By Wanderer

Dragon Age

CYOA

Welcome weary traveler, it seems you've stummbled into the realm of Thedas. Home to such races as Humans, Elves, Dwarves and the Qunari, Thedas is a troubled land plagued by men an beast alike, the worst of which are the Darkspawn

The darkspawn are a race of humanoid, tainted, creatures that mostly dwell in the underground of Thedas. When the darkspawn uncover one of the Old Gods, they expose it to the taint, changing it into an Archdemon, which then leads them in an attack against the surface world called a Blight. The darkspawn are perhaps the single greatest threat to all of Thedas; they are bloodthirsty, exceptionally numerous and willing to indiscriminately kill or corrupt all in their path. There is one hope, however, the Grey Wardens. An order of warriors of exceptional ability dedicated to fighting darkspawn throughout Thedas. Known for ignoring a recruit's racial, social, national, and even criminal background if they deem the person valuable in terms of character or ability, they will sacrifice anything to bring an end to the plague that is the darkspawn.

Even with the threat of a Darkspawn blight, the races continue their constant wars for power or survival. The Qunari, ever pushing at their borders. Elves struggling to hold onto their history and lives. The Dwarves on the brink of extinction, their never ending war with the darkspawn raging beneath the earth, and the Humans with their political agendas and religious zealotry.

Isn't it lucky that the 5th blight is about to happen, just as you arrive.

1000cp

This is your budget, spend it wisely.
Keep in mind you still posses your abilities from your previous adventures

Starting Kingdom

Roll 1d8 To decide your starting kingdom or pay 100cp to choose

1 **Ferelden** is a relatively temperate nation in the far southeast of Thedas. Historically populated by a simple militaristic culture that has only begun to "civilize" in the last few centuries. Fereldan cities are considered anarchic by the standards of most outsiders.



2 **Orlais** is a nation where class and social politics frequently rule the day. As such, the concerns and lives of the various classes can differ greatly. Among the nobility a penchant for high fashion is common. Orlais is the seat of power for the Chantry.



3 **Tevinter Imperium** is the longest existing nation in Thedas and is ruled by a powerful magocracy. Tevinter society is notoriously decadent. Ambition and magical ability are the hallmarks of its ruling elite, the magisters.



4 **Free Marches** encompass a group of city-states situated in eastern Thedas. The three real cities with any semblance of power in the Marches are Kirkwall, Starkhaven and Tantervale, each led by a titled official with the special right to name their city's Champion.



5 **Antiva** is a plutocratic nation in north eastern Thedas. Although it possesses few resources of its own, Antiva's location makes it a center for trade in the north. Antiva's wine trade, buoyed by its fruitful vineyards and an aggressive approach to trading practices with other nations, allowing for a relatively prosperous life for its citizens.



6 **Rivain** is located in the northeastern part of Thedas, it is almost wholly surrounded by water except for a bridge of land connecting it to neighboring Antiva. Unlike the majority of peoples in Thedas, the Rivaini are not Andrastians and don't believe in the Maker. Rather, they are pantheists who believe in the Natural Order.



7 **Orzammar** is one of the last remaining dwarven kingdoms in Thedas. An underground metropolis, that is located deep beneath the Frostback Mountains. According to legend, the name derives from one of the seven brothers who founded the Dwarven empire and his descendants formed the miner caste.



8 **Free Pick** By Andraste's arse! The light of Andraste has shined upon you giving you the opportunity to choose your own fate. Pick one of the above at no cost.



Races

Thedas is home to a number of intelligent races, the most prominant being, Humans, Elves, Dwarves and Qunari.
Given this information, you are free to change your race for the duration of your stay. However, once your 10 years are up, and you should decide to leave, you will revert back to human form.
Please note, Dwarves are incapable of learning magic in this setting but your other skills and abilities from other lands are unaffected by this racial quirk.



Human: Humans are the most numerous, yet also the most contentious of all the races of Thedas. Only four times have they ever united beneath a single banner, the last being centuries ago. The monotheistic faith of the Chant of Light plays a major role in human society.



Elf: Typically shorter than humans, have a slender, lithe build and pointed ears.
Long ago, the elves were the dominant race on Thedas, and their advanced civilization was based on nature and magic. Since then, their few numbers have been scattered all over Thedas in either forests as primitive nomads, the Dalish, or in cities as impoverished outcasts.



Dwarf: Strong, stocky, and shorter than any other humanoid race, the dwarves are skilled builders and boast a long tradition of courage and martial skill that has served them well in their millennia-long battle against the darkspawn. Unlike elves and humans, dwarves do not naturally enter the Fade, as they do not dream and as such lack magical ability.



Qunari: Taller and considered to be more physically robust than humans. They have bronze-hued skin, white hair, slightly pointed ears, and vivid coloured eyes. Those who abandon the Qun are no longer considered to be Qunari. They become Vashoth, "grey ones", though these outcasts prefer the name Tal-Vashoth, "true grey ones".

Origins

Roll 1d8+19 To decide your age or pay 100cp to choose.
You can also pay 100cp to swap your gender.
A quick warning. Magic in this realm is not taken lightly, should you abuse your powers you might find the full force of the templar order breathing down your neck, or worse the chantry might order an exalted march, basicly a crusade, againt your unfortunate behind.

Traveler.

+No false memories of a life you havn't lived.

You are free. You've been dropped into the kingdom of your choice.
However, you have nothing in this world, no friends, family or enemies.

FREE

Outcast.

+Wilderness survival skills
+You always have a home to return to
-Little to no experience in cities/large towns

Thedas is full of outcasts, from the Dalish Elves to the Tal-Vashoth Qunari, all striving to survive in an unforgiving world. You were born an outcast, far from "civilisation" and were taught the rules of survival from a young age. Life is hard but rewarding in its own way but now you have the opportunity to strike out on your own and forge a new path, a new destiny.

100cp

City Born.

+You never get lost in a city
+Some contacts in the city
-No experience living in the wild

Born in the city to a loving family, who died when you were young. You've never had to worry about savage beasts or bandits. Your battlefield was always the backalleys, dark corners of taverns, and the market dueling with merchants for the best prices. Maybe you got on the wrong side of the wrong person or perhaps you simply want to explore the world, either way it's time you left for new horizons.

100cp

Grey Warden.

+Can sense Darkspawn
+/- -50% fertility rate
+Warden companion (your choice of race, gender and class)
-Darkspawn can sense you

Brought into the order at a relitivly young age due to unknown circumstances. You survived the brutal joining ceremony and after a few years of training in things such leadership,diplomicy and battle tactics, you were made a full Grey Warden and now, along with your trusted Warden companion, you travel the land searching for new recruits, darkspawn taint and preparing for the next blight.

300cp

Agent of the Darkspawn.

+Can sense Grey Wardens
+/- -50% fertility rate
+Darkspawn companion (your choice of breed*)
-Grey Wardens will hunt you

Whether by unfurtunate circumstance or by some dark plot, you were exposed to a level of taint that would kill or turn others into ghouls. However, You're an anomaly, managing somehow to adapt to the taint and become some kind of hybrid.
You retain your individuality and free will, Darkspawn instinctualy fear and obey you, in small numbers.
Other than some dark markings on your skin you look normal for your race.
*Choose from Genlock, Hurlock, Shriek or Ogre.

300cp

Class

You may choose one class archtype warrior, mage or rogue.
You may choose one specialisation for free, the second will cost 200cp, the third 300cp and so on.
You may choose a specialisation from another classes tree by paying double the cost.
(companions may only have one specialisation from own class tree)

Warrior

You've had extensive training in armed combat, ranging from sword play to archery. The back bone of any fighting force, you'll never be far from the action. A warrior may arm themselves with any weapon so long as they can lift it.

Templar
You recieve training to combat mages.
Taking this specialisation will grant you the ability to dispel and resist magic.

Reaver
You recive training in blood magic.
The more damage you take the greater your strengh and damage output become.

Champion
You recieve training in leadership.
You can now inspire allies and terrify foes, with nothing more than a well chosen word or two.

Berserker
You recieve training in unleashing the fury.
You can now become furious, increasing your damage and stamina at the cost of finesse.

Mage

It's taken a while but you've learned the arcane arts. With spells that can deliver damage,debilitate enemies, and support allies, the mage is a valuable asset on the battlefield. Mages primarily use staves, but may use other weapons provided they have the skill to wield them.

Shapeshifter
You receive training in shapeshifting.
You can now transform your body into an animal, and back, at will.
(your choice of 2 animals)

Blood Mage
You recieve training in blood magic.
You can now use blood as fuel for your spells, be it your own or anothers.

Spirit Healer
You receive training in spirit healing.
With help from benevolent spirits, you now have access to powerful healing magic.

Arcane Warrior
You recive training in martial arts.
Channaling your magic inward to strengthen your body, you can now use you willpower to augment your strength.

Rogue

You are one crafty customer, succeeding in battle by combining speed, subterfuge, and a wide range of abilities to bring opponents down in unexpected ways. Rogues prefer light weapons for their speed and precision, and are talented with ranged weapons.

Ranger
You recieve ranger training.
Your abilites with a bow are increased drasticly, you can also summon local wildlife to your aid.

Duelist
You receive duelist training.
Focusing on pure finesse, your ability will one handed weapons and dual wielding increases drasticly.

Bard
You recieve bard training.
You now have access to powerful songs and music which can modify the temperaments of those around you.

Assassin
You recieve assasin training.
You can now see an enemies vunrerabilies with just a glance.
You also now know how to brew posions.

Equipment, Items & Misc

Robes & Staff

A simple set of robes and a wooden staff, capped with a rough hewn gem. (Your choice of robe colour)

Free: Mage — 50cp

Sword & Splintmail Armour

A simple steel longsword and an old set of splintmail armour.

Free: Warrior — 50cp

Dagger & Leather Armour

A simple steel dagger and an old set of leather armour.

Free: Rogue — 50cp

Mabari Hound

Highly Intelligent and fearcly loyal, Mabari Hounds are friends for life. It's been known for Mabari to avenge their master before lying down to die beside them.

100cp

Elven Servant

An Elven Servant, your choice of gender. Whether they follow you because of your coin, charisma or a slave collar snapped around their neck, the servant is completely loyal to you.

100cp

Chasind Wilder

A barbarian from the wilds, your choice of gender. This wilder has no experience outside of the wilds, but may prove useful on the long stretches between civilisation.

100cp

Staff of Parthalan

A spear-like staff, once used by a Tevinter magister. Slightly increases the damage caused by fire magic.

Discount: Mage — 200cp

Starfang

A sword forged from a metal that fell from the heavens. Extreamly sharp and glows with an other worldly light. (Longsword or greatsword)

Discount: Warrior — 200cp

Dwarven Crossbow

A repeating crossbow of dwarven design. Includes a retractable bayonet that slides out of a slot under the bolt for melee purposes.

Discount: Rogue — 200cp

Dwarven Gladiator

A disgraced veteran of the proving ground, exiled to the surface world for reasons he's no willing to cite. A strong warrior with years of experience.

300cp

Golem & Control Rod

Your own personal Golem! Trapped for perhaps centuries, this Golem has forgotten everything but its name. It has its own free will, but the control rod will allow you to order it around.

300cp

Dragonscale Armour

Armour made from Dragon scales. Extreamly light and durable, also grants a high resistance to fire damage

300cp

Andraste's Ashes

A small pouch of Andraste's Ashes. Can be used to heal anything but death.
Enough for 5 uses.

300cp

Ring of no wishes

A unique ring that grants its wearer Immunity to being stunned. Also increases the wearers luck, strength, dexterity and speed marginally.

300cp

Enchantment?

Thats odd, you seem to understand the process of inscribing lyrium runes on items, to add or enhance properties. Without lyrium, enchantments are temporary

400cp

Andraste's ashes will replenish in your warehouse once a month.
Enchantments include elemental effects, keening blades, and strengthening materials. Once a month you will receive a canister of lyrium for enchanting purposes.
Companions other than Mabari hound and Elven slave will loose their loyalty to you if you mistreat them.
Golem will still obey you should you loose it's loyalty, due to the control rod, but it will attempt to misinterpret your orders.

Complications

Want more points? or perhaps you want to make things more interesting?
I've got you covered, you can pick any complications worth upto ✢600cp total.
Becarful, once taken you've got to deal with it for 10 years...

Unnatural

You have an unnatural aura about you. Any living thing you come across immediatly dislikes you, if you stick around long enough they may become violent toward you.
Does not effect your companions.

✢100cp

Illness

You've contracted an unidentified illness, resulting in you constantly feel tired and weak.
Can't be cured by any method.

✢100cp

Maimed

Due to an some accident one of your legs was maimed. You must move slowly, you can run but at the cost of excruciating pain.
Can't be cured by any method.

✢100cp

Phobia

You have a crippling phobia of some sort. Maybe you're scared of dogs, birds, trees, open spaces, confined spaces, dirt, water, elves, dwarfs, humans, qunari, darkspawn, or your own shadow.
With time you may be able to confront your fears.

✢200cp

Passenger

A denizen of the fade has taken up residence in your body.
This spirit or daemon will constantly whisper "advice" to you, and may try to change you.
The spirit or daemon will occasionally take control of your body at inopportune times.

✢200cp

Unlucky

If it can brake, it probably will.
If it can go wrong, it probably will.
Be prepared to change plans on the fly when they fall apart.
Hopefully you're not on a boat when your bad luck strikes...

✢200cp

Apostate!

Somehow the Templar Order has discovered your abilites and labeled you an apostate mage. Your likeness will be plastered around cities and towns making it very difficult for you to do any business with honest folk.
Expect to be hunted.

✢300cp

A Feast for Crows

You've pissed off the wrong people, and now you have the Antivan Crows on your tail.
Consummate professionals, they will stop at nothing until their contract is fulfilled, unluckily for you it ends at your death.

✢300cp

Unfamiliar tongue

You don't understand the local languages. Given time and a good teacher you will be able to learn the language but it will take years to become fluent. Enjoy your time miming everything.

✢300cp

Future

You will spend the next 10 years in this realm. Those 10 years will be full of blood and war, how you choose to handle this will undoubtedly have an impact on this world.
Becarful, for there are enemies around every corner, trust people only as far as you can throw them.

Once you've come to the end of you adventure in this land, all of your complications will cease to be, no more religious fanatics or professional assassins hunting you, no more bad luck and mystery illnesses.

Your dear companions, should they survive, will also occompany you on you next adventure if you with to take them with you.

Good luck on your next jump.

You can go home.
You return home, where ever that may be, along with all the powers you've collected so far.

You can stay here.
You choose to remain in Thedas. You'll spend the rest of you're life, how ever long that may be, living and surviving in this unforgiving land.
Your companions will remain with you as long as they see fit.

You can go on
You choose to continue your jumping adventure. Your companions can come with you and will live as long as you, provided they don't die in some unfortunate fashion.