Baldur's Gate

Jumpchain V1.2 by Songless

“The Lord of Murder shall perish, but in his doom he shall spawn a score of mortal progeny. Chaos will be sewn from their passage. So sayeth the wise Alaundo.”

It is the year 1368, Dale Reckoning. The Sword Coast is as turbulent a place as it has been for ages beyond count. Years have passed since the end of the Time Of Troubles, when gods walked the earth and brought their rivalries to a bitter, deadly end. Bhaal, the Lord Of Murder, perished during this conflict… but his evil did not end there.

Before he died, Bhaal created countless offspring among mortals, beings that carried a tiny fragment of his terrible divinity. They would be his legacy, his mark upon the Realms - and the means to his rebirth. For these children, these *Bhaalspawn*, carried his divine essence, and so too could that essence be used to bring the dead god back to life.

This is a story of how the past can shape the present, about how one’s nature is not bound to the circumstances of one’s birth. It is a story of how family matters, but some bonds are stronger than even the blood in your veins. It is the story of how even a dead god can bring carnage untold upon the realms of mortals. It is a story of adventure, of pain, of glory and death.

But right now, it starts as merely the story of an unassuming orphan, thrust into a world of adventure as their foster father hurries them out of the castle that has been their home for their entire life.

You arrive here the day Gorion dies at Sarevok’s hands, in a world slowly spiraling out of control where the so-called ‘iron crisis’ is but a mere shadow of the troubles that this world will face. In the coming months and years, the fate of the future will be shaped by everything from cunning and ruthless manipulators to power-hungry mad archmages and the high priestess of Bhaal herself. Conflicts great and small will erupt in this time of tales and songs, initially centered on the mighty city of Baldur’s Gate but rapidly spreading south to Amn and even as far as Tethyr.

Do you have what it takes to thrive here? The Forgotten Realms call, with all their wonders and all their horrors. Answer, and make your mark upon the world… if you dare.

You have **1000CP**.

Background

There are many different people in this world, from the humblest of farmers and beggars to the grandest of archmages and heroes alike. But regardless of who you were before, coming here ensures you at least have the *potential* for greatness. Rather than being tied to a specific background, your time in this world will be primarily defined by your *class*, the path of advancement and power you've chosen for yourself. There are eleven classes that can be chosen for Baldur's Gate: Barbarians, Bards, Clerics, Druids, Fighters, Mages, Monks, Paladins, Rangers, Shamans, Sorcerers and Thieves. Each has their own talents and skills, from combat prowess to mighty magical spells. A more in-depth description of the possible Classes can be found in the Notes.

You may choose to be a Drop-In or gain a full background, regardless of your chosen class. You may be any race picked from Human, Elf, Half-Elf, Halfling, Dwarf, Gnome, or Half-Orc (including subraces if you really want, within reason). Race and multiclass restrictions are waived for purposes of purchased Classes here, but not in-setting (barring other abilities you may possess). This means you can, for example, be a Halfling Paladin or a Half-Orc Sorcerer, but only if you buy those options for CP.

Your first class is **Free**. Dual Classing will grant you a second class, including discounts on both selected choices, and costs **200CP**. Multiclassing will grant you three classes and their related discounts, and costs **300CP**. You do not need to buy Dual Class before Multiclassing. Only one discount applies; purchases that are discounted for two or more Classes you have remain at half price.

Once you've chosen your path, you may place yourself in any major center of civilization along the Sword Coast. The city of Baldur's Gate is, obviously, a potential choice, but you may also begin in Athkatla, Neverwinter, Trademeet or any of the other settlements found in this region. Finally, you may choose your age from any suitable for a young adult of your race. You may also change your gender for 50CP if you like.

Class Perks

- **Class Kit** (100CP per Kit, discount for all similar Classes, first similar Class Kit is free)

So-called 'Class Kits' represent variants and specializations of the existing Classes, allowing you to trade power and skill in one area for greater abilities in another. Thieves might choose to become Assassins or Bounty Hunters, for example, leaving them with a more narrow skillset but substantially improved talents in the field of silent killing or ambushes and traps, respectively. You may buy multiple Kits, at which point their advantages (and disadvantages) will combine together. You may also gain Kits from other Classes, but this is not guaranteed to be *useful*.

