Wheel of Time

SB Edition

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Introduction

The Wheel of Time turns and ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. So it had been for countless ages, so it would have continued had someone not sent things in an unexpected direction. Welcome to Robert Jordan's Wheel of Time universe. Most of the action takes place in a land called the Westlands which is a mix of cultures and small kingdoms sharing the same language. To the north of the Westlands is a tainted land of monsters and corruption. While everyone knows the Blighted land exists, a fair amount of people in the south of the Westlands either don't believe in shadowspawn or consider them safely contained and thus not their problem, leaving the north to fight an 'unending' war against the corrupted land. To the east of the Westlands lie the dry Aiel Wastes, inhabited by the nomadic Aiel.

Starting Location

You start on Winternight, 998 NE, the night of the shadowspawn attack on the Two Rivers town of Emond's Field though you may choose your starting location.

Age and Gender

You may pick your gender and age freely, within reason.

Origins

You may treat any of the origins as a Drop In option, gaining no new memories or past in the world. You have 1,000 choice points.

Aiel: You're descended from one of the Da'shain Aiel, servants of the Aes Sedai during the Age of Legends. You were born and raised in the waste, an inhospitable desert the shadowspawn call the Dying Ground because your ancestors slaughtered them by the hundreds of thousands in the Trolloc Wars. Aiel are known for their unusual height, pale eyes and light or red colored hair.

Channeler: You're a human, maybe you're a girl in your late teens that is just discovering her ability to channel or maybe you've lived a decently long life already, either way, you were born with the ability to channel the One Power. Now that you've unlocked your power you can expect to live ten times as long as normal unless you're stupid enough to swear on the Oath Rod like the Aes Sedai or die via other means.

Peasant: You're one of the countless people just trying to survive that wasn't born with a silver spoon, maybe you're a farmer, a tradesman or part of a militia.

Ogier: [Free/200] You're a 8 to 10 foot tall humanoid with large pointed ears and a love of plants and stonework though most will say the stone work was just something they picked up. You have the speed, strength and endurance to outrun a horse. For 200 you may select an additional origin other than Construct or Channeler to receive the discounts from.

Construct: [Free/200] You're either a descendant of a creature that was created by use of the One Power (i.e. magic) or you were created by use of it directly. You may choose your appearance, anything from completely human looking to something more interesting but beyond simple claws, you'll have to buy anything that might be counted as a power. This background comes with the Gate Fail drawback for no points though you may pay 200 points to avoid taking it.

Noble: You're a human, born with an ancient bloodline or a silver spoon.

Perks

100 CP perks are free to their origin, the rest are discounted to their origin unless specified otherwise. Extra costs are also discounted for their origins.

Aiel

Desert Survival: [100] You're particularly adept at surviving in harsh environments thanks to innate talent and a lifetime spent running around the wastes.

Basic Training: [100] What others call advanced stealth and weapons training, you call the basics and you're very good at the 'basics'. This doesn't technically apply to swords, some of your knives are long enough for others to call swords.

All the Pokey Things: [200] Even for the Aiel, your skill is a cut above the rest of your people with any weapon you could name other than swords. This includes hand to hand combat and curiously enough the ability to jump into the air.

Desert Ninja: [200] You've managed to push your stealth skills until they're borderline supernatural, hiding in a dip in the ground a couple of inches high or behind a narrow tree or in a shadow or any of the other places that most trained scouts would 'know' couldn't possibly hide a person.

Dreamer: [400] Not only do you have the ability to walk in the world of dreams and visit others in their dreams, you have several years of experience with your gift. You may also fall asleep or into a trace with but a moment's notice. For an additional 200 points you may boost your ability as per the Peasant's Dream Walker ability.

Wisdom of a Clan Chief/Wise One: [400] Unlike certain people, you actually have something approaching common sense. You also have the ability to instill common sense and a decent code of ethics in others through a couple weeks of training, as long as they aren't a complete psychopath. Not only that but your punishments and riddles will teach the lessons you intend them to and will often result in character growth.

Voice of the Da'Shain Aiel: [600] Thanks to reincarnation, recessive traits or Jump Chan shenanigans you have the ability to boost other people's magic while you sing. How much of a boost, at least double for most forms of magic and ten times for any song based abilities they have. You also have the ability to cause plants to grow fruit with a song and even push back the taint with a song though doing so is tiring.

Channeler

Embrace the Source: [100] You're one of the 'lucky' or 'unlucky' ones born with the ability to channel the One Power into various magical effects. Your potential is such that you would have been considered 'strong' by Tower standards just a few years ago though not quite on the level of Moiraine Sedai. You can draw on Saidar or Saidin depending on your gender and weave threads of Air, Earth, Fire, Water and Spirit together to create spells or weaves. Channelers are generally stronger in one of their affinities which gives weaves of that type a boost and makes them easier to use. While males are typically stronger in Fire and Earth and females are generally stronger in Air and Water, you may pick any one of the five for your affinity.

Inverting: [200] You've figured out how to invert or hide your weaves such that they can't be detected by another channeler unless they have the talent to read residues and even then it comes down to a question of skill and luck stumbling on it. This also applies to your other magic, allowing you to hide it from most forms of magical detection. You can teach other channelers the first part of this perk as it's a skill.

Trained Channeler: [200] You have the equivalent of the full training of one of the current channeling traditions. You have somehow avoided being bound, broken, or stuffed with overly annoying responsibilities by your faction. If you're male, you were trained by a wilder of some skill or Jump Chan, you have the equivalent training of your choice of a current faction. This may be taken more than once, be careful of conflicting loyalties.

Gifted: [400] While most Channelers require seeing a weave several times in order to learn it, you have a photographic memory for weaves and spells, needing to only see a

weave or spell once in order to duplicate it, assuming you have the ability to use that form of magic. You also have the ability to adapt other spells to channeling.

Ter'angreal Crafter: [600] Not only do you have the Talent to craft ter'angreal, angreal, and sa'angreal, you have a particular knack in reverse engineering magical items so that you can replicate them using weaves.

Peasant

Peasants get two of their 100 point perks for free.

Day to Day: [100] You've got a decent understanding of the basic skills you need to survive life in a medieval land, from cooking and other such household tasks to hunting.

Wisdom: [100] You've been trained as a wisdom or witch doctor or whatever other title your land calls you, you know a number of herbal remedies for various ailments and have basic first aid skills.

Apprentice: [100] Apprentice, yeah… you've somehow acquired a master's skill in a trade thanks to innate talent and a curiously proficient master.

Dawn Till Dusk: [100] While your stamina and endurance isn't technically supernatural, it's the next best thing. Working from dawn to dusk with a short break for lunch is easy enough, fighting and marching all day, isn't much of a problem either.

Blood of Manetheren: [200] You're descended from the blood of heroes, maybe not the legendary heroes of the horn or anything but people that fought against everything the Dark One could bring to bear and picked themselves back up from the ashes. While you might get knocked down and you might need some sense knocked into you from time to time, you'll never break, you'll always find a way to pick yourself back up.

Aiel Martial Arts: [200] You were trained by an Aiel or maybe Jump Chan just stuffed the skills in your head. Either way you have a scary level of martial arts and stealth

training. Basically on the level of Basic Training and All the Pointy Things of an Aiel for hand to hand combat and stealth.

Gleeman: [200] Not only are you trained as a storyteller and entertainer with a number of different musical instruments, you're quite good at it and people tend to listen to you more than they probably should and spill secrets with alarming frequency.

Militia: [200] Maybe you were part of the militia or you grew up in a land that views martial training as a tradition but you're more than merely 'good' at your chosen weapon, with a couple months practice you could be a blademaster or the equivalent.

Dream Walking: [400] You have the ability to walk in the world of dreams and visit others in their dreams. For an additional 200 points your ability is strengthened such that you're on par with Egwene and Moghedien, able to physically enter and leave the dream realm at will and control the world of dreams to a truly frightening level.

Sniffing: [400] You can 'smell' past violence. As long as the scent isn't too old you can use it to track the people involved and identify them by 'scent'. The more horrible the violence the stronger the stench.

Viewing: [400] You have the ability to see auras and images that correspond to future events. While you won't always understand what you see and not everyone has images of importance, you'll have at least have some warning about future events. Unlike a certain character, you can change people's stars with enough effort though it takes effort.

Wolfbrother: [400] You have a connection to wolves and are able to communicate with them telepathically over a fair distance and visit the world of dreams.

Dark One's Luck: [600] While you don't have a connection to the Dark One, you are supernaturally lucky to the point that you can cause luck manipulating magical items some trouble. This works best with random chance, for example, you'd have more success just wandering to a couple taverns while looking for someone then you would trying to search the city in a logical way.

Ogier

Their first Long Life perk is free, additional picks are 50%.

Long Life: [100] Your long life has given you plenty of practice at a skill, as you have a master's understanding in a field you could find in the world such as stone masonry, gardening or something more scholarly. This perk may be taken more than once though it applies to a different skill each time, additional picks are discounted rather than free for Ogier.

Heart of Honesty: [200] While most Ogier are known to be honest to a fault, you take it a step further. As long as you're telling the truth and want people to believe you, they will. No matter how uncomfortable or outlandish the truth as long as it's the truth, they'll believe you.

Stone Sense: [400] You're one of the storied Ogier stonemasons, with near legendary skill as a stonemason and architect, with a specialty in making your work look organic to the point that it often appears as if a scene of flowers was turned into stone rather than carved from stone.

Tree Singing: [600] You have the ability to dramatically increase the growth of plants through special songs as well as control the growth and communicate in a limited fashion with the tree. Sung wood is extremely distinctive and a valuable trade item. You're able to make these wooden crafts without harming the tree by 'pulling' the shaped wooden artifact out of it.

Construct:

Constructs get a discount on everything in this list but nothing for free.

Sense Magic: [100] You have the ability to sense channelers or magic users within fifty yards and can detect active magic use from miles away depending on the amount of magic being used.

Corrupted Blood: [100] Your saliva and blood are both poisonous and corrosive, causing bruising and burns if it touches anyone.

Animal Bond: [100] You can forge bonds with certain types of animals or monsters, seeing through their eyes or calling them to your location. Pick the type of animal when you acquire the perk, the wider your collection of animals the less control you have over them.

Heightened Sense: [100] One of your senses has been heightened to an almost supernatural degree, a wolfhound's nose or ears or an eagle's eyes. For an additional 50 CP your sense is supernatural in some way, seeing through magical darkness or smelling the upcoming weather or violence. You may purchase heightened senses more than once.

Razor Claws: [100] Your claws or teeth are supernaturally razor sharp and durable, able to stand up to power wrought steel with ease and cut through normal armor like paper.

Hypnotic Song: [200] You have a hypnotic voice/song that draws people to you. This might be blatant like a Draghkar or subtle like a supernatural version of a gleeman's song.

Fade Step: [200] You have the ability to teleport through shadows within 100 yards.

Plant Growth: [200] You have the ability to make plants grow supernaturally fast, create seeds of various plants and cure or protect plants from diseases

Mind Reading: [200] You can read people's surface thoughts and get a sense of their current emotions much like a Zomara.

Immunity to Common Weapons: [400] While you might have problems with magic

and various weaves, you're all but immune to mundane harm.

Soul Forging: [400] You have the ability to exact a soul from a sentient being and use the soul to forge magical weapons. Extracting the soul requires a minute and they have to be reasonably restrained.

Regeneration: [600] While you might be able to be killed by normal weapons and spells, nothing short of complete cosmic destruction via Balefire or similar conceptual attacks will keep you from quickly regenerating, often turning into a pool of goo and reforming before your enemy has even put away their weapons.

Immunity to the Source: [600] In the Age of Legends, both sides were looking for weapons they could use against channelers, Aginor found his answer in Gholam, a human looking construct that was completely immune to the direct application of the power as well as most weapons. Perhaps you're one of his or perhaps you're the desperate creation of someone else. While this doesn't give you their immunity to weapons it does give you a rather impressive magic immunity. For an extra 200 points, your creator went further or maybe something unexpected happened, you have the same fearsome ability the adult Jumara have, the ability to absorb magic. Your body naturally absorbs direct hostile magic and uses it to permanently strengthen your form. Don't expect miracles to start with, at least not from this alone but eventually you'll be ripping through entire armies if you absorb enough magic.

Noble

Right of Birth: [100] While you might not actually be a noble, you're someone that matters. For whatever reason, people will treat you like a noble or person of power when it is to your benefit. While this doesn't let you command anyone, it will get your foot in the door a lot of places. This continues into future jumps, giving you a foot in the door in most situations.

Noble Education: [100] In addition to being able to ride a horse, read and write, your penmanship is exceptional. Not only that but you've been given basic training in all manner of weapons, needlepoint or a scholarly skill, pick one.

Great Game: [200] Politics and scheming are in your blood, not only did you learn all of the tricks from your family, you're a natural at assembling plans and subtly moving people around the political board. You have a keen insight into the ambitions of others and are rarely surprised provided you have even halfway decent intelligence on a player's capabilities.

Blademaster: [200] You were trained by a Blademaster or maybe you just remember enough from a past life to be damned scary, either way, you're in the top ten people in the setting with your chosen weapon. For an additional 100 points, you're up there with the Heroes for the Horn in your chosen weapon.

Logistics and Support: [400] You might not be lucky at cards or battles like a certain gambler but you're lucky at logistics and support when it comes to your land and armies. This comes in the form of exceptionally loyal staff and a certain amount of twisting of the pattern. For example, food won't inexplicably spoil, important paperwork won't get 'lost', any traitors or lazy degenerates are much more likely to be killed by random attacks over more loyal and useful people when something happens that would cause injury or death to your people and enemy spies have a marked tendency to get discovered and or pass along faulty information because of bad luck. This won't cover for gross incompetence and laziness on your part but it goes a long way toward keeping your forces free of spies.

Legendary King: [600] You could have had your land swallowed by the Blight decades before your birth and your legend is enough that when you raise your banner for a righteous cause, men will come from across the lands to stand with you, even against dark gods. This comes with an almost legendary sense for battles and tactics such that even the great captains would stop and listen.

Magic

The Channeler origin gets a budget of 400 additional choice points to spend in this section and everything is discounted, including 100 point abilities.

Affinity: [100] Maybe you're from the Two Rivers where the old blood flows like a river or maybe you're just lucky but your have great strength in more than one affinity. This can be taken more than once though only once for each affinity. If you take this four

times all five of your affinities will be boosted significantly.

Talents: [100 Three free for Channelers]
Cardiac Arrest - The ability to stop another person's heart from beating, killing the person. This talent is closely associated with the Talent of Healing.

Aligning the Matrix - The ability to make metal stronger, allowing for the creation of Power-wrought weapons.

Blood Boiling - The ability to cause another person's blood to boil, killing them. This talent is strongly linked with the Talent of Healing.

Cloud Dancing - The ability to control and manipulate weather patterns, such as creating storms or wind or clearing the sky to make a sunny day. Atha'an Miere Windfinders call this Talent Weaving the Winds and are specialized in this kind of weaves.

Compulsion - The ability to influence another person's mind and actions. It is possible to completely erase one's personality and autonomous thought with enough layers of Compulsion. Without this talent, your compulsion weaves won’t be all that flexible, being at best strong suggestions or rather limited in some fashion such as only being able to make people do stuff they can justify, proper training can improve this to some extent.

Delving - Allows the user to discern a patient's injuries and illnesses. Also allows you to detect the intricate weaves of Compulsion. A basic version of this comes with the Healing Talent though the lesser version doesn’t help with Compulsion. Taking this and Healing, makes you particular good at discerning any issues your patient might have.

Earth Singing - The ability to understand, control and manipulate Earth with more ease and dexterity than usual. This talent is less common among female channelers.

Air control - The ability to understand, control and manipulate Air with more ease and dexterity than usual. This talent is less among male channelers.

Healing - The Talent to heal another person of any wounds or ailments. A common Talent amongst Aes Sedai. The old method of Healing used only Air, Spirit, and Water among the Five Powers, drawing its strength from the person being healed and unable to focus on a specific ailment or wound.

Listening to the Wind - A term used in the Two Rivers for the skill of foretelling the weather and predicting the abundancy of crops. Alternately the ability can extend into predicting trouble problems as though they were storms.

Milking Tears - This Talent allows a channeler to manipulate the emotions of others, possibly related to Compulsion.

Reading Residues - A channeler with this Talent can read the residues in uses of the One Power. Some of these readers can even track and duplicate a weave days after it was woven.

Spinning Earthfire - You have a talent for creating lava with earth and fire.

Ta'veren Seeing - Allows the channeler to see ta'veren or people with important Destinies in a golden light.

Ter'angreal, reading - The ability to discern the purpose of a ter'angreal or magical item.

Unweaving - The ability to pick apart a weave or spell so as to leave no evidence of it behind. It is uncommon amongst Aes Sedai and is known to be dangerous to those who try it without the Talent.

Tie weaves - In some cases, spells and weaves of the One Power can be tied so their flows will stand for a duration. Most channelers can tie their weaves such that they last for days or weeks or collapse if some specific event happens near the weave. You on the other hand can create complex and intricate tapestries of conditions such that you could leave a sword buried in a stone for three thousand years and expect the magic to last until a specific soul pulled the sword out of the stone if that was your wish.

Traveling and Skimming - The weaves for opening a gateway for Skimming can be learned by all channelers though it is described as one of the most complex weaves known by current Aes Sedai. To open a gateway, the channeler requires both strength in the One Power and an innate Talent. Even without taking this talent, you're assumed to have enough of the talent to open gateways large enough for a horse to walk through, taking this allows you to open larger gateways and more place them more precisely than others.

Rare/Lost Talent: [200]

Cuendillar/Heartstone - You have the ability to turn iron into a nearly indestructible white or black substance that will stand up to anything short of someone mainlining the power of the Dark One or a god of destruction. Any Heartstone you create outside of this universe will retain its strength, even without the presence of the Pattern to draw on.

Earth Delving - Involves being able to sense and extract ores from the earth without causing disruptions to the landscape. This Talent was lost to modern Aes Sedai, though it has not entirely disappeared amongst the Seanchan. The Talent requires a strong ability in Earth, something rare among women.

Flight - A talent that was lost during the Breaking. This talent allows the channeler to use a weave to fly.

Foretelling - Causes the channeler to occasionally experience trance-like states in which they perceive future or present events.

Shielding - The act of blocking someone from the One Power with a weave of Spirit. It is much more difficult to shield someone who is holding the One Power than one who is not unless the person doing the shielding is much stronger in the Power. While everyone that can channel can make a shield your shields stretch rather than break allowing you to shield much stronger channelers. In addition your shields work against anyone that is channeling magic from an outside source.

Ter'angreal, making - [Free with Ter’angreal Crafter] The ability to create and copy ter'angreal. This takes practice and goes better with examples.

Healing Touch: [400] You have a particularly amazing talent at healing on par with Nynaeve, Semirhage or Damar Flinn. Not only does this come with knowledge of a much better and less stress inducing weave that uses all five elements you also know how to heal severing. Strangely enough your weave works perfectly well on either gender and on various other conditions that decreases someone’s magic.

Legend in the Making: [200/400/600] Your raw potential with the power is increased to the level of Bode Cauthon who is not that much below Egwene al’Vere and Elayne. For 400 points your potential strength is increased to Nynaeve’s potential level of strength in the power. For 600 points your potential level rivals Rand al’Thor the Dragon Reborn himself.

Items

Nobles get a 50% discount on all items over 50 CP. Unless otherwise stated, you may import appropriate items into any of your choices. You may also combine purchases from this jump within reason to make a better item. For example, if you want your Great Serpent ring to be your Bloodknife Ring go for it.

Gear: [Free] You have the tools and or basic gear needed to fulfil your role in the world. For a warrior this means a basic sword, basic shield and basic armor. For craftsmen this means basic crafting equipment to help with work.

Great Serpent Ring: [50] Normally wearing one of these without being part of the Tower would be a remarkably bad idea, yours on the other hand is a minor ter’angreal that lets you convince most people that you’re part of the Tower provided you’re female. This might not be a good thing depending on who you’re trying to convince and comes with no guarantee of behavior. In future jumps, it serves as a membership ring for just about any club or organization you’d need to convince someone you’re a member of. Just remember it’s not perfect nor will it get you into secure locations where the basic members can’t go.

Mood changing fabric: [50] You have an exquisite outfit made from color changing cloth or a large bolt of cloth that you could turn into an outfit with the right skills, your choice. Expect to be the envy of court.

Mount: [50] You have a small token that you can use to summon a mount. For an additional 50 it can fly. The aesthetics are left up to you. Any damage is healed the next time you summon it. You may import a mount or pet into this item.

Tales of a Jumper: [50] You have an entire collection of books written in Robert Jordan's unique style that detail your previous jumps. Comes with a free expanded bookcase to keep them all in. You'll get more books at the start of each jump.

Wheel of Time Series: [50] You have the entire Wheel of Time Series in hardback, they're even signed. Yes, even the books Jordan didn't have time to finish himself have been finished by him.

Chora Sapling: [100] Chora trees are large magical trees with trefoil shaped leaves created during the Age of Legends. This particular tree is merely a sapling but it emits a sense of peace and tranquility. You may import another tree to give it the aura of peace and tranquility. They're also considered extinct by most people so, careful who sees it.

Portal Key: [100/One Free with A curious Sculpture] You have a ter'angreal that will show you a mental image of where a particular symbol on a Portal Stone goes and gives you a feeling of how dangerous making the jump would be. Keep in mind the danger only relates to the environment, not creatures. In future jumps this might very well give you an image of where any transportation device/magical item would take you.

Power Forged Weapon: [100] You have an unbreakable weapon forged with the One Power. Unlike most power wrought weapons in this land, your weapon is flat out indestructible. You may choose if this blade is unmarked or marked with a heron. For an additional 50 you may have it marked with your family crest or another symbol. For an additional 50 you may have it made from something other than steel such as silver, crystal feathers or the like as long as it's solid.

Random Ter'angreal: [100/200] You've managed to inherit or find a ter'angreal of some small use, a vase that fills with water, a crystal that plays soft music when held or something else of similar quality. For an additional 100, you can have something more impressive like the loom

that creates fancloth, the material the warders use for their cloaks.

Bloodknife Ring: [200] You have a ter'angreal ring in the shape of a vine with thorns. Unlike the cursed nearly useless version you could find in the jump, your version doesn't have any harmful side effects. This ter'angreal boosts your strength and speed and allows you to conceal yourself in shadows while it's worn. Not only that but someone with the proper talents could duplicate your ring to create an improved version, best to keep it away from the Seanchan or the White Tower.

Hero's Loot: [400] Somewhere in your travels you picked up something rather impressive, a warhammer that destroys shadowspawn and most demons with a single blow, an item that boosts your magic by half again, some type of defensive gear that protects you from one type of harm or a collection of moderate effects that add up to a decent set.

Ring of What Might Be: [400/600] This strange metal ring is large enough for an ogier to walk through without having to duck. It sends anyone that walks through the ring into a future 'world' based on their fears or possible adventures. While it can give you some insight into possible future events, the world it creates is more fiction than truth though you can certainly learn many lessons while inside of the ring and any injuries you suffer will stay with you. For an extra 200 points, you may take people back with you.

Glorious Crystal Throne: [400] You have a rather ornate or perhaps simple looking crystal throne that enforces the loyalty of any being that kneels before it and swear loyalty. While most such ter'angreal enforce loyalty to the one seated on the throne, this particular thone enforces loyalty to you.

Sa'angreal: [600] You've managed to get your hands on something strange, a sa'angreal of some form and shape on par with Callandor that functions for both halves of the power or at least that's what it appears to be at first glance. While it does indeed function for both halves of the power, that's really only because it allows you to channel any type of magic you can access. As an added bonus, any magic you pull through the sa'angreal is rendered safe, regardless of the source, you won't be corrupted or injured or anything else of a harmful nature by the magic that you pull through it. For example, if you somehow managed to acquire a link to a dark god and used your Sa'angreal to mainline his power, you'd suffer no side effects from the magic. Same thing for any source of magic you can draw upon, like the Force or corrupted mana nodes to name a couple examples. Jump Chan makes no guarantees if said god has other methods to

punish you.

A Curious Sculpture: [600] A miniature stone cylinder that is covered in hundreds of etched diagrams and markings in a strange language. This tiny model of a Portal Stone has one purpose, creating networks of Portal Stones. See the notes for a longer description but Portal Stones are basically large eighteen feet tall three feet wide cylinders with hundreds or thousands of runes on them that allow a magic user to transport between various locations and alternate timelines. There are two basic ways to use the Sculpture to create Portal Stones, saner and more 'boring' way is to create the Portal Stones 'one' at a time while the more interesting way is to let your Sculpture seed a planet/world with hundreds of 'random' Portal Stones. While it's mostly random as far as where the Stones appear they have a tendency to appear near ancient cities, old roads and impressive natural landmarks but that's just a tendency. The Sculpture doesn't come with the ability to remove the Portal Stones so some care in placement is desired. Each stone will be connected to dozens of alternate timelines at a minimum.

Land (Variable)

You may import properties to customize them, fanwank responsibly.
Yes, the property follows you to future jumps.
Yes, nobles get everything discounted.
Anyone on your property when it jumps can choose to stay.

Stone House: [100] You have a large stone house and a decent chunk of excellent farmland to go with it. This comes with a spring or well that never runs dry.
Manor: [100, requires Stone House] Your stone house is upgraded to a large manor house or small castle and an appropriate amount of land for a minor lord.
Major Lord: [300] You are now a major lord, with a large castle that is surrounded by a city of modest size or large size if you're not the main ruler. You may instead choose to have it be your country estate in which case, you're surrounded by a great deal of excellent farmland.
Forgotten King: [400] Interesting, you are the ruler of a small unknown or unimportant kingdom or you're in line to inherit a larger named kingdom. You may take a discount if this is an abandoned kingdom, such as a land lost to The Blight or Shadow Coast or fallen to time, in this case you will have to retake and repopulate the land before you'll get much out of it. Buying this will however make you the undisputed king or queen of your land, though being the king of a broken land doesn't always mean much. This discount stacks with the discount Nobles get on items. If you take the discount you may choose to discount your house or castle and it will

require more than a little work to put to rights.

Power Wrought Defenses: [100] Maybe the walls of your home or castle were made by Aes Sedai in the age of Legend or maybe a group of wilders got together and improved things, either way this upgrade improves one of the other properties in some way, better walls, ter'angreal drawbridges on a city in the middle of a river or a ter'angreal that tracks people that can channel. For an additional 100 CP, you may have a ter'angreal that prevents others from channeling in your city. This may be bought multiple times.

Island Retreat: [300] You may relocate one or more of your purchases here to a 'small' non magical island, which you now own. If you have purchased Forgotten King, your island will be considerably larger.

Creator's Blessing: [200 Discounted Ogier] Your land is curiously immune to corruption, it could stay pristine in the middle of the blight and the corruption would stop at the edges. Men could even channel there without worrying about the taint, though good luck getting the Tower to believe that.

Dying Lands: [200 Discounted Aiel, Creator's Blessing, Blood of Manetheren] For whatever reason, ancient battles, eldritch magic or a shivering feeling of complete terror that touches the heart of every shadowspawn that steps on your land, the forces of darkness in this world are reluctant to enter. Mindless or animal like shadowspawn or monsters won't enter your lands unless forced. Trollocs have to be driven to enter your lands and even the eyeless fades won't enter your lands without pressing need. Curiously this doesn't affect monsters under your control unless you want it to. For an additional 100 points your lands drives darkfriends or other dark cultists in future jumps into a sort of crippling madness if they stay longer than a week. Again, this doesn't affect your people, unless you want it to for some reason.

A Land Time Forgot: [400] Rather than walking or sailing to your land, you can reach it through a ter'angreal. The actual look of the ter'angreal is up to you but it should be some type of door or arch or an item that creates a 'door' or arch.

Companions:

Companions may take any non setting drawbacks that make sense.

Friends: [50] 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. You may spend 200 to purchase 8 companions.

Legion: [100] You've won the loyalty of a hundred well trained soldiers that fit in one companion slot. Any powers they get in future jumps by being imported can either be shared between them lessing the power to 1/100 of its proper power level or may be given to captain of the legion at full power. They start with no supernatural powers and decent yet mundane equipment and skills.

Mirror Worlds: [50] Infinite worlds, infinite versions of the same story playing out or so the legends say. For 50 CP per slot you reserve the right to recruit someone you meet in your travels in the jump.

Pets:

You may import a previous pet into any of the pet options to give them a new alternate form.

Horse: [50] You have a well trained warhorse or other dependable horse of a style of your choosing.

Zomara: [50] This blond haired blue eyed slightly androgynous mind reading girl is dressed in leather shoes, black pants and a white shirt. She can't talk or even remember much of anything without additional modification but she's expertly trained as a servant and loyal. While Zomara are normally shadowspawn this one has been cleansed of taint and any connection to the Dark One as well as stabilized so she doesn't die when she goes through a gateway.

Wolf: [100] While this particular wolf is disturbingly intelligent, on par with people, he doesn't really understand human culture all that well to start with.

Shadow Hound: [200] This rather large dog leaves footprints in stone but none on other surfaces. Barring death via balefire, a certain hammer or the like, the dog will reform within minutes. It's your choice if it looks like a Darkhound or some other type of dog or wolf.

Drawbacks

Glitch: [50 Requires Embrace the Source] For whatever reason, you have the 'wrong' type of magic, if you're female, you can channel Saidin rather than Saidar, if you're male you can channel Saidar rather than Saidin.

Black Ajah: [100] For some reason you're on Verin's list of Evil Warders/Black Ajah members or a similar list of criminals such as the Children of the Light's shoot on sight list. While this was probably a mistake it's going to take some work to straighten out. For an extra 200 points, it's not a mistake and you really are guilty of all of those various crimes they suspect you of.

Local Troubles: [100] Maybe you're a male with magic or maybe you looked at a member of one of the local groups the wrong way or you're a female with great strength in the Power that a magical group wants to recruit, either way, for one reason or another you're a person of interest to the White Tower or a similar group of magic users or people with great power and they're not used to people telling them no. While they don't have any drawback granted magical ability to find you at any great distance, they can sense any magical potential you have which means they'll find you 'interesting'. What form their interest takes depends on the organization in question.

Dragon Trouble: [100] You woke up with the dragon tattoos 'burned' into your arms, congratulations people are going to think you're the dragon reborn which will cause you no end of problems.

Dark Fang: [100] You've been marked with half the ancient symbol of the Aes Sedai, this mark will cause suspicion from anyone that sees it.

Warder: [100] For some reason you failed to listen to your sense of self preservation and have wound up bound to a channeler via a weave known as the Warder Bond. While this gives you increased endurance and the ability to sense shadowspawn and other tainted creatures common to all warders, it comes with some negatives such as the soul crushing grief and rage that happens if the person you're bonded to dies. For an additional 50 points, your channeler is particularly overbearing or otherwise problematic and may no longer be a channeler. For an additional 100 points, your channeler is a Trouble Magnet, getting themselves into all sorts of dangerous and unfortunate situations, not always by their own choice.

Gaishan: [100] You were captured in a raid and are honorbound to serve for a year and a day as a servant. While you can run, the Aiel take a dim view of abandoning your honor.

Slave: [200 Requires Embrace the Source] You start your jump in Seanchan with an a'dam around your neck, escaping without help may be damn near impossible thanks to the magic in the collar. Males are instead stuck with the more annoying ter'angreal collar with two bracelets. In either trying to move the leash if someone isn't wearing it causes agony and muscle spasms. You'll also suffer feedback if a male that can channel touches the a'dam and lethal feedback if they put the bracelet on. If you're male, they'll most likely view you as a potentially rabid pet that they'll have to put down after they get some use out of you.

Middling Strength: [100 Requires Embrace the Source] Rather than starting out near the top of the pile for strength you're considerably weaker, you're barely strong enough to pass the test for Aes Sedai. For an additional 100 points you're barely strong enough to light a candle. This overwrites any other perks for the duration of the jump.

Blood Thirst: [200] You have a thirst for fresh blood or the flesh of sentient beings. While you can survive on other meat and drink for a few days at a stretch, your bloodlust will eventually cause you to feed or go insane until you go on a killing spree. This is most appropriate for shadowspawn though some wolf brothers might have lost their marbles enough to make this a 'reasonable' choice.

Gate Fail: [200] Either because of a curse of your creation, a mistake in your placement or simply because you wanted more points, going through a gateway kills you like most other constructs and shadowspawn.

Transparency: [200] Huh, weird, for some annoying reason the local metaphysics interacts strangely with your powers, including your out of of jump powers. Normally, being shielded, drugged by a certain root or walking into a steading wouldn't affect any of your non source based powers but you're different, any magical abilities you have are just as vulnerable to such methods as channeling. For an extra 100 points, all of your powers are susceptible to being suppressed no matter the source. Taking this and Middling Strength means all of your magical powers are drastically weakened though it does give you an additional 100 points.

Taint: [200 Requires connection to Saidin] Saidin is tainted, normally Jump Chan would have your back and protect you from corruption but you've accepted the risk for more points, best of luck not going completely nuts.

Choices

Go Home: You've had enough, you're going home.

Stay: You've decided that you have it pretty good and have decided to stay in the world.

Continue: Time to continue the journey.

Notes

1. The One Power functions like the books, requiring affinities and talents and causing some fatigue when used. The fatigue isn't excessive and the more power you have the larger your magical 'muscles' and thus the less fatigue you suffer which means you can probably ignore that part if you have decent endurance or the right perks. The talents would count as powers for the purpose of power copying and other perks.
2. Channeling in the Wheel of Time has a male/female divide in the magic system, as in they use a different but related power source. You're free to choose if power copying gives you the gender appropriate magic or if it gives you the gender based magic of the person you copied it from. There are a couple minor gender differences such as saidar users being able to initiate links between channelers and saidin users being able to pull fire into themselves without getting burned.
3. If you pick the Ogier origin, you don't have to worry about the longing, i.e. their attachment to steddings, nor do any children you have.
4. **Channeling and future worlds:** Channelers are able to continue pulling energy from Saidar and Saidin or at least draw upon a universal Jump Chan approved source of energy that functions exactly like the source in Wheel of Time. They're also able to channel other sources of magic if they so choose, the exact effects this has is left up to the reader, fanwank responsibly. That said, the energy that Jump Chan connects channelers to post jump won't cause people to rot from the inside if they don't get

enough training or any of those nasty side effects like the Wheel of Time Source.

5. **Portal Stones:** Portal stones are large grey stone cylinders covered in hundreds of strange symbols that resist being moved. Each symbol corresponds to another stone in the network that you can travel to via the One Power or magic. These locations are scattered around the world as well as alternate timelines and realities where things went differently at various points. The symbols on the bottom half of the stone lead to locations on your current world while the symbols on the half of the stones lead to other timelines/realities. You may combine the symbols to move to a specific location in another world as long as it has a portal stone. Of course, not every stone has every symbol you need but a little traveling will generally get you where you need to be. Generally speaking, traveling forward in time won't decrease your 10 years though feel free to fanwank how that applies to specific jumps with different ending conditions.