes of your Monk benefits
Paladin: You gain the abilities of a Crusader, gaining the ability to passively channel divine energy through your martial actions in such a way that you gain more unusual effects as you fight
Ranger: You gain the abilities of a Stalker, gaining massive benefits when tracking and killing specific targets, as well as similar benefits with bows
Rogue: You gain the abilities of a Ninja, gaining some supernatural abilities based around invisibility, stealth and assassination.
Sorcerer: You gain the abilities of an Elementalist, gaining increased power, versatility, breadth and depth of ability with any element you specialise in. You also gain access to fusion elements if you have two, such as Magma for Fire and Earth, and may take Elemental Mastery up to three times, ignoring the restriction on oppositional elements.
Warlock: You gain the abilities of a Hexblade, able to channel your Eldritch Blast into your attacks, hitting anyone struck by your attacks with it, and your armour, increasing its effectiveness
Wizard: You gain the abilities of an Archivist, able to learn Divine spells as though they were Arcane

Legends

Artificer - Rune Arm Mastery: You can now reconfigure your Rune Arm to be a combination of every Rune Arm you own. You can switch it between functions freely, allowing it to replicate their effects, or you can make it a combination, giving every effect at reduced power

Barbarian - Frenzy: Your Frenzy inspires terror in your enemies, reducing their ability to withstand you. Further, its effects multiply your physical abilities, making you much stronger, faster, more durable, etc.

Bard - Song of your People: Any spell you know may be carried through the effects of your music

Cleric - Divine Metamagic: Your Metamagic effects are vastly increased in effectiveness, making your spells much more useful

Druid - Greater Wild Shape: Your Wild Shapes are now imbued with the power of nature, and have elemental components such as stone skin and claws of fire that make them more powerful

Favoured Soul - Purity of Body: Your flight is now very fast - around 120mph - and does not tire you. Further, you do not need to eat, drink, sleep, or breathe, and your physical abilities are further enhanced.

Fighter - Most Masterful Guy At Fight: The techniques you develop on the fly are at the pinnacle of any other sword school - they do not need further refinement.

Monk - World Crushing Waterfall: You may charge your attacks, forgoing making them to build up power and send a single devastating blow flying. This requires that you do not move, but can lead to a punch that could shatter mountains.

Paladin - Blade of Divinity: When channelling divine power into your smites, you strike with the force of ten - in fact, you strike exactly ten times, as divine spirits overlay your being and strike exactly as you do. This also affects all other divine channelling similarly

Ranger - Apotheosis: You now ignore all armour with your attacks and do not suffer any form of penalty, allowing you to make bow shots against people literally millions of miles away with the same ease you could someone stood twenty feet away. Just be mindful of travel time and the need to see your target.

Rogue - Sneak Attack: Your sneak attack now has a 50/50 chance of instantly killing the target, regardless of their resistance to death effects. This does not work on people who are massively more powerful than you, but everyone else is fair game.

Sorcerer - Elemental Apotheosis: All Elemental-related perks now apply to all Elements, though you gain heavy resistance instead of immunity to them and you do not gain weakness to any element. Further, you gain the benefits of the Warforged Features perk if you did not already have it.

Warlock - Blast Shape Mastery: You may now channel any spell you know of any range through your Eldritch Blast, either as a follow-up effect or as a combined blast, or vice versa, sending Eldritch Blasts out from the impact point of a Fireball or as arcs from a Lightning Bolt.

Wizard - Archmage: Combined spells are much more effective, and you can now combine any number of spells - for example, Vampiric Touch, Hold Monster, Immolate and Suggestion would create a spell which chained a target down with burning chains that sapped its life force, granting it to the caster, and allowed for magical interrogation, whereas Meteor Swarm, Rain of Fire, Storm of Vengeance, Earthquake and Control Weather would, essentially, call down the end times upon whoever angered you.

Thaumic Discovery: A Thaumic Discovery can be likened to a spell improved with the 3.5e feat Arcane Thesis. However, whilst Arcane Thesis is inherently limited to the metamagic effects available to you, a Thaumic Discovery is not, and can even produce some truly unique effects. For example, a Fireball under the effects of Arcane Thesis could deal a combination of Fire and Cold damage, whereas a similar spell from Thaumic Discovery would likely include some form of movement restriction or dexterity reduction in those hit by it, as the ice froze them in place, as well as a damage over time effect from the fires continually burning them.

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The Jumpchain /tg/ thread, for basically the same as the above

Changelog

V1.1
+ More items beyond "read the rulebook, here's some money"
+ More description for every perk
+ A whole roster of pre-made companions, at least one for every class
+ Perks specifically for class companions
+ A way to give companions more CP to spend
- Minmaxxing lowered
- Removed Herobrine

V1.2
+Reworked Great House Scion perks to be less same-y
+Made sure every class gets their basic features for free
+Reworked Multiclassing/Gestalt perks to be more in-line with new class stuff
+Made the numbers on the GHS items more in line with what the game has
+Added canon companions

V1.3
+Thaumic Discovery and Grand Project are no longer one-off
+Sorcerer has utility spells now
+Financial Aid can now give yearly money
+Silver Flame divinity ability is no longer as powerful
+More disadvantages
+Racial perks made cheaper
+Clarified Advanced Class and Prestige Class to avoid tier arguments
+Stormreach can no longer be destroyed by one wizard with a Staff of the Magi
+/-Potions of Wonder are no longer able to instantly kill anyone anywhere ever

V1.4
+The Becoming God Lives
+Class descriptions rewritten
+Origin Companion Groups added
+Sorcerer de-elementalised
+Warlock Perks reworked
+Monk Perks improved
-Removed Potions of Wonder

V1.5
+Clarifications
-Typos

V1.6 NOT-SO-FINAL
+More Clarifications
-For A Few Typos More

V1.7 – Apparently I'm Shit Edition
+More intro description stuff
+Races now get the base abilities, as intended
+Psionics is no longer Kalashtar exclusive
+Kalashtar can now be telepathic
+Thaumic Discovery explained in End Notes
+Class 100CP perks reworked
+Perk wordings clarified to add additional synergy
+/-Maxxing out on Drawbacks no longer ruins your entire decade