Being a plain Fighter with an Illusionist Kit doesn't really help much, after all. Not all classes have Kits, but discounts are shared for similar classes:
Barbarians, Fighters, Rangers and Paladins are all discounted for each other, as are Thieves, Bards and Monks, and finally Clerics, Druids, Mages, Shamans and Sorcerers. Descriptions of the Class Kits can be found in the Notes section alongside the Class descriptions; you are not limited to the Kits from the game if you want to use 'classic' 2nd edition ones instead.

- **Bloodsoaked** (100CP, free for Barbarians and Fighters)

Combat can be a messy place. Sweat and grime are a constant companion on the frontlines, and the less said about the blood and entrails oozing down your blade, the better. You're good though, as no amount of carnage seems to really trouble you: your grip on your weapon is strong no matter how slippery the handle might get, and you could literally be *bathing* in guts and never become blinded by blood in your eyes. The smell of blood and death doesn't bother you anymore, either.

- **Collected** (100CP, free for Clerics, Druids, Mages, Shamans and Sorcerers)

As a spellcaster, it can be tricky to keep track of all your things. Magical reagents, special herbs, and a spellbook weighing more than the Barbarian's warhammer are common challenges for many casters, not to mention the chaos that can be found in the average scroll case. Long days of practice have given you the skills you need to keep a highly organized work environment, even while traveling. You never lose track of where you kept that amber chunk you need for a Lightning Bolt spell, and you'll never accidentally grab the wrong scroll or wand. You'd probably make a good accountant, too, if you ever felt like retiring from the adventuring life.

- **Fleet-footed** (100CP, free for Monks, Rangers and Thieves)

Quick and quiet, that's how it works. Whether you rely on your stealth skills to maintain a balanced environment, stalk deer in the wilds or relieve the wealthy of their… well, wealth, no-one will question you've got them. You have a sixth sense for keeping yourself hidden, even behind the flimsiest sources of cover, and your feet seemingly avoiding twigs and other sources of noise as if with a mind of their own. Even better, you're capable of maintaining your stealth even at full speed and encumbrance, all the better for you to sprint to your allies for help… or your target for a swift stab in the back.

- **Master Orator** (100CP, free for Bards and Paladins)

As someone who's often called upon to speak to the masses, you need a strong voice to make yourself heard. You've got that and then some, with a voice that seems *made* for speeches and singing. When you open your mouth people will listen (though whether they follow with applause or rotten vegetables presumably depends on your choice of words), and you've got enough control over your voice that you never seem to cough, wheeze, or run out of breath. Also, as the name of this ability would imply, you're quite excellent at coming up with inspiring speeches even off the cuff if needed, and never need fear tripping over your words or fumbling the delivery.

- **Magical Improvisation** (200CP, discount for Clerics, Mages and Sorcerers)

Many spells require exotic, expensive or simply inconvenient materials to enable their casting. Casting a fireball is all well and good - but having to maintain a steady supply of sulphur or bat guano is decidedly less enticing than re-arranging physical reality with your very words. No more: you can eliminate the need for any additional requirements when casting spells, simply by substituting raw power. Minor ingredients such as the aforementioned sulphur are easily manageable with just some improvisation and a bit of fatigue after casting, though more powerful or expensive components might require the sacrifice of more power - perhaps by expending additional spell slots or a portion of your own lifeforce.

- **Determination** (200CP, discount for Barbarians, Fighters and Monks)

You are at home in combat, and the chaos of battle is something you never flinch away from. You can maintain your fighting abilities even while severely wounded, as adrenaline, skill and sheer grit allow you to ignore all but debilitating strikes. Having a demon rip your arm off might still leave you near death's door, but until you bleed out you could use your other arm to punch some of its teeth out as revenge.

