Ariete (D&D) Jumpdoc

The lost continent of Ariete. This land was, according to legends, a populous and industrious land, with great works of art and artifice made here. However, hundreds of years ago, there was a massive arcane storm - referred to as “the Calamity” by the few refugees that survived their sea voyages - across the continent and into the sky, and nothing has been heard from the civilizations that called Ariete home since.

Explorers from the continent of Losi, which itself recently left an era of strife, have arrived to study this lost continent. Glory, fortune, and ancient ruins await those who come here... along with magically-powerful wildlife, and other sources of danger.

(Ariete was an original D&D setting I developed for a campaign that got interrupted and never finished, so you’re getting a Jumpdoc for it, including things that we never got around to on the actual tabletop. The jumpdoc is constructed assuming the campaign actually finished.)

You start in Unity Port, the main hub for exploration on Ariete. You’re arriving very early in the exploration process, maybe three months at most since Unity Port started being anything more than a cleared patch of land.

Be sure to spend these **+1000 Calamity Points** before you get to Ariete, since none of the traders that have made over it take this currency.

Now, what brought you to Ariete?

Origin

All party members select one

All origins may be taken as a Native, with a history in that world and memories of that history, or as a Drop-In, with no history and no new memories.

So, why are you here?

Martial

Perhaps a hired sword looking for some new source of income now that Losi is entering the “Unity Era,” perhaps a warrior looking for a new challenge, or maybe something else. Your job is a violent one, and you’re looking forward to the fights ahead.

Academic

At its height, Ariete’s artifice was greater than anything Losi ever made - and far greater than what Losi can do today. Whether for knowledge’s sake, or from the vast amount of money to be made if Losi could improve its own artifice, you are here for that.

Artistic

Ariete’s stories have been mostly lost, and you want to change that. You’re interested in the culture, history, and art of these peoples, and that’s what motivates you. People in this category are probably (but not necessarily) bards or artists of some stripe themselves.

Race

All party members select one or two. If two are selected, you are a half-breed between the two races and get halved advantages and disadvantages from both.

Losi in the Unity era is pretty good about relationships between different races, so none of these should present more than an occasional social issue. Of the “civilized” races of Losi, which one were you?

(Several of the races have “disadvantages.” These are just things that you will be starting at a human normal at, with your starting build, and they will be a little harder to advance. Or in game terms, an Elf will probably have CON 10 as their lowest physical stat.)

Human

Considered the baseline race, the template from which the gods diverged to make their own races, humans are rather average. About their only unique advantage is their insane physical endurance, so if you want someone to do long marches without getting exhausted... get a human.

Elf

Elves are on the whole taller, thinner, and faster than humans. It takes far longer for time and age to wear them down, but they are not as sturdy against other forms of harm. They also need the least amount of sleep compared to the other races.

Dwarf

Dwarves are shorter, stouter, and hardier than humans. They’re not as fast or able to keep up running as long as others. However, they can hold their breath for longer, and possess some impressive poison resistance.

Orc

Big, hardy, tough, and strong, orcs almost seem to be designed to be the perfect warrior race by their previous god. They’re quite resistant to most ordinary weapons, from swords and hammers to crossbows. However, that comes with the tradeoff that orcs eat more than others, on top of requiring meat in their diet.

Halfling

Halflings are the smallest of the civilized races, and quite nimble as well. They are generally as frail as elves, though.

Kobold/Dragonborn (free/100 CP)

Not a race originally designed by any god, kobolds have faint traces of dragon heritage in their bodies. This means they are resistant to one of the elements, depending on which color or metal their ancestor had.

Dragonborn have much stronger heritage, resulting in them being able to channel the element of their heritage, usually in the form of a breath attack. Their draconic power also enhances their bodies universally, resulting in them being stronger, hardier, and swifter on the whole. Their scales, while not as tough as a proper dragon’s, will still reduce the injuries they get.

Demographics

Gender doesn’t matter too much once you start getting proper training for combat, and typically most adventurers traveling to Ariete are in their late 20s or early 30s.

Perks

Perks in the subsection for each Origin are discounted by 50% to party members of that Origin. 100 CP Perks discount to free.

5th-Level Campaign (free)

In game terms, “Level Five” roughly corresponds to around the top of what a mundane Earth person can do in terms of capability. Someone described as a “5th-level fighter” can match” the most skilled warriors of Earth in their specialties, and is tougher and stronger on top of that. A 5th-level Artificer represents basically Leonardo da Vinci with knowledge of actual magic and the ability to fight. That’s where you start.

While you could “build” a fifth-level character, that would not describe what you can do as an actual person in the world with complete precision. You don’t have ability scores; those numbers represent a sort of average of what you can do. You don’t have feats; you have trained yourself in specific ways. You don’t have spell points (unless you’re a wizard, because according to Tollen they actually do) you have limited magic.

With practice and study, and through adversity, you should reach 11th- or 12th-level in a few years. The limit of this perk is the absolute powerhouse of 20th-level. Oh, and don’t worry about getting rusty - I’ll throw in a free skill and conditioning maintainer.

Marik’s Guide To Afterlife Escape (free/200 CP)

The “canon” party didn’t get as far as they did without a few members making detours through various afterlifes. Fortunately, you no longer have to worry about that disqualifying you from the chain, as for you any death where there is a reasonable chance or plan to resurrect you from it will not end your chain or interrupt your continuity of self any more than sleeping does. This resurrection doesn’t even have to be by your party members.

However, if you are dead at the end of a Jump, the Jump will instead be extended until you are either resurrected or circumstances change and resurrecting you is no longer viable. You can also chose to tap out and use another 1-up or accept the L. This choice is yours alone, to be made with your informed consent, regardless of the normal circumstances of the afterlife.

The free version only lasts while you’re here. The 200 CP version sticks around.

And for 200 CP, you also get access to the “Binder Mark” ritual, which you can use to put a mark on a object. Wall, hunk of aluminum, whatever. This prevents your soul from escaping to the afterlife and allows it to collect enough power to “heal” your body back into existence. It does take a year to do so without any outside intervention, though. (Someone else using positive energy, like healing spells, will speed up the process in case you were wondering.) You can only have one Mark active at a time, though since you’re paying with a well-backed currency, when you make a new Mark it invalidates the previous one.

DM Forgot The Resting Rules (200 CP)

During several points in the campaign, the DM forgot how resting worked. So because of her mistake, you can get the ability to rest much faster.

She’s given short rests for five minutes of walking, so you get the same. This applies to similarly easy and “brain turned off” tasks. Sitting down, watching a bardic performance, and so on, for five minutes, and for all intents and purposes you’ve been sitting down and taking a proper break for a couple hours. You can heal yourself a bit, and recover from some of your power usage during this.

If you sit down and take it fairly easy for a couple hours, you effectively get a good night’s sleep. You should recover from a lot of power usage this way - if it recovers normally in less than a week, this would probably refresh it.

EXP Advancement Balancing (100 CP)

There were a few times where a party member missed a couple of sessions and needed to catch up. Fortunately, the DM gave those party members more opportunities to advance, and made those opportunities worth more. So when Marigold's player missed a month, she was behind a bit, and got a few opportunities for roleplay and good decision-making skills, which the DM gave her extra EXP for.

The same applies to your party. This is both your Jumpchain-party and, if desired, whatever group you operating with in a given moment. Those behind the top get more opportunities to advance, and advance twice as fast as they would from any opportunity they take to advance.

Martial

Sneaky Shark Spotter (100 CP)

Getting bitten in the surprise round is always annoying. Fortunately, you're very good at avoiding them, having excellent senses and awareness. You're effectively constantly scanning the surroundings for threats and traps, without taking your concentration or moving your head.

Ranger's Supply Store (200 CP)

"Ranger" is generally the term used by people who want to advertise that they know how to live off the land. Thus, you know how to hunt, how to trap, how to dress a kill, and how to forage. This not only includes knowing where to look for something but also being able to tell how useful or dangerous plants and fungi are. You have very good instincts for this, and will never mistake something foraged and harmful for something safe.

