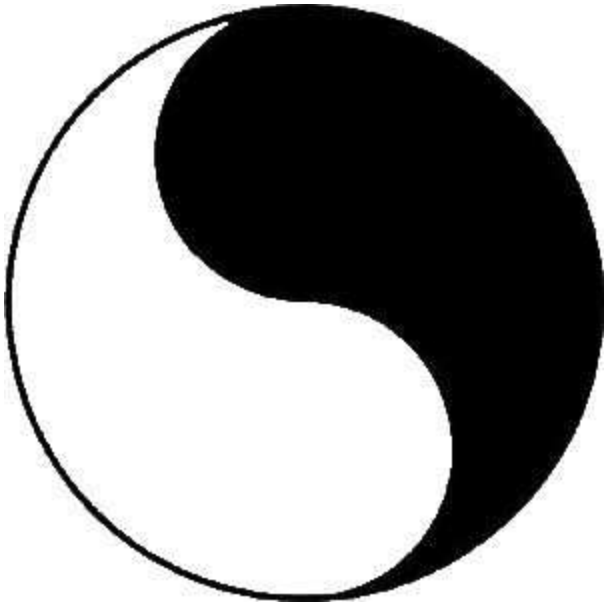
The Wheel of Time

By Widowmaker, with extensive help from SJ Chan,
and less but still useful help from Plutus
v.1.0



The Trolloc Wars

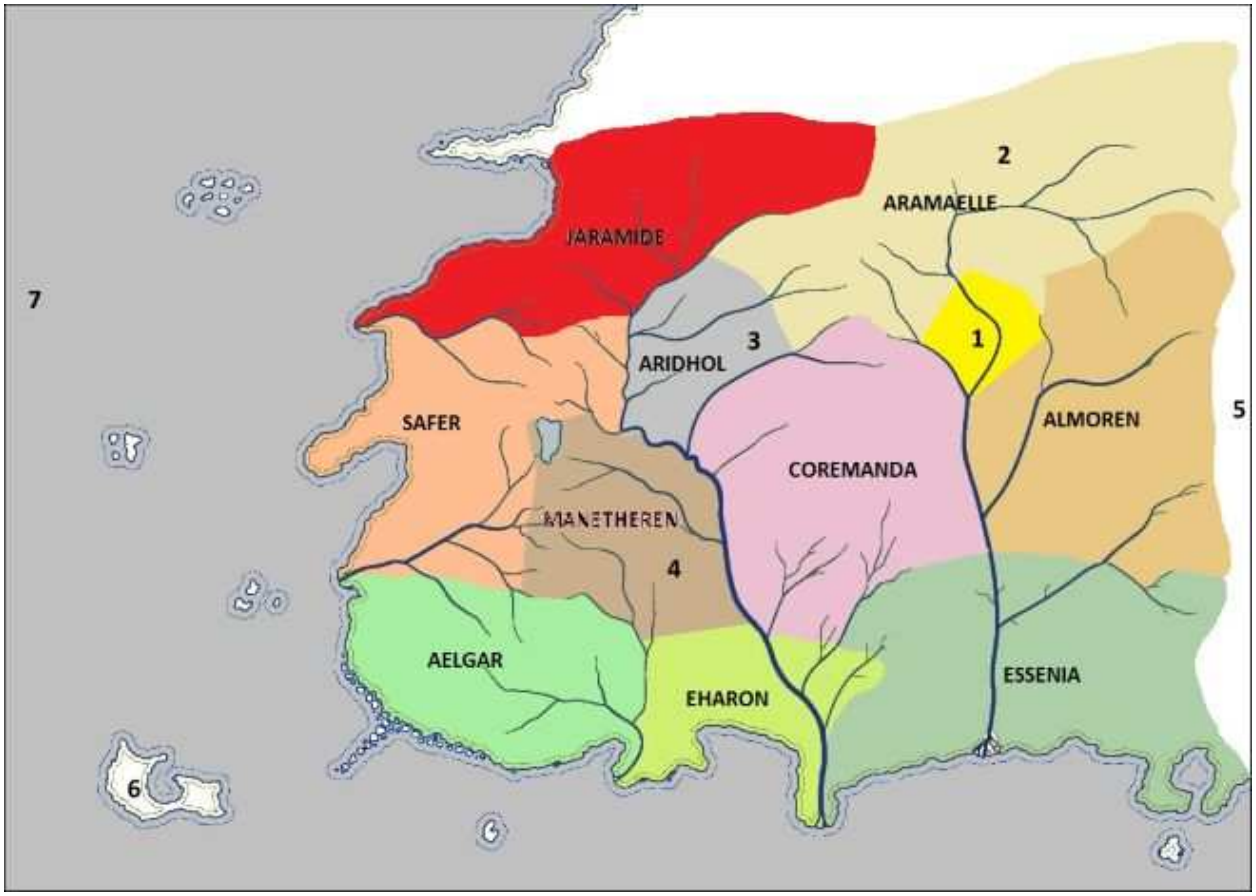
Welcome, Jumper, to the world of Robert Jordan's The Wheel of Time. It has been some fifteen-hundred years since the Hundred Companions, under the leadership of Lews Therin Telamon, struck at Shayol Ghul and sealed the Dark One away. What followed was a period of nearly four centuries of madness and unparalleled horror as the male Aes Sedai, driven insane by the Dark One's taint upon the male half of the One Power, reshaped the very fabric of the world at their slightest whim. This time, called The Breaking of the World, was only brought to an end when the Aes Sedai, now exclusively female, succeeded in hunting down and either gentling or killing the last of their former brethren. That done, they established themselves at Tar Valon, and the Compact of the Ten Nations was formed. The Compact was meant to protect against the threat of Shadowspawn and darkfriends pouring forth from the Blight. As the memory of the utopian Age of Legends was relatively fresh in the minds of the people, there was hope that some measure of those old times could be regained.

For eight hundred years, peace and prosperity had reigned and mankind had flourished. Then, nearly two-hundred years ago, one-thousand years after the Breaking was declared officially over, the trouble began. Trollocs and Myrddraal came in a flood, hitting first the Borderland kingdoms of Jaramide and Aramaelle, and the true severity of the threat only became known when the grand city of Barsine in Jaramide was destroyed by Trollocs. Aramaelle has been destroyed since then, and Jaramide is barely holding on. The Aes Sedai continually march to war with their Warders and the armies of the Ten Nations, led by the Green Ajah, desperately work to try and contain the Shadowspawn and prevent more ground from being lost.

This, Jumper, is where you come in.

Will you defend mankind under the Light, or aid in the destruction of the great nations under the Shadow's banner? Either way, here's **1000 CP** to do it with.

Age - 1d8+16 (If Aes Sedai, add a zero to your result), 1d2 to determine gender (1 male, 2 female) or pay 50 cp to choose your age and gender. You may remain your current sex at no cost.



LOCATION

Roll 1d8, 1-7 are on the map. 8 means you can go anywhere.

1: Tar Valon - Home to the Aes Sedai, and the single most powerful city in the World at this time. Tar Valon is also the wealthiest due to trade and services. However, fewer Aes Sedai return from the front lines with each passing year, and people are growing steadily less trusting of the Aes Sedai Queens.

2: Aramaelle - Overrun by the Shadowspawn and darkfriends led by Dreadlords, Aramaelle could use a light in the darkness. A Jumper to drive back the tide of Shadowspawn, and deliver the world from darkness. Or, it could serve as a useful base for any Jumper capable of surviving there.

3: Aridhol - Mordeth, the King's Counsellor, holds sway over the nation even more than the King himself. Leading his people into an evil as horrible as the Shadow, proving that the ends do not justify the means.

4: Manetheren - Ruled by Warder-king Aemon al Caar al Thorin, and his Aes Sedai Queen Eldrene ay Ellan ay Carlan, the city is soon to fall to the treachery of Aridhol and the kingdom to crumble soon after. The Kingdom of Manetheren is known as a thorn to the Dark One's foot, and a bramble to his hand, for they have faithfully come to the aid of all who requested it.

5: Aiel Waste - Home to the Aielmen, desert dwellers and great warriors, the Trolloc Wars have hit less hard here. Partly due to climate, and mostly due to the Aiel slaughtering whichever Shadowspawn make it through and stumble across their settlements. It is increasingly being known as The Dying Grounds to the Shadowspawn.

6: Tremalking - An island far away from the fighting, and under the rulership of the Atha'an Miere, the Sea Folk. It is home to one of the great sa'angreal.

7: Seanchan - The Trolloc Wars rage even here. With Shadowspawn pouring forth from the Lesser Blight, and the Seanchan natives bringing monsters from other worlds to aid in fighting against them. A patchwork of shifting alliances and petty kingdoms ruled by various self-proclaimed Aes Sedai. This is many centuries before Luthair Mondwin's invasion and the formation of the mighty and terrible Empire.

ORIGINS

Drop In - Just you, with no connections in the world.

Soldier (Free) - You are a soldier in wherever you have been dropped off. In service to the king or queen of whatever nation, and on the front lines against the Shadowspawn. You have knowledge of basic politics, as well as strategy and tactics. You are also naturally skilled at training other men to fight in formation, and obey orders.

Aiel (Free) - Proud, fierce, strong, and deadly. These four words might sum up the Aiel as a whole, and you are no exception. Practically born with a spear in your hand, you can outrun a horse, march all day and night and fight a battle at the end, infiltrate defensive structures, and withstand grueling punishment. The Aiel Waste is an unbearable hell to most, but to you it is home. If male, you are being considered for Clan Chief, and if female, a potential Wise One, though for now a Maiden of the Spear.

Warder (Free) - Known for their legendary prowess in battle as well as in war, these men (and a handful of women) serve the Aes Sedai as bodyguards and often even lovers. And now, so do you. Your skills with the sword border on the supernatural, you can operate for days with little sleep, and sense where your Aes Sedai is no matter how far away. You have your Aes Sedai's ear and trust. You heal more quickly than others. You know war in all its facets as well as any commander, and are also fluent in the Old Tongue to a degree rare among the common folk.

Noble (200 cp) - Whether minor nobleman in struggling Jaramide or a First Lady (high nobility) in Manetheren, you are of noble rank. Having skills in administration, tactics, strategy, logistics, politics, warfare, etc. You command your own army, and are expected to fight against the Shadowspawn with "assistance" from the Aes Sedai, who are like as not to take command and form their own strategies.

Aes Sedai / Wilder (600 cp) - You can harness the power that turns the Wheel of Time. Making you capable of great feats of what would be called magic in other settings. Your level of raw power has not been seen since the War of Power at the end of the Age of Legends, giving you the potential to match the greatest of the Forsaken, if you live long enough. If you are Aes Sedai (Female only), you choose your Ajah, and will be expected to fight with your Sisters against the Shadowspawn, or perhaps you are even Black Ajah in service to the Dark? You might be a Wilder (Female or Male), someone who was not found or taught be the White Tower, and as such has none of their institutional knowledge, nor their restrictions or rules. In the case of men, however, you are doomed to go mad or die, if you do not find some way to filter the taint on saidin.

PERKS

100 cp

Flame and the Void (Discount Drop-In, Free Warders & Channelers) - Also called 'The Oneness', this skill allows one to ignore all burdens, thoughts, and emotion that might distract. Such focus is unable to be broken save by the worst of pain. Being in a constant state of 'The Zone' also enhances the strength of your senses, the speed of your reflexes, and the accuracy and power of your fighting skills. One can even choose to lock out all emotions save for a single one, though this does tend to foster monomania. If you can channel, you will find channeling far easier in this state.

A Commoner's Pride (Discount Drop-In & Noble) - Whether it was something you were born with or merely observed in others, you have no problem getting down and dirty when the need arises. Whether it be working with your hands, doing chores, or living without luxuries you grew up with, you can tolerate (and possibly even enjoy) such menial labor without complaint. Even a queen with servants to wait on her every need would be fine with doing a servants work herself and living sparsely should she choose. Of course the reverse is also true, never again will you be caught off balance in the face of a life of luxury when you've gone without it for so long.

Halfman's Eyes (Discount / Optionally Free Drop-In) - Your eyes see like an eagle's do, by day or night. If you are a Drop-In, you may take this for free, but doing so transforms you into a **Myrddraal** for the duration of the jump and locks your form. After the jump, you gain the **Myrddraal** form as an alt-form. Myrddraal counts as a drawback, and offers special discounts.

Footwise Traveller (Discount Aiel, Free Soldier) - There's an awful lot of walking to be done in Randland, and an awful lot of ground to cover. Those with this gift find that the going never seems particularly wearing and that a road once walked down is never forgotten. Simply set your feet upon a path you know and they'll take you where you want to go, even if you're lost in daydreams or even taking a nap. You'll never grow too weary of travelling to notice interesting sights and have a positive knack for finding campsites, resting spots, fresh water, edible plants, and even travelling companions if you so desire. Best of all, your feet never get particularly sore, even if you're walking barefoot.

Like Oak (Discount Warder) - An unfortunate part of the Bond between Aes Sedai and Warder is the channelers ability to influence the Warder through their bond. Not you though, trying to control your mind is like trying to rip from the earth a great Oak tree with one's bare hands. That is to say, difficult nigh on impossible. And should the unthinkable happen and your Aes Sedai be slain you will not go mad with grief at the loss. While the pain may remain you will stand strong and continue living.

A Shepherd with a Sling (Free Soldier) - While you're not the master warrior of someone born and bred to the sword or spear, you've managed to master the common weapons of sling and quarterstaff, and know your way around the less common axe, spear, and polearm. You'll find picking up new weapons to be relatively easy.

200 cp

Taintless - You possess a natural resistance to the Dark One's taint, it slides off of a filter you have been given, and as such you will not succumb to madness or death just from channeling the One Power as a man. For an extra 200 cp, you can extend this protection to other men by channeling some of your vital essence into them with a touch. Enough protection to last a man for a day would cost you the stamina you'd use to run a mile, and you can instill up to a fortnight's protection at a time. Unfortunately, the Taint causes permanent damage, so this will not bring another back from madness, only protect them from further damage. In future Jumps, this perk will function as a corruption immunity, whether it be from the Dark Side of the Force or Chaos in Warhammer Fantasy.

Weaponmaster (Free Aiel or Warders, Discount Nobles) - You are a master in whatever weapon you choose to specialize in, being as skilled as a Blademaster and worthy of bearing the heron-mark upon your weapon. Whether you are Aiel, a battle-hardened Warder, or a soldier who has worked his way to greatness, there are few in this world that can stand against you one-on-one. Even the dreaded Myrddraal are not so frightening once you take the field.

A Woman's Captain (Discount Male Nobles, Free Female Nobles) - For some Noble ladies who find themselves inheriting the wealth and power of their title, prosecuting a war is beyond their abilities or training. In such circumstances, they often turn to talented knights, asking them to lead their forces on their behalf. Finding talented subordinates to fill a role you cannot fill yourself has never been easier. Whether it be a commander, an administrator, or a steward, you can find people with the necessary skills for the job you require of them and they will prove themselves to be unusually loyal to you and your cause.

Just Two (Discount Warder) - Often will be the times when an Aes Sedai and Warder find themselves outnumbered by the forces of shadow without an army of their own. More common still is that they need none. Within small groups you find that you all work together with unparalleled proficiency, with understanding of each other's weaknesses and skills enough to turn back larger groups. This is particularly notable if a party member is capable of magic, with any tactics involving it seeming to enhance its effects and become even more devastating.

Great Captain (Free Male Nobles, Discount Female Nobles) - You are a true master of strategy and tactics, the equal of any man in this world. You can lead an army to victory after victory against others who outnumber and outclass you. You pioneer military strategies in your sleep, and could give even the likes of Demandred a run for their money.

Trolloc's Fear (Discount Myrddraal) - You can bind those who are terrified of you to serve you in a complex ritual. From then on, they will follow your orders unless they somehow free themselves of their fear of you or are more afraid of something else. If you are struck down (brought to or past the edge of death), even if you will recover, this link will kill all those so bound to you.

Strong Back, Proud Heart (Discount Soldier) - The one thing that can not be said of the warriors of this era was that they were unwilling to fight. The legends told of hopeless last stands and pyrrhic victories that survive down the ages from the Trolloc Wars are proof enough of that. As a soldier of this era (or just someone inspired by them) you gain the stamina to travel all day at best speed and arrive at your destination ready and (if you like) eager for a fight. Not only are you a stalwart warrior, but your morale is nearly unbreakable by hardship or setbacks, allowing you to instill a fighter's resolve in all around you.

400 cp

The Dark One's Own Luck (Discount Drop-In) - You are… lucky. In a strange way. You bend chance to your benefit without even thinking about it. Gambling isn't even risky for you, and if someone were to try and take the winnings out of your hide… well, they might just step on a pothole and break their leg! If you want to find someone, you'd best pull out a coin once you come to a fork in the road. It'll make things much easier.

Witness to History (Discount Soldier) - As bleak as these endless days of war are, we know that they will inevitably end and some will remain to pick up the pieces, to tell the tales of what happened here. You are now one of those people. You'll find that no matter how bleak, how grim, how overwhelming the battle seems, if anyone survives it, it will be you. Any time there is any realistic chance of your surviving something, you'll find that you have made it through. No matter how battered, beaten, or broken you might be by the experience, you'll always be well enough to tell the tales of what happened, of who stood tall and who failed to measure up.

Dreamwalker (Discount Aiel) - You are as skilled in Dreamwalking as any Wise One, and could perhaps match one of the less skilled Forsaken in it. With practice, you'll match Moghedien herself. The dreamworld, tel'aran'rhiod, mirrors the waking world, though the less constant a thing is in reality, the fainter its presence in the world of dreams. Expect things like palaces or geographical features as a constant, while paper or bowls on a table flicker in and out of existence. Imagination has more power here than in the material world, and you can change the environment or yourself with thought alone. You can fall asleep at any time, almost at will. Within the dream, you can teleport around to wherever you imagine, peek into the dreams of others, and anything that happens to you in terms of physical harm will be reflected on your real world self. Beware of death. Purchasing this ability brings the world of dreams, or a local version of it into all your future jumps, for good or ill.

Reborn Aes Sedai (Requires One Power, Discount Aes Sedai/Wilder) - You are the reincarnation of an Aes Sedai from the War of Power, a high ranking Chosen or loyal Aes Sedai. While you may not have been as skilled or renowned as Lews Therin Telamon or Ishamael, you were powerful and influential in your own right. You will slowly, with much effort, be able to drag these past life memories out, allowing you to progress in the One Power far more rapidly than a normal novice. You will also be able to rediscover lost weaves such as Traveling and the crafting of angreal and ter'angreal. In future jumps, you'll find you make great strides when studying any lost arts or magical or spiritual systems with ages old bodies of lore, learning the basics in days and mastering those basics in weeks or months. The more you focus on these new (to you) arts, the more you'll find yourself 'recalling' ancient tricks and forgotten lore.

Legacy of Manetheren (Discount Nobles) - Nothing lasts forever as the saying goes. Kingdoms fall, monuments become ruins, and people drift away from their once glorious history. Do not fret though for what was lost before may be reborn again! Companies you own, kingdoms you lead, organizations you helm, they may find themselves destroyed for now but not forever. There will always be pieces of them left that can claim some descent from the original and from these pieces they can be born anew should you have the will for it. You will find the remnants eagerly receptive to the idea. It would take a sundering right down to the roots to prevent what was yours from rising up again.

Tower Trained (Discount Warder) - Naturally not every Aes Sedai is lucky enough to just go out into the world and find a skilled swordsman to Bond with. To ensure a pool of skilled warriors for Aes Sedai to Bond with the White Tower brings in men of good families and provides the finest training possible to turn them into some of the deadliest men alive. And you are probably the one training them. Your skill as a teacher is top notch, the lessons you impart to your students being easily absorbed and understood. Even if you're given a bunch of incompetents who have no business ever wielding a weapon you could turn them into competent, if not truly exceptional, warriors. Should you be given those with actual potential though, you'll find that your teachings allow them to reach it that much faster. Turn orphans into Blademasters and farm boys into Kings.

Draghkar's Kiss (Discount Drop-In / Optionally Free) - A draghkar is one of the nastier of the Shadowspawn created by Aginor during the War of Power. Appearing as extremely pale humans with black irises and sclera as well as large batlike wings that can be worn as cloaks, they are far less dangerous in combat than they would otherwise appear. The true danger of a Draghkar comes from their ability to use their soft, hypnotic voices to draw their prey to them. Once the Draghkar have their prey, they 'kiss' them, draining away the person's soul and, after the soul has been devoured, the person's life force as well. Purchasing this grants you the ability to use the Draghkar's hypnotic song and their soul kiss. If you haven't taken another form locking option in this jump and you are a Drop-In, you may optionally take this for free, gaining the wings and night vision of a Draghkar as well… but are formlocked into the shape of a **Draghkar** for the duration of this jump. After the jump ends you gain the form as an alt-form.

Oathbreaker (Discount Black Ajah) - Not only are you able to shrug off the effect of oath's you've taken, but you find it easy to 'help' others do likewise. You're also exceptionally good at lying without giving yourself away. Gaining a discount on this requires being a Female Aes Sedai and pledging yourself to the Dark One… and no take backsies.

600 cp

Implacable (Discount Soldier) - Fear, grief, despair… These are the tools of the enemy, the weapons he uses to grind your fellows down. They have no power over you. Not only can you shrug them off, but their presence in your fellows only makes your own resolve stronger, allowing you to help banish the darkness in all you serve with. Your will is all but unbreakable, your battle stance unshakable, your resolve implacable.

The One Power (Free Aes Sedai/Wilder, Discount Drop-In & Aiel) - You were born with the Spark, the natural ability to channel and the destiny to do so whether you want to or not. With training and time, you can learn to perform such deeds as opening gateways to travel to distant locations, heal wounds, block dreamwalkers, alter the weather, hurl fire and lightning, hold someone in place or lift them with air, or even prevent other channelers from channeling. You might even master terrible weaves such as 'Balefire' that retroactively erase the target depending on the amount of power used, or 'Compulsion' which bends the wills of others. If taken without the 'Reborn Aes Sedai'" perk, all this unlocks is the potential to learn these things.

A note on Male Channelers: Any Corruption Immunity will block the taint. It is not fiat backed as a drawback inherent as a Male Channeler. The same is true if you somehow gain access to the True Power, though that requires letting the Dark One into your mind and giving him a link to your soul.

The Golden Hawk (Discount Noble) - What charisma, what presence, what outstanding virtues of a born leader. Much like a certain future High King you will come to define an era when it comes to rulership. With charisma enough to steal the hearts and minds of the people with wild abandon and enough brilliance to inspire an army to follow you even into certain death, you could easily find yourself ruling the world should you also have the military prowess to make use of your advantages. And once you have conquered it you'll find that managing a large empire and leading in into a Golden Age is no difficult task for one of your skills. Your talent even extends to your descendants, while their skills may not shine as brightly as yours do no one could ever call them incapable rulers and they shall always be recognized as your heirs.

Halfman's Heart (Discount Myrddraal) - It is exceptionally hard to kill a Myrddraal. Even if they are decapitated, they will not die until sunset and their blood is corrosive to all it touches, leaving etching on weapons and armor used against them if not cleaned properly and causing sickness to those who get Myrddraal blood on their skin. You gain this resilience, meaning that, even if you are cut down, you will not die until the next sunset. If you also have a Halfman's Cloak, you may use it to travel to any place within a hundred leagues where the shadows meet the light. You are immune to the sickness caused by Thakan'dar blade wounds, or similar 'wounds that do not heal' inflicting weapons.

Aan'allein **(Discount Warder) -** 'A man who is an entire nation' That is you, Jumper, and everyone knows it. This manifests itself as a powerful reputation that spreads far and wide with every action and deed only adding to your legend. A spartan warrior society would respect you for your art and Kings would treat you as peers even if you were a poor wanderer. Your reputation is such that your one man crusade against the Shadow turns into an actual Crusade should you but ask others to join you. A hundred rival kings would all come together for a Great Council were you the one to convene it. Enemies with certain victory in their hands could be convinced to retreat out of fear of what you might do. So long as it's backed by deeds, your reputation will serve as a formidable force and will cement your place in history. These effects can be toggled on or off.

Shadowshaper (Requires One Power) - Somethings were never meant to be, created by man in violation of the Creator's will. In this world, such beings are known as Shadowspawn. Trollocs, Gholam, Draghkar, Darkhounds… These Soulless abominations can be crafted by one who wields the One Power and has forsaken all humanity. This gift is yours if you want it, along with the knowledge Aginor used.

A Touch of Gray (Discount Soldier / Potentially Free) - Gray Men, also known as Soulless, are a form of shadowspawn, but unlike the rest, they are not constructs but rather normal people who have given their souls to the Dark One. The process renders them almost completely unnoticeable. While the Gray Men are not invisible in the literal sense, they are used primarily as assassins because of their ability to effectively infiltrate any location or situation completely unnoticed. Only those who lack souls or have supernatural perception will normally notice you unless the searchers are specifically and actively looking for you or something that is almost impossible to perceive. Purchasing this gives you that gift without having to give up your soul… but, if your soul doesn't matter to you (and you're a Soldier) you can give it up for the duration of the jump and get this for free. However, if you do so, you'll be unable to use any spiritual powers and will be unable to toggle the effect on and off. Once the jump ends, you'll gain the ability to toggle it on and off at will. If you purchased it, you gain this ability automatically. If you get this Free, you become a **Gray Man**.

Tree Singer (Discount Aiel / Potentially Free) - Treesinging allows those few who possess the art to stimulate the growth of plants, usually trees, through the use of special songs. These songs allow one to communicate, after a fashion, with plants, allowing the singer to shape the resultant growth however they might desire, in any way that is even marginally possible. This allows for the growth of specifically shaped wood, or wood of a specific hardness, or flowers in specific patterns. It also allows for rapid growth. A tree-singer can shape items out of wood without harming the tree in any way, 'pulling' the fully formed item intact out of the tree. Back in the Age of Legends, the Ogier, Nym, and Aiel all knew this skill, as did some few of the Aes Sedai. It is now a lost art to most, but should you buy this you'll become a master of the craft.

If you're an Aiel, you may choose to become an **Ogier** by purchasing this. If you do so, you can either pay the full 600, or may voluntarily formlock yourself into the shape of an **Ogier** for the duration of this Jump to gain the **Ogier** alt-form for 300. Either way, you'll be immune to the Longing and you'll gain an Ogier's inherit knowledge of wood and stone. Ogier are ten foot tall, an inversion of the typical fantasy Ogre.

If that's not enough for you, you can, if you are an Aiel, choose to become a **Nym** and gain this perk for free. Choosing this option formlocks you as a Nym, a fifteen foot tall plant man, for the jump, but grants you the Nym's full suite of powers and the Nym Alt-form at the end of the jump. Nym spread plants wherever they grow, are ageless, all but immortal, and practically impossible to kill without killing all the vegetation in the area first. A Nym survived in canon as just a disembodied head for over a thousand years.

ITEMS

50 cp

Bag of Chora Tree Seeds - A bag of seeds, five in total, that when planted will grow into respectable sized Chora trees within the next five years (Chora Trees are enormous when full grown, and it takes at least a century, but they can be the size of decent oaks in five years… or at least the ones from this bag can. Normally it takes about twenty years). The silver trefoil leaves are distinctive, and under the shade of these trees one can find calm and peace. This bag will refill every year.

Illuminator's Rockets - This is a crate of fireworks. They can be used for entertainment, crude explosive work, and even barter. This refills itself once a fortnight and contains approximately four cubic meters of fireworks.

Bag of Coins - A bag of Tar Valon gold crowns, the highest denomination of currency in numbers sufficient to grant you roughly $200,000 of buying power. Can be purchased multiple times. Respawns at the beginning of every jump, containing local generic gold coins of similar value.

Myrddraal Whip (Free Myrddraal) - This is a black and cruel whip especially designed to penetrate the toughest of hides and leave lashmarks as a painful reminder against disobeying you. It might not cause much damage, but it'll leave an impression.

Battlekit (Free Soldier) - Every soldier needs the tools of war, a collection of weapons, armor, camping gear, canteen, and good strong footgear. This is the pinnacle of that need. A canteen that is always full, socks that are always dry, boots that never cause blisters, weapons that are always sharp and never slip from your hands, a bedroll that never has rocks under it or bugs or damp, and armor that is especially easy to put on and never chafes. Every day, your pack will contain a day's ration of jerky, a hunk of cheese, and some hard biscuits… and a small flask of spirits to keep morale up. Every week, you'll get three small honey cakes. No one will ever find this all suspicious.

100 cp

Great Serpent Ring (Free Aes Sedai) - A gold ring in the form of a serpent eating its own tail, this marks one as being a member of the Aes Sedai, and as such due great respect and deference. Especially in these times. They can save a lot of time in talking, as just one look at the ring will let folks know what you are. Just don't go around wearing one if you aren't Aes Sedai, or worse, are a man. In future jumps, this ring will grant an inherent feeling of authority to you, not enough to sway men to do what they would not otherwise do, but still enough to make others take notice. It also counts as a basic membership card for any organization you can legitimately claim to be a part of (even if you can't claim local membership)

Halfman's Cloak (Discount Myrddraal) - This is a Myrddraal's trademark garment and anything wearing it appears blurry in mirrors. The cloak itself is untouched by the strongest wind or thickest rain. Anything with the Heart of a Myrddraal that wears this can travel great distances in the blink of an eye. Any article of clothing can be imported into this cloak.

Power-Wrought Weapon (Discount Soldier & Warder, Free Noble) - During the War of Power, the Aes Sedai used the One Power to forge unbreakable weapons that never needed to be sharpened. Some were unmarked, but most received the distinctive heron that even today brings notoriety. In current times power-wrought weapons of any kind are rare, but not impossible to find. This will not break under any circumstance save for the One Power being wielded against it with decent strength. It can be a spear, sword, axe, lance, etc… Any weapon can be imported as a Power-wrought weapon, gaining the heron mark (if you like) and the indestructibility and self-maintenance of the One Power. If a Power-Wrought Weapon bought here is destroyed or damaged by the One Power, it will reform or repair itself within a day and a night. These weapons are preternaturally sharp and strong, allowing them to be used in ways that normal weapons would never be used in, such as hacking open locks with a sword or using a spear as a pry bar.

Ogier's Staff (Free Ogier) - This is a massive wooden staff designed for the hands of a wandering Ogier. Crafted by the power of tree-singing, it was pulled from a living tree without harming it and still thrums with life and vitality. This particular staff carries with it a fragment of the power of an Ogier's Stedding, bringing calm to those who touch it and making shields or weapons wrought with the One Power (or indeed any kind of magic) more brittle than they otherwise would be. A few solid blows from this staff and all but the hardiest of such items will shatter. Any weapon or plant can be imported into this staff.

Desert Camp (Free Aiel) - The Aiel Wastes are not a place to be caught out unprepared, and thankfully, with this you never will be. This is a small camp situated conveniently wherever you need to bed down for the day. Always tucked out of the way in some well placed dell or defile, this camp includes a small well, a couple of tents, a cookfire with fuel, and a small cache of food. No one will ever find it odd that you always seem to be able to find such a campsite.

200 cp

A Standard and Men to Follow It (Discount Noble & Soldier) - A commander isn't much of one without an army at his or her back. This is the solution to that. Although they are pretty standard troops, they have excellent morale and are fiercely loyal to you. Oh, right… this comes with 600 men-at-arms and 50 cp will add 200 to that number. It also comes with a custom banner that always flies proudly as long as you still stand, a banner that boosts the morale of all allies who see it.

Fancloth Cloak (Free Warders) - Issued to all Warders, these cloaks are made of fancloth, woven by a unique ter'angreal kept by the White Tower. Although they by no means make the wearer invisible, they do blend into the background, making the wearer harder to even notice, often making one only notice their head, as if it was floating without a body (and that's only when the hood is lowered). The cloak is also warm, durable, and waterproof along with being comfortable. If you own one without being a Warder, you had best expect an argument and fight with Aes Sedai over how you got one. Any piece of clothing or armor can be imported into this, gaining the blending power in all its forms.

Angreal - Created during the Age of Legends or shortly thereafter, before the secret of making them was lost, items of power known as angreal and sa'angreal allow a channeler to control more of the One Power than they normally could. More importantly, they allow them to do so safely, without risk of burning themselves out. Of these two categories, angreal are by far the weaker and more common. You may choose the form your angreal takes, examples include weapons, statuettes, jewelry, and tools. Your angreal will be attuned to you, unable to be wielded by others. Although angreal can burn out if too much power is pulled through them, yours will simply stop working for a few minutes of you attempt to do so. Which half of the power this channels is determined by the purchaser's personal abilities, but if that person did not acquire channeling from this jump, they may freely choose which half the Angreal is for. Male Angreal bought here filter the taint out and are immune to its damage.

Zomara (Discount Drop-In) - These are Shadowspawn servants, made during the Age of Legends for the sole purpose of serving. A zomara is slender, beautiful, young-appearing, human with golden hair and blank, dead black, empty eyes. They are always smiling, and move with disturbing, inhuman grace. It is nearly impossible to tell a male zomara from a female. They wear tight white breeches and flowing white blouses. They are also able to read minds, but cannot communicate what they learn to anyone. Their memories of anything but commands fade in minutes and they are only intelligent enough to receive basic commands. This purchase grants you a dozen such soulless servants.

Darkhounds (Discount Gray Man & Draghkar) - Darkhounds are pony-sized Shadowspawn resembling wolves, and used by the Forsaken and Myrddraal to hunt down their prey. Formed by twisting the soul of a wolf, they can run faster than a horse and for longer than even the strongest horse can run. Their saliva is deadly poison; a single drop on the skin can kill, and they leave footprints in stone, along with a trace scent of sulfur, but will leave none at all in softer ground. Darkhounds can be extraordinarily difficult to kill, regenerating from even mortal wounds, though they can be harmed by normal weapons. Though they do not like rain or thunderstorms, they are relentless hunters, and once one is on your trail your only choice is to kill it or be killed by it. This gives you three Darkhounds, each perfectly loyal to you, but still dark and twisted and vicious. It also provides you with an antidote to their saliva. If one of your hounds is slain, they will revive at the next new moon.

For an additional 200 cp (undiscounted), you sacrifice two of your Darkhounds to turn the remaining one into a Greater Darkhound, one that can only be slain with balefire or something similarly powerful. This Greater Darkhound can also transform other wolves or dogs into Darkhounds, twisting their souls until they have no memories of their former lives and all that remains is a faithful Darkhound.

400 cp

Talisman of Growing (Discount Noble & Aiel) - An artifact crafted by the male Aes Sedai who sheltered in the *stedding* during the Breaking of the World. Each is a *ter'angreal* that responds to an Ogier treesinger who attempts to sing the "flower" of the Waygate, which is the only part of the Ways that exist in the outside world. This one is reusable, and does not require an Ogier to make it work. In future jumps, it will allow you to grow your own Waygate Networks in settings.The Ways that your Waygates are connected to are separate from the Randland ones. You can flower a new Waygate every month, and it takes two months for a Waygate to fully connect to the network. In future jumps, you gain three fully grown Waygates from the start, one inside your Warehouse (that can only be opened by a Keyholder), one at your starting location, and one at any other viable starting location (picking a starting location at a different point in time will cause the Waygate to be in that location at your current time of course). Warning, your Ways are not immune to corruption, though it takes centuries (in canon, it took over two-thousand years). Each additional Talisman in your group adds another starting gate to the network, just in case any of your companions buy this.

Anti-Power Medallion (Discount Drop-In & Soldier) - A necklace that will unmake any flows of the One Power that touch it. While it is touching your skin you are also immune to weaves that hit you directly. It also becomes warm or cold depending on whether someone is using saidin or saidar to try to touch you with the One Power. The stronger the attempt, the greater the feeling. Indirect uses of the One Power, say if someone throws something at you with it, will bypass the protection. In future jumps, this medallion will grant you resistance to magic in much the same way, with different sensations indicating differing forms of magic Any piece of jewelry, item of clothing, or piece of armor can be imported into this for free, granting the same protection no matter what its form.

Sa'angreal - A greater object of Power than an angreal, the increase in power a sa'angreal grants is an order of magnitude above that of an angreal. As much of an increase an angreal grants over a normal channeler, a sa'angreal is that much stronger than an angreal. With this you can challenge a group of strong linked channelers alone, and fight off an army of shadowspawn by your lonesome. If you know what you're doing. This sa'angreal is nearly on par with Callandor, being perhaps 80% the strength of the fabled blade but lacking its flaw. Uniquely, this Sa'angreal cannot be burned out and can be used by either male or female channelers. Any item or weapon can be imported into this for free. This sa'angreal filters the taint out of the male half of the One Power and cannot be damaged by that taint.

Stedding Jum'par (Discount Ogier) - A Stedding is an Ogier commune, usually housing as many as six thousand Ogier, as well as a number of humans who have come to the stedding to seek its calm. Steddings are special for the pervasive aura of peace within their borders, and for the fact that The One Power cannot reach into a stedding, neither in existing weaves nor to be channeled in any way. They are powerful places of nature, rich and vibrant and alive with flora and fauna. Your own Stedding will follow you from world to world, bringing with it a place of calm where the spiritual and magical powers of the larger universe cannot reach. Each stedding isn't huge, perhaps a few miles on a side, and they are always found deep in the wild. People with troubled hearts will often seek out your stedding, hoping that it will help them find their center once more. The Ogier of your stedding are exemplary gardeners and stone masons.

Eye of the World (Discount Nym) - On the face of it, this is little more than a large garden surrounding a simple cave. The cave however contains a pool of absolutely pure and untainted saidin (the male half of the One Power), and also serves as a safe storage for relics, since the only way to get at them is to first remove the saidin. Your version of the Eye is linked to you instead of to the original Nym Guardian, and can contain a pool of either saidin or saidar. The pool contained enough pure power to allow one of the Forsaken to burn himself to ashes while Rand was also drawing from it. Your pool will refill every three months. For 200 cp more (undiscounted) it can have both pools, or your own copy of the Horn of Valere, which can summon dead heroes once per decade.

Halfman's Blade (Discount Myrddraal & Gray Man) - This sword, forged at Thakan'dar, quenched in the tainted streams of Shayol Ghul and seasoned with a human soul, causes wounds that will almost always prove fatal to those not already tainted of heart and soul. This foul taint can be healed by the One Power or other divine magics, but most mortals will succumb to the blade's taint within a week or two, even from a scratch.

600 cp

A City of Shadows (Discount Soldier) - Ah, good old Aridhol. Or should we say 'Shadar Logoth'... or at least your own version of it. This is a city of darkness, of fear and hate, brought down by a man-made evil just as terrible as the Dark One himself. Although uninhabited by anyone living, Shadar Logoth is home to an unspeakable horror called Mashadar… and now you have your very own abomination, ready to pick your enemies clean even as they die screaming as the shadows themselves come alive and consume them. Every stone of Shadar Logoth is poison, tainted by the paranoia that destroyed this once proud nation. You and yours are, of course, immune to this taint, and you find yourself growing only stronger as Mashadar does, since the darkness is more than happy to feed you, its gracious host. In future jumps, Shadar Logoth will appear as a ruined city someplace out in the wilds, a place of myth and terrible legend, but also rich in lost treasures. Anyone who ventures into the city and stays until sunset will be attacked by the Shadows. Only those will great willpower and greater power can stand against the darkness that consumed Aridhol.

800 cp

Rhuidean (Discount Aiel) - The largest Aiel city currently thriving (though slowly dwindling), complete with a population of generic Jenn Aiel, all sworn to the Way of the Leaf, to do no harm to others, even at the cost of their own lives. Comes with a few thousand very random objects of power (including one of two gateways to the realms of the Finn... use only at extreme peril), and Avendesora, the only known Chora tree. Also site of the massive ter'angreal that the Aiel use to confirm their leaders and Wise Ones, a ter'angreal which shows the true history of the Aiel. In future jumps, this abandoned city can become important to a single group who feel disenfranchised with or from the local culture. They will flock to the refuge offered by Rhuidean and it shall become their new homeland. The great ter'angreal will attune itself to them once they have claimed the place as theirs, allowing you or anyone within their group who is worthy, to view that people's true history. You can either introduce a specific people to the city in the hope it will accept them or simply allow some random group to find the city on their own.

400/1000cp

The Stone of Tear (Discount Male Wilder, Noble, & Soldier) - Or perhaps you want something a bit more… fortressy. Well, look no further. The Stone of Tear is an immense fortress, believed to be mankind's oldest surviving stronghold and indeed the oldest existing structure in the known world. It was erected during the Breaking of the World, built by Aes Sedai using the One Power itself, using the elements to fuse the stones together without joint or mortar. The Stone resembles a great ornate mountain and towers over the city of Tear. Only the White Tower is taller. Purchasing the Stone gets you this mighty fortress, the city surrounding it (much less defensible, though still with its own city walls), and a generic population.

However, like Tar Valon, a greater outlay provides greater returns. Pay the full 1000 and you gain access to every one of the angreal, ter'angreal, and sa'angreal in the collection of the Tairens… a collection rivaled only by the White Tower. This includes hundreds or thousands of minor items, as well as, of course, the fabled Sword in the Stone. Furthermore, if you buy the upgraded Stone, you guarantee that the Black (Male) Half of the Power will follow you from jump to jump, allowing you to decide if you want male channelers to begin to spontaneously start appearing in the male population as Wilders. Somehow, people in those jumps will recognize that they are Wilders and that they should go to Tear for training. The Male Half of the Power that you take with you is untainted. Tear is, additionally, home to one of the two gateways to the realm of the Finn. Use it with caution.

Tar Valon (Discount Aes Sedai/Female Wilder & Warder) - Your very own island fortress, wrought from the very fabric of the One Power by the Aes Sedai and shaped by Ogier Stonemasons, the city fills the entire island, barring only the Ogier grove near its heart. The island is eight miles long and two miles across at its widest and connects to the distant shores by six bridges, the shortest of which is a mile long and consists of only a single span of all but indestructible power wrought material. Not only are many of the tallest buildings in the entire world located here, including the tallest, The White Tower, but many of them are linked by delicate skybridges. The island is also surrounded by towering white walls of similar construction, making any potential siege almost certainly doomed to fail… even without the Aes Sedai (who, unfortunately, are not included in this purchase). A generic populace will fill the city for you.In all future jumps, you can have Tar Valon (and its generic citizenry) appear on any river that's at least 4 miles across or on any coastline up to 20 miles from the shore.

The base price merely gets you the city and its people… but shell out a bit more and you get every known angreal, ter'angreal, and sa'angreal that has been shown to be in the possession of the Aes Sedai in any of the books (with the absolute exception of those shown in the Aiel Cave, in the possession of the Seanchan, and the big three (statues and sword). Buying the upgraded Tar Valon guarantees that the White (Female) Half of the Power will follow you from jump to jump, allowing you to decide if you want Aes Sedai to begin to spontaneously start appearing in the female population as Wilders. Somehow, people in those jumps will recognize that they are Wilders and that they should go to Tar Valon for training.

A Note for the Truly Mad: If you buy both Tar Valon and the Stone of Tear at their upgraded cost, you also get both of the giant sa'angreal statues and a collection of control ter'angreal for each.

COMPANIONS

Friends [50] (First 16 Free Soldier) - You may import one of your previous companions or create a new companion for 50 CP each, they get a background for free and 600 cp to spend. They may not be Aes Sedai or Wilders, nor buy the One Power, nor can they purchase items that cost more than 400 cp before discount.

Pack of Wilders [100] (First Free Warder) - You may import one of your previous companions or create a new companion as an Aes Sedai for 100 points. They get the Aes Sedai/Wilder background for free and 500 points. They cannot purchase items that cost more than 400 cp before discount. Free sex change to female for male companions.

Trolloc Band [200] - You may import as many of your companions and followers as you like as Trollocs. This gives them the form of a Trolloc, increased night vision and a sense of smell good enough to track with, horns, claws, hooves, and furr thick enough to survive the frozen lands of the deep north. It also gives them a constitution strong enough to survive on the poor food available in the blight and amid the corrupted and tainted streams of Shayol Ghul. They gain no CP, cannot take any drawbacks, cannot buy any items if they somehow do get CP, and gain the Footwise Traveller perk for free. They are, however, immune to the control of Myrddraal or other shadowspawn, and do not have trouble travelling through gates.

DRAWBACKS

1200 cp limit on Drawbacks unless one of the two 1000 CP drawbacks is taken, at which point the limit becomes 1800

+0 cp

The Sausage Tower… - something went very different and, for some reason, the Dark One tainted the female half of the power. History played out almost identically, but the Aes Sedai at Tar Valon are all dudes now. Lews Therin in this timeline was Lows Therin, a very nice lady who went crazy and killed her entire family. Tragic.

+100 cp

The Light Triumphant (Requires The Long Fight) - In addition to having to stay until the end of the Trolloc Wars, you must ensure that at least two of the Ten Nations (Technically Nine at this point) survive the Trolloc Wars with enough strength to not collapse shortly after. To prevent the Pyrrhic victory of the original timeline.

Flipside (Channeling Only) - Rather than ending up in a body that matches your soul, you ended up in a body of the opposite gender. Keep in mind that your soul controls which side of the One Power you can use. Best of luck explaining to the Tower why they should teach a boy.

Shadow of Logoth - Something about you is fundamentally untrustworthy. People will treat you with incredible suspicion wherever you go in this world, no matter what perks or items you might have that might normally make you above suspicion. Expect to be accused of crimes you didn't commit regularly.

Marked - You're physically marked in a way that is hard to conceal and marks you as a darkfriend. Yes, even if you are a darkfriend.

Magnetic Personality - The servants of the Dark One seem to show up near you with surprising regularity. Are you certain you're not in league with them? Oh, you are? We meant Aes Sedai and Aiel Patrols, sorry about the miscommunication. Regardless of which side you're on, the enemy keeps showing up to all your events unscheduled, unanticipated, and unannounced… yes, even though you know it's coming, every attempt to plan to use that against the enemy will go disastrously wrong.

Which Way to the Aiel Wastes? - You swear, it's like the compass is broken. Not only do you have the damnedest time keeping your bearings in this world, but you can never quite keep the names of places straight in your head. Is Tar Valon the citadel in the south, or is Tremalking?

+200 cp

The Black Ajah - The Black Ajah has decided that you must die, and to that end they have spread rumors in the White Tower that you are guilty of some unforgivable transgression. At this time the Black Sisters are fairly few in number, but that means nobody even suspects they exist. Until you can prove your innocence, expect the White Tower to work against you in whatever way it can, being utterly unswayable by any claim or proof of yours that the Black Ajah exists or is plotting against you. This will include sending Aes Sedai to keep a close eye on you and gather evidence against you. Of course, you'll never know if the Sister is of the Black or of some other Ajah in truth and unconnected to the Black Ajah.

On the Front Line of History - You start the very day the Trolloc Hordes come forth from the Blight and, to make matters worse, you've forgotten everything you've ever known about the Wheel of Time setting except what your background would tell you. Important things, like how to deal with Myrddraal and not to trust Mordeth or how dangerous Balefire might be.

The Long Fight - With this drawback, you stay until the end of the Trolloc Wars, however long they take. In canon, this took another century and a half from where you came in. Your stay is guaranteed to last at least fifty years, and depending on how your actions change things, could be much longer. Until one side or the other has achieved meaningful (if pyrrhic) victory, you're stuck here. Hope you have a perk from this or previous jumps allowing you to live long enough to see this through to completion. If you somehow force a stalemate that lasts until the time of Artur Hawkwing, you fail and have to start over from the beginning, losing anything you've gained along the way, including progress in skills, but not general memories of what you did or didn't do. Effectively, the jump resets to the beginning and you maintain only a general idea of what did or didn't work the last time.

+300 cp

A Man Alone - You feel yourself unworthy of being around other civilized people and may not willingly stay in the company of others for more than a day at a time. Entering towns will be extremely stressful for you and cities will make you feel like everyone has a blade raised against you.

Northern Exposure - You find you can go no further south than the current very southernmost Trolloc incursion. Once the Trollocs retreat to the north, you too must retreat. You may be no more than 1 kilometer south of that line by your own free will, and anything that keeps you from moving north will cause you increasing emotional distress.

Unbounded Rage - Darkspawn took everything from you and you are unwilling to rest until every last one has been hunted down and exterminated. You will go until you drop from exhaustion, then wake only to repeat the cycle. No matter how much stamina you normally have, it maxes out at the ultimate limit of human endurance (if it were higher than that).

+400 cp

Bearding the Goat - Well, would you look at that… you look like a Shadowspawn! Pick one, be it Trolloc, Myrddraal, Gray Man or something even less human. Your form is locked into that form for the duration of this jump. Good luck convincing anyone you're not an evil abomination.

The Gholam - You are being hunted by one of the six Gholam created during the War of Power by the Forsaken Aginor. This being is immune to weapons, magic, and any out of context powers or technologies that might harm it directly. It can survive being ripped apart and, since it has no skeletal structure to speak of, can fit through almost any crack it can find. If banished or placed in stasis, it will return after a year and a day. It is utterly relentless in hunting you down, massively strong, and extremely blood-thirsty. It always knows roughly where you are, and while it cannot use any kind of magical or spiritual powers, it will be able to hurt you if it gets its hands on you. Gholam are the only known form of Shadowspawn that can pass through gateways.

The Way of the Leaf - You are now bound by the Da'shain Aiel's oath to bring no physical harm to any living being, even in defense of yourself or another. You and your companions must abide by this credo, and if any of your companions fail to live up to it, you must expel them from your company until the end of the jump. If you yourself violate it, you fail the jump.

+600 cp

Under the Dragon Banner (Requires Channeling) - For one reason or another, you've raised the banner of the Dragon Reborn, and have proclaimed yourself to be the man chosen to lead the Light against the Shadow. Lews Therin Telamon reborn. A False Dragon. Be prepared for dozens and dozens of Aes Sedai to be sent to bring you down, and for the kingdoms that aren't currently on the frontlines of the Trolloc Wars to be gunning for you as well. Oh yes, to be clear… you actually believe you're Lews Therin Telamon. You think all your jumper memories are symptomatic of you being, you know, crazy. Taking this while female shifts your gender to male free of charge. If you were female you'll shift back at the end of jump..

Good Old Three-Hit-Combo - It wouldn't be a jump if there wasn't a powerless / amnesia / warehouse lockout drawback, right? Well, let's solve that by having one drawback that's all three. You've been stabbed with a thakan'dar blade that makes wounds that never fully heal and all your powers and memories seem to have leaked out of the wound… as has the key to your warehouse. For the duration of this jump, you're stuck with only what you bought here and only the memories of your local self… although you do remember that you are something called a Jumper and aren't from here originally. Your imported companions are similarly locked out of the warehouse (somehow) while your unimported companions are locked inside the warehouse (and cannot contact either them or you). Your imported companions begin scattered around the setting with no idea what's happened, no idea you took this, and no idea you don't remember them… or what you currently look like. Any attempt to end-run the amnesia will fail, but if you can hook up your companions (no, you don't remember what they look like, why do you ask) they might spur some memories to return. Because we're not complete monsters, you may leave yourself a 140 character note (English characters. Pictograms count as 2 characters.)

Ba'alzamon's Ire - Ishamael has not only noticed your presence, but (sensing your potential to disrupt his plans) decided that he hates you. Not only has he made it his mission to find out everything about you, but he plans to do so in a way that leaves you very very dead. Expect to be hounded by Dreadlords seeking the favor of their master, Myrddraal out for your blood, and Grey Men hit squads.

+1000 cp

The Dragon is Reborn! The Dragon is Reborn! - It seems the Dragon truly HAS been reborn in these times, or at least, you get the feeling that he has been. It's a couple thousand years early, and the Forsaken are breaking loose sooner as well, ready to lead their armies of Shadowspawn and darkfriends south in a war of extermination and conquest. Only problem? There doesn't seem to be any sign of Lews Therin about anywhere. If you take this drawback, be prepared for failure, as the Dark One's seals are weakening, and Tarmon Gai'don comes. As well, you have been marked for elimination by the Dark One. Should you take this with Under the Dragon Banner, you will not only think you are Lews Therin reborn, but will not remember how to use your out of jump abilities, save for passive ones and artifacts (which you'll see as ter'angreal).

A Mountain of Your Own - Seems the Creator doesn't like other godlike beings playing in his sandbox. You've been sealed under your own mountain at the far end of the world and it too has been locked with a set of heartstone disks. Your minions (don't take this if you don't have minions) are free to explore the world and must do so, as they must locate these unscryable items and crack the nearly indestructible material to free you. Only once this is done will you be able to leave this world behind. Oh, and the same techniques that work on the Dark One's prison to seal him or push him out of reality? Yeah, they can do the same thing to yours. If you get perma-sealed or pushed out completely… you're done. Chain-Fail, son. How many seals? Oh, one for every jump you've been to, and each prohibits you using the powers and abilities you gained there, and prohibits your companions from using items from that jump until that specific disk is shattered.