- **Reputation** (200CP, discount for Bards, Paladins and Thieves)

You have a way with people. Whether it's the natural charisma of a Knight In Shining Armor, the silver tongue of a storyteller, or the uncertain nervosity you inspire from being a bigwig in the criminal underground, people are much more likely to remember you unless you actively avoid attention. Leveraging your reputation is significantly easier, and with the right choices you might find numerous doors that were previously closed now open to you.

- **One with the land** (200CP, discount for Druids, Shamans and Rangers)

You are of nature, and nature is yours in return. Away from the noise and pollution of 'civilization', the wilds are a home as sweet as any you've seen. Weather never seems to hinder your travels, and while your foes might struggle in the mud you'll find steady ground even in severe rainstorms. Your journeys are safer and swifter, your ability to find the shortest or easiest route nothing short of exceptional.

Finally, you need not worry about any animal attacks unless you actively antagonize them, and on occasion may even gain help from friendly animals. You won't suddenly be saved by a bear during a fight, but allowing a pair of wolves to warm themselves by your fire at night could quite easily net you another rabbit or two for your food stores by daybreak.

- **Resilience** (400CP, discount for Barbarians, Fighters, Monks and Paladins)

Through your focus, you have learned to channel your inner strength - warding off any hostile attacks through skilled evasion and defense. Most would not dare parrying an ogre's club with their own blade, but you've got the speed and endurance to do so again and again without injury. But while crossing blades with a warrior or the beasts of the world might only be a minor challenge for those who made combat their life's purpose, it pales in comparison to fighting magicians. With a wave of an enemy's hand, entire groups of knights could be rendered helpless or, even worse, turned against their compatriots. Your defensive skills are up to the

task however, and you will find it easier to shrug off mental influences, power through battlefield hindrances such as webs or blinding lights, and escape even the most explosive conflagrations with greater ease than before.

- **Ceaseless** (400CP, discount for Clerics, Druids, Mages, Shamans and Sorcerers)

Knowledge is power, and yours refuses to be bound. You are exceedingly capable of finding ways around or through any interference your spells might encounter. Silencing effects fail to stop your words, antimagic effects shatter before your might, and even dead magic zones cannot fully stop your spells from taking hold. Enemies will also find it more difficult to dispel any enchantments you've created - be it blessings for your allies or curses for your enemies. This will not, however, allow you to bypass personal defenses such as a golem's magic resistance.

- **Gadgetry** (400CP, discount for Bards, Thieves, and Rangers)

Power and talent get you halfway there, but for the rest you'll need preparation: be it with potions to heal your wounds, scrolls or wands for that occasional spell you need, or traps to ambush unwary foes. You're extraordinarily talented at finding or creating the tools you need for any endeavor, be they bargains at the local magic shop or medicinal herbs in the wildernesses of Faerûn. Even starting from base reagents will barely slow you down, your alchemical and crafting skills sufficient to mix and assemble whatever you need in a fraction of the time your lessers might require.

- **Might Of The Mundane** (600CP, discount for Barbarians, Fighters, Paladins and Rangers)

In the endless multitudes of planes, you could encounter beasts and enemies beyond anything from the imaginations of common men. Incomprehensible natures, vast eldritch abilities, beings of all shapes and sizes that somehow wield the powers of a dead god… all those and more may all spell your doom, were it not for one fact: when you fight, you will *not* relent. With every swing of your blade, every bolt you send to your foes, every movement in combat, you've learned how to disrupt supernatural influences.

Demonic hides that would turn away all but an artifact's edge will now split before common steel, arcane sigils of protection begin to waver and unravel with every blow you land upon a sorcerer's defenses, and your very body becomes a beacon that slowly wears away at any hostile alterations to reality. How much or how little your foes are affected is dependent on your relative power levels, but even the mightiest of adversaries will be noticeably weakened.