Precision-Guided Sneak Dice (400 CP)

Stealth is a game for people who aren't wearing clunky outfits like a set of plate armor with a bright pink-and-blue tabard over it. Unless your name is Marigold or you took this perk.

First, personal conditions have no negative effect on your ability to disappear from sight or maintain stealth. You could be wearing plate armor with bells on it and dripping glowing paint and you'd sneak just as well as if you were in padded feet and dark blue clothes.

Second, when it comes to stealth, you're lucky. When the GM rolls for which direction the pirate guard is facing, it's "not towards the window you're climbing in." Even if you mess up and lose stealth, it's usually recoverable and might even happen at the best possible time.

Third, when stealthing around you are lucky with navigation. When Marigold infiltrated "Captain" Genericus's fortified port/pirate cove, she was able to wander to a location containing things that Genericus would rather no one find out about (then got past the guards by going Knight on them, and dragged their bodies inside and looted it for both gold and plot coupons) before wandering practically straight to the prisoners she was there to rescue.

Inverse Enforcer Principle (600 CP)

When The Last Prince sent his Enforcers to ambush Leonto and his allies after they discovered one of his outposts, Leonto was forced away from the party and nearly got forced off a cliff. Then a second Enforcer joined the brawl, and somehow things turned for the better for the Losi party. Of the five Enforcers, two escaped, both heavily injured, and the party recovered an intact Arm for study.

Like Leonto, you benefit from the Inverse Opponent Principle, and when ganged up on, leech luck from your enemies. The more enemies, the faster the luck drains, and the longer it lasts after you're no longer being ganged up on. Things go wrong for your enemies and right for you, lasting hours or days in typical scenarios. In addition, their teamwork suffers, getting worse the more there are.

Even without luck in your favor, you are very skilled at fighting groups, being able to pull out tactical tricks and combat maneuvers constantly even during protracted engagements like Leonto, noted tactician and battlemaster, was able to.

Academic

Brain Smarter (100 CP)

Arcane magic is a topic that demands immense amounts of memorization. Fortunately, you have perfect semantic and episodic memory, so you only need a single pass to memorize facts and trivia. You never forget or misremember something (but you can deliberately suppress things.) Your memory indexing is perfectly calibrated to handle being an immortal.

Metallurgist (200 CP)

Enchantment and metallurgy are heavily intertwined for both Losi and Ariete, with precise alloys needed as the “skeleton” of enchantments. Knowing which metals are used in which precise ratios can tell you a lot about an enchantment. Fortunately, you’re supernaturally good at that, and can identify alloys down to 10 parts per million (at your current level) just by running a hand over them.

In addition, you know how to make these alloys, how to do so reliably, and suffer no penalties for the complexity of the alloys. Even a sanctified, purified mithril high in orchal and neriedium with additives for corrosion resistance can be done with the same reliability as mundane bronze by you.

Civil Artifice (400 CP)

Ariete built great wonders of artifice, many which spanned the entire continent. You can do similar. Using artifice, there is no upper limit to how much you can scale your magic. With things like coverage area or quantity of charges, you can ignore diminishing returns on material, magical, or time investment. As far as raw power or density, this does not allow to cheat any diminishing returns on investment.

You’ll need to build the artifice in order to accomplish this, but fortunately you don’t only gain skill with designing and modifying magical infrastructure, but you’re also incredibly skilled in large-scale project management, from running surveying programs and arranging for raw materials to get harvested, to reinforcing and maintaining infrastructure.

Style Analysis (600 CP)

Losi and Ariete have the same fundamental types of magic available to them, but Losi scholars analyzing Ariete artifice not only have to deal with Ariete’s greater sophistication in the field but also the difference in styles between the continents. Ariete’s artifice was built up along completely different practices and procedures.

Fortunately, you need only worry about the difference in sophistication. You can use your experience with one style of complex system to study, use, and modify complex systems that run on the same fundamental rules. Even tools designed to interact with specific parts of those systems work on those other systems, hooking into the corresponding parts elsewhere.

Artistic

Performer (100 CP)

Many interested in the arts are performers themselves. In addition to being good at performing, and comfortable with it, you’re also lucky enough to usually get an audience willing to tip you with coins or rumors, depending on what would be more useful to you.

I Recognize Those Symbols (200 CP)

Ariete’s writings are separated from Losi’s by different roots, limited exchange, and hundreds of years of not being used or translated. Fortunately that’s not a problem, as you have a starting point when translating from any language, and are very good at growing your fluency through only native samples.

When Did You Meet Them? (400 CP)

After a sealed box of ancient Ariete shipping receipts was stolen, Ellene was able to easily figure out the person who would be fencing the goods, partly helped by the fact that they had a spirited discussion with that very person on Ariete vs Losi storytelling tropes three months ago.

You likewise can easily establish extensive networks, never forgetting a person, their face, name, or trivia that means a lot of them. And as you have not forgotten them, they will find they remember you the next time you talk with them.

Talking Is A Free Action (400 CP)

It seems like you always have a bonus action to use your social skills even during pitched combat, being able to make attempts at scaring your opponent, tricking them into revealing information, or on one memorable occasion, convincing someone to flip sides by wingmanning.

Using your social skills doesn't take away from your focus on the fight, nor does the reverse happen. Likewise, you don't suffer the physical problem of your talking interfering with your breathing.

Horse Fanboy Did What? (600 CP)

Maurice, notable bard, traveled to Ariete in order to research the legendary cavalry steed Yves. During the process, he stumbled across historical clues to the origins of the Cataclysm, found several key clues to defanging the Dandelion Conspiracy, and managed to come up with the notes needed to actually kill The Last Prince.

And all this while he was mainly looking for stuff about a horse.

You, too, can find critical historical, technical, and criminal information just by looking for media to consume, or other inconsequential bits of information. You practically trip over important information whenever you look for inconsequential things.

Items

Discounted items are 50% off to the specified Origin. During the Jump, items will respawn and repair when the party member is in Unity Port or other friendly Losi-created settlements. Afterwards, the items will respawn and repair at a rate appropriate to their size/complexity.

You may import one pre-owned item of the same type into each item.

Gain **+200 CP** for this section only.

Starting Wealth (free)

As an experienced adventurer, you already have your equipment, as well as a good amount of Losi coinage, which is accepted in Unity Port. (After all, the merchants you'd be buying from are also from Losi.)

This is all mundane equipment, ranging from swords to rusacks.

Ariete First Aid (100 CP)

Commonly found across Ariete, the "Pyrefly" Flask contains a number of magical glowing motes. When the owner flicks open the top of the flask, they can also will any or all of the pyreflies to help anyone within about 20 feet. A single one compares favorably to the Losi spell "Cure Moderate Wounds." Three pyreflies can cure most magical illnesses, reverse someone being turned to stone, or similar conditions.

An eighth of the pyreflies (round up) will replenish if the owner can take it easy for an hour or two. If the owner can take enough time to completely rest up, then the flask will completely refill. This flask starts with six pyreflies, and gains more as you get stronger.

Losi Fashion and Accessories (200 CP, discount Martial)

Losi enchantments are generally quite simple, but they are effective. Rather then coming over with a full set of mundane equipment, you have an enchanted set of armor and an enchanted weapon. These aren't anything special, though, at the moment. The armor just makes you a bit less likely to get hurt from any attack, while the weapon guides itself slightly, making it easier to hit, and it hits a little harder.

The thing is that these effects become stronger as you do. Your armor's blocking of attacks will become more and more reliable, and your weapon will better guide itself better and hit harder as you get better.

Guild Stake (200 CP, discount Academic)

Several guilds have sent workers to Ariete to supply the adventurers exploring the continent. And apparently you're a part of that.

You have a share of a workspace during the Jump, meaning that you have access to the tools and equipment stored here, as well as a stream of materials. It's not an unlimited amount - enough for two basic enchantments resupplied every two weeks, and enough alchemical materials for a couple dozen potions at the same interval.

This workspace also acts as a way for you to get commissions for various equipment. If you do take a commission, the materials for it will not be taken from your share (though the cost of them will be deducted from the revenue.)

Post-jump, it can be integrated with your warehouse or any property you own. You can also choose if there is any initial knowledge of this. The stream of materials will contain materials from every world you have visited, and the amount goes up with your skill in the craft (enchanting or alchemy.)

Tavern (200 CP, discount Artistic)

Adventurers and taverns are rather classic partners. This tavern provides not only a useful stream of money, the staff has also been instructed to forward any rumors and gossip they overhear. The place is guaranteed to stay in business, or at least be able to relocate if business dries up/the city gets destroyed/whatever else, and will usually find itself serving some location that is a hub for adventurers.

Post-Jump, this tavern will adapt to the setting you find yourself in.

Enforcer Arm (400 CP, discount Martial)

This instrument of the Divine Korit Empire's feared Enforcers takes the form of some armor - gauntlet, vambrace, couter, rerebrace, and pauldron - on one of your arms. At this minimum unlock level, it can project any melee weapon into the your hand, helps regulate your internal energies for consistent performance and produces an energy field that reduces incoming attacks to improve survivability. As you grow stronger (and thus more able to handle the load), this unlocks more and more functions, such as throwing the melee weapon, allowing to you teleport around in combat, making the melee weapon into a form of pure elemental energy, and continuously healing you. These will be chosen to unlock and improve based on what works best with your combat style.

I've snuck an algorithm onto here, so rather than unlocking everything by 12th-level and that's it, it will continue to "unlock" new functions and improve the ones it already has as long as you keep getting stronger.

For some reason the security measures have glitched, meaning you are the only authorized user, and no one is authorized to remove it. The determination if you are still indoctrinated will instead lock it down if you get mind-controlled instead.

It can fold down into a bracelet for concealment and so you can clean the limb, as well.

College Backing (400 CP, discount Academic)

Like Tollen, the *nerd*, you are visiting Ariete with the backing of a major university, research group, or similar. This means you have some backing, willing to provide you with assistants to help you with your research back at Unity Port, or - if you can keep these non-adventurers safe - help with excavations or perform experiments out in the wilderness.

This also means that any publicly available knowledge from Losi is at your disposal; you simply need ask your backers. Details of this one particular variant of spell? If that record survived, you'll have a copy soon. Trade agreements Losi nations had with Ariete that specifically involved alchemical fruits? Yes, you will get only the relevant stuff.

This adapts its forms to other worlds in the future. In worlds with more free exchange of information, this will also include things like more restricted information of various sorts. Things like weapons blueprints are less likely, with things like broader-level physics papers or feasibility studies much more likely.

Companions

Unless specified, only the Jumper may make purchases here.

Losi Pet (100 CP)

May be purchased by Companions.

A combat monster buddy, for various classes, that comes from Losi. It may appear to be a typical, mundane animal. But no more than a Fighter is a typical, mundane person. This creature is also linked to you, so as you get better, stronger, faster, so do they. They'll still be worthwhile to have at your side in combat no matter how high you go. After all, the GM was playing a little loose with the rules for ranger companions.

Vanguard Force (100 CP)

Can purchase twice

Import up to four Companions. If you don't import all four, you may gain additional new Companions with the remaining slots.

Each one gets an origin, race, and has 600 CP to spend on Perks and Origins. They also get an Item stipend.

Leaping Dogs (100 CP)

Requires at least one purchase of Vanguard Force

During the second siege of Unity Port, the party took command of the Stray Dogs mercenary group, given the former membership of Bridget in that company. Mechanically, they were simplified PCs, a couple levels below the median party level at the time.

You can import any remaining Companions as third- or fourth-level adventurers, similar to Fifth-Level Campaign. They also get access to Starting Wealth.

Drawbacks

Any Drawback with an asterisk can be selected by the Jumper and/or Vanguard Force companions. It only affects the party members who selected it, who get full points.

The Jumper decides if the other Drawbacks are selected. Vanguard Force companions get 50% of the total from those, rounded up to the nearest 100 CP.

Strict GM (+600 CP)

When you show up to play, you're going to play. And you're going to play this game. The DM, me, is going to prevent you from showing off that build you made for another game. So you're sticking to the rules here, and don't have access to your prior Items and Perks. This also

affects Companions. (Okay, I will let you keep mental hygiene effects, though not the entire perks that provide them.)

Rival* (+100 CP)

You have a rival on Ariete, who manages to keep up with you, never letting you hog achievements or fame. Do something impressive, and they'll do something just as impressive, seemingly just to get under your skin.

They aren't going away, either. Death? Imprisonment? Yeah, those sorts of things aren't really going to keep them.

Just Your Typical Pirates, Nothing To See Here* (+200 CP)

"Captain" Genericus - if that even is his name - established a base in an old Korit military harbor, where he's been collecting Losi explorers and merchants for... various purposes. You happen to be one of them. You start without any of your items, stashed in an anti-magic cell in his base, which you're probably sharing with someone else.

And, you have at least a month before Genericus decides that you dying would be good for him, especially if certain highly-specific circumstances are met during the process of killing you. Best of luck?

Critfail Navigation (+200 CP)

Navigating the wilderness is a problem, especially since Ariete isn't Losi. It's no wonder you'll get lost on a few occasions, adding a week or two to travel times any time you're moving outside of places with roads or other navigational aids. Hope you don't miss anything important.

Dang Hoversharks (+200 CP)

Ariete's current wildlife all has at least a single magical ability. And you're going to be introduced to all of them, ranging from the humble Songbird, which can cast Thunderwave as a spell-like ability, to the massive Mountain Orca, which thinks terrain is something that happens to other people - quite often lethally, when it's around, to the point that the species is the reason dragons didn't recolonize the place after the Calamity.

GM Miscalibration (+300 CP)

A novice GM will occasionally make judgment mistakes. Like pitting the party against a fight so difficult she has to make bad decisions in order to not TPK.

On an unrelated note, you're going to be stuck into an occasional battle that goes wayyyy harder than any competent GM would make it if she wasn't trying to TPK. Be sure to have your A-game ready, along with some plot armor (or maybe just ordinary luck), if you don't want to be busting out from some afterlife, alright?

Teleporter Accident* (+300 CP)

Instead of starting in Unity Port, you instead start in the middle of the continent, where the closest thing to civilization is the forces of the Last Prince of the Divine Korit Empire. Which is likely not going to be healthy for a fifth-level PC - heck, it very much wasn't for the eleventh- and twelfth-level 'canon' PCs, and they also knew exactly what was coming and also had plenty of support, and the specific artifacts needed to weaken and put down the Last Prince. Oh, and there were eight PCs, with a few other high-level NPC groups operating elsewhere in the theatre.

Oh, and this teleport has also snarled the astral plane, preventing teleporting out of the region, and riling up the Last Prince's forces. Have fun!

Conclusion

Now that your Jump is finished, all drawbacks fall off.

You also get a box of TTRPG supplies. It includes map tiles, various tokens, and minis based on you and your companions, comrades, and friends for each of your Jumps. There's also a set of adventure guides based on adventures you've had before.

Everybody gets to make a choice from one of the following, below.

Roll Up A New Character

The Jumper selects another jumpdoc for the party to use, and travel with.

New Campaign

Remain here, end your chain, and good luck

It Was Fun Playing With You

This is the only option if you died in such a way that Marik's Guide To Afterlife Escape can't help you, if you decided to forgo its protection, or circumstances changing meant you could no longer be resurrected.

You return to a previous world, end your chain, and have a good one.

Notes

Ariete First Aid: If you're already stronger, it starts with more pyreflies.

In-game, the Enforcers could reroll "damage" dice at one step smaller, but with an additional +1 bonus,. (Basically anything not rolled on a d20 could benefit.) If one of them rolled a 1 on a d8, they would roll a d6+1 and replace that 1 with the result. They also had advantage on saving throws on their physical stats and against magic.