- **Master Of Tricks** (600CP, discount for Bards, Monks and Thieves)

For one who relies on cunning and skill, to face a foe that outright ignores the craft you have spent years honing to perfection… it's insulting, it's frustrating, and most importantly: it's *dangerous*. But much like you've learned to rely on honing your skill rather than mere talent, so too have you learned to improvise and adapt. You instinctively deduce methods to use any abilities of yours such they will still affect a target that would normally be immune to it. It's impossible to slit a slime's throat, but even such creatures might have vulnerable spots you can target when you strike from surprise.

Stunning a ghost will be difficult when immaterial beings laugh at such concerns as a concussion, but charging your fists with Ki and striking their core aspects could do much the same. And though golems might not care for music, with the right chords you could create a resonance within their workings - driving them into enthusiasm as great as any of your mortal allies.

- **Mental Pinnacle** (600CP, discount for Clerics, Druids, Mages, Shamans and Sorcerers)

To master magic in Faerûn is about far more than merely gesturing or praying for some effect. At its core, a spellcaster's discipline is about understanding power, collecting it through rest or meditation, and condensing it down into a single, ready-to-cast whole that can be released at a moment's notice. A wizard with a memorized fireball doesn't merely *know* the spell, it could be said to be a very part of their being, a mental conflagration patiently waiting to be unleashed into physical reality. But even so, spellcasters are limited by their ability to bring their power to bear - even the mightiest archmages still need time to weave the necessary sigils, or speak the incantations that focus their arcane might. You, too, are limited by such restraints… but not entirely.

Though spellcasting is no faster or easier for you *per se*, you've found that you can hold the entire multitude of your mental arsenal at your fingertips… all at once. You can cast any number of spells simultaneously, and each is released at the same time. Though you are still limited by the casting time of your longest incantation and must provide any necessary mana, spell components or other requirements for your impromptu barrage, a desperate volley comprised of half a spellbook worth of Magic Missiles, Fireballs and Prismatic Sprays is something most foes will be hard-pressed to withstand.

Non-Discounted Perks

- **Attribute Bonus** (First free, 50CP for repeat purchases)

If you're going to be an Adventurer in Faerûn, you'll need the talent to succeed. With each purchase you may choose to become the absolute peak for your race in a single stat (Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma). Repeat purchases can be used to raise a different attribute to 'peak' value, but the first (free) purchase will always apply to the primary stat for one of your classes, such as Dexterity for a Thief or Wisdom for a Cleric. If you already match or exceed the level this would put you at, you instead receive a small but noticeable increase to your ability instead.

Characters who Dual Class or Multiclass only get their first purchase free, but may pick which of their Classes' primary attribute they enhance with it (for example Strength or Dexterity for a Fighter/Thief Dual Class).

- **Trouble And Opportunity** (100CP)

If there's one thing an adventurer needs, it's an *adventure*. You can easily find quests, sites of interest and other chances to keep yourself busy in exciting and lucrative ways. You won't constantly be swamped with jobs, but anytime you're getting restless, you can bet that a new

rumor or bounty will make its way to your ears. Even better, you'll always come away with *something* worth the time and trouble, so long as you take hold of the opportunities presented to you. Maybe a hefty bag of coin, a magic item, a valuable favor from someone with influence, or perhaps even just a bit of hard won experience. Either way you can be sure that the adventures you have will never be a 'bust' in terms of risk vs reward.

- **Matters Of The Heart** (100CP)

The road can be a lonely place, and without someone to share it with the wondrous vistas and starlit skies that are your domain seem… lesser, somehow. But you need not worry overmuch; romance can be found in many places… even on the windswept plains of a battlefield or in the dark pits of a cursed temple. You easily find companionship, both short-lived flings and lasting romance, and should you put in the time and effort even true love will find you. You're especially good at recognizing potential pitfalls and faux-pas that might otherwise ruin a budding romance.

- **Veteran** (200CP)

Anyone with a dream can decide to become an adventurer, but attrition rates are high. Before they've gained the skills and experience necessary to not just survive but *thrive* in this kind of work environment, many of their lesser peers will have died trying. You're not the kind of legend that would give Elminster pause, or even an expert, but you've got enough experience to know what you're doing and what mistakes not to make. You're substantially better at any skills and talents connected to your Class and any Class Kits you might have. Fighting kobolds might be beneath you, but a pack of ogres or a giant spider nest might still be a bit of a challenge if you're careless.

Beyond that your status as a veteran means you never make the sort of rookie mistakes that would get a newbie adventurer killed, and your mastery of the basics of your profession(s) will never dull. You're also a bit more perceptive to possible flaws and mistakes in your technique or those of others - there is no better teacher than experience. Consequently, you're just a bit faster on the uptake for any further advancements in your skills and abilities, and you're better able to teach any who would follow in your footsteps.

- **Master Of Artifice** (400CP)

Though there are many powerful items to be found in the Realms, sometimes it's more effective to craft your own - be it by repairing or upgrading existing items or creating new ones from scratch. Much like Cromwell and Cespenar, you are capable of creating magical weapons, armor, and other equipment of significant magical power. Whether you craft suits of armor from collected dragon scales, upgrade a Holy Avenger blade using blessed relics, or augment jewelry with magical gemstones, your talents are sufficient to see your works rival that of any master - though truly epic creations will likely require similarly epic resources.

Becoming A Bhaalspawn

Those of Bhaal's lineage stand at the heart of the coming troubles – and so too may you become one of these blessed and cursed individuals. You may become one of two tiers of Bhaalspawn, determined by how much of Bhaal's essence resides within your soul. The greater the darkness within you, the greater the power you can draw upon… but the greater the danger to your own being.

Minor Bhaalspawn Powers

Minor Bhaalspawn powers may only be purchased by individuals who have taken the 'Taint' Drawback. You mark yourself as one of Bhaal's children, but you are not bound to Alaundo's Prophecy. Danger still hounds your footsteps, but some freedom remains.

- **In Your Father's Footsteps** (Free)

To be a Bhaalspawn is to be sired by Murder, and your nature is slightly… different, as a result. You find that conflict and the ending of lives are more easy for you, and any skills related to combat and destruction grow a bit more easily. Whether you seek to drown the Realms in blood or reserve your wrath for the deserving is up to you, but either way you're pretty much guaranteed to be *good* at it.

- **Spark Of Divinity** (100CP)

While your bloodline is too faint to call you a god or even a demigod, some measure of divine power still flows through you. While weak, with time and practice you can learn to shape this innate power into any number of semi-magical abilities. Heal wounds or poison with a touch, temporarily bolstering your physical power, or draining some of another person's youth and life force would all be examples, though these powers will never grow to the level of any of the other Bhaalspawn powers.
Spark Of Divinity will grant you additional uses or new abilities based on major challenges you overcome or personal growth you experience, though it will always activate at least once per year to grant you the weakest type of ability.

- **Reflexive Escape** (100CP)

For whatever reason, your Taint is especially attuned to ensuring your safety - at any cost. Should you ever find yourself in mortal danger, you will being to experience a feeling of liberation. The greater the threat to your life, the faster it grows. Should it grow sufficiently powerful, you can activate it to cause the Taint to teleport you to a random safe location nearby. The teleportation bypasses almost any effect that would normally block such things, but it will always require at least a few seconds of 'charge up' time no matter how terrifying the danger you encounter. You have no true control over the destination, but may be able to 'nudge' the power into certain types of environments.

- **Lordship** (100CP)

You are no god, not entirely, but it seems you've inherited a small fraction of your father's authority. You can easily create or bind minor servitors, not unlike the imp Cespenar that would eventually serve Gorion's Ward. They won't have any substantial skills at first, but having an expendable force of reasonably intelligent servants may still come in handy at times.

- **Murderous Awareness** (100CP per purchase)

The Taint that hides behind your soul has expressed itself as something primal, almost feral within you. Your senses are honed to a razor's edge, ready to serve you as you hunt, stalk and kill your targets. With each purchase you may upgrade one of your senses. Your eyesight becomes as keen as that of an eagle, and can see with clarity even at night. Your scent grows until you can track targets over miles of terrain or recognize targets from a single drop of sweat. Your hearing can become something akin to a bat's echolocation, keen enough to hear heartbeats across a room. Finally, your taste might become so sensitive you could taste and recognize a thousand poisons from such a tiny sip of a cup you otherwise remain completely unaffected.

- **The Comfort Of Blood** (200CP)

There is such a thing as 'too much', hardships that leave even mighty men mere hollow shells of their former selves, foes that strike terror in the hearts of the most courageous knights, nightmares that haunt to the end of one's days. But you are *Bhaalspawn.* Never again will fear grip your heart, for you were sired by a horror greater than any other. No lingering traumas will haunt your thoughts, for bloodshed and pain are the mortar that built your bones. The experiences of the past will never hinder you again, and though you may learn from your mistakes you will never be held back by them.

- **Eternal** (400CP)

The Taint is a mighty thing indeed - but dangerous as well. Bhaalspawn are fated to fuel the dead god's rebirth with their souls when they die, preventing any kind of resurrection magics from restoring them to life. However, there are some whose hearts shine with a light bright enough that not even Bhaal's murderous essence can truly claim them. Much like Imoen, you have learned to shackle the Taint, to drive it back so far it can no longer claim you fully. Now, when you die, you will no longer be annihilated and can still be restored to life. Indeed, dying will no longer end your chain - provided you are actually alive at the end of your stay in any particular jump. You may not remain dead for more than one year at a time, or ten percent of a jump's total duration.

This does not guarantee you will be restored to life – the difficulty of returning (and the necessary means to do so) will depend on the way you died and the means of revival available to your allies.

Major Bhaalspawn Powers

Major Bhaalspawn powers may only be purchased by individuals who have taken both 'The Taint' and 'Scion Of Slaughter' Drawbacks. You are mighty, the power of a dead god strong as it courses through your veins. You *will* see this conflict through to its conclusion - no matter the cost.

- **Slayer** (200CP)

Like Gorion's Ward, the hunger that lurks within you has grown powerful enough it can be released. Unlike their cursed power, you have gained control over this ability - allowing you to assume the Slayer form without first having to have your soul ripped from your body. By assuming the Slayer's form your body shifts into a horrifying embodiment of murder, a demonic beast of muscle, claws and teeth wherein your physical abilities skyrocket.
Any items you carry and any abilities other than those required for combat will instead fuel your physical might in proportion to their power - though you might lose your capacity for more esoteric or subtle methods, your every aspect is now honed for *murder*. Initially you can only maintain the transformation for about a minute, but this variant of the Slayer form will not destroy your soul: the effect simply ends if you overextend yourself. Likewise, the Slayer form will not drive you berserk like it did the first few times Gorion's Ward transformed, and you will retain full control no matter how long you remain in this form.
The time you can remain within this form will slowly increase with every life you end, whether those lives are ended by your Slayer form or not, and should you spill enough blood you may find you can eventually use this power without ever needing to revert. Worn or carried equipment and items will reappear upon you without harm or issue at the end of the transformation.

- **Unstoppable** (400CP)

Some might seek to bar your way, to trap you or contain you, but they will fall before your blade like leaves in the wind! You are immune to any effect that limits mobility, be it paralytic magics, poisons, or slowing effects. Furthermore, your sheer *momentum* allows you to defy even the mightiest of such effects: not even temporal manipulation like Time Stop will work against you. Anytime your foes attempt to use such effects to gain an advantage, you will hold on to the scraps of their magics and match them blow for blow, unaffected even as the entire world seems to freeze in place.

- **Indomitable** (400CP)

To be the scion of murder is to kill, and as the essence of murder so too will all know to fear your wrath. With every blow you land upon your foes, you seek to utterly *annihilate* them. Blades punch through armor, hammers shatter bone, and on some occasions your wrath seems to come alive as a terrifying *Deathstrike*, a blow mighty enough that a mere sword could leave even a Great Wyrm as little more than shattered corpse. But even that pales compared to what comes with your enmity… for as you claim murder's purview, yours is the right to kill. No

immortality or resurrection powers shall hold before your power, no twisted natures of unending existence. When you strike the killing blow, they *will* die, and they *will* remain dead.

- **Insurmountable** (600CP)

From your father's heritage you might have found power, but from your mind springs the knowledge to *wield* it. Through magic, one may master themselves and, in turn, the world around them. Now, your Taint lies shackled, given purpose through iron discipline and long study. Your magics are infused with your murderous nature, springing forth with an eagerness and viciousness born of the darkest depths of the Lower Planes. All your magic is substantially quicker to cast, and the darkness that clings to your spells allows them to rip through resistances and magical protections as if they were mere phantoms before a blade.

- **Unassailable** (600CP)

You might face a thousand blades, and bleed from a thousand wounds, but you will not submit. For you are Bhaalspawn, and yours is a destiny of blood and conquest. You are vastly more resilient to all forms of damage, especially mundane sources like blades and crossbow bolts, and your physical form cannot be altered without your approval. Disintegrate spells will not break your form, a Basilisk's petrifying gaze will shatter upon your dark nature, and entire legions of mages could try to reshape you into a bunny only to fail again and again and again.

- **Irredeemable** (600CP)

Within you lies a darkness wherein no light can exist, an abyss of such unfathomable blackness that no creation of man or god will compare. You are one with the Taint, and through it you will not yield to any lesser hooks others might seek to sink into your being. You defy all supernatural forms of control, effects that seek to corrupt you or taint your essence of being, and even the mightiest magics of death and necromancy will slide off your soul as if terrified to even touch the infinite night within you. Beyond that, you have achieved full control over the expression of your dark nature - you can constrain the wickedness within you to leave it undetectable by magical means as easily as you can push it outwards in an invisible aura of black terror.

- **Shattered Apotheosis** (500CP, requires 'Spark Of Divinity')

Where before, your divine blood granted you some minor magical talents, these were still pale reflections of the *true* power that lies within the Taint. Now, the depth of your Spark Of Divinity power is vastly increased, most of its earlier limitations broken and surpassed by the well of divinity within your being. Where before you might have gained mere fragments of power every year, you can now easily gain such progress in a month or even less. Your divine heritage is strong enough you can now manifest powers to stand equal with even the highest tiers of arcane and divine spells.

With time, you could infuse yourself with great divine power to permanently become more resistant or outright immune to non-magical weapons, gain the ability to return to life even those individuals who are long-dead, cause all nearby foes to be afflicted by lethal, wracking poisons, or even create a permanent, divinely sealed dimension tied to your soul not unlike the Pocket

Plane that Gorion's Ward would eventually find their way to. Shattered Apotheosis will never grant individual abilities equivalent to other Major Bhaalspawn Powers.

Items

You may import existing items you possess into anything you purchase here for free. For example, you could apply a weapon's elemental damage to a gun, upgrade a watch with the effects of a magical ring, import a pre-existing pet you own into the pet option, or combine a Stronghold such as a Thieves Guild with an organization of smugglers and spies.

Any magical items bought for CP will remain useable indefinitely; items with limited uses such as a Staff Of Striking will regain charges at a rate of one per day (these will simply not provide or activate the charged power while at zero charges), though other methods of recharging may be possible depending on your particular skills and talents. Likewise, items that don't have limited uses as such but might 'run out' in some other way will gain additional uses at the same rate. For example, a Book Of Infinite Spells will gain a new page to turn each day. Charges will replenish up to fifty uses.

- **Pet** (One free for everyone)

You have a pet! It's probably fuzzy, or funny, or both, and may or may not become best friends with any Ranger-held hamsters. Unfailingly loyal and quite entertaining but somewhat useless otherwise, it never seems to die no matter how much trouble you (or they) get into. Guaranteed to somehow make its way back to you within a day when not napping in the Warehouse. Guaranteed *not* secretly a giant space variant affected by an archmage's shrinking spell or baleful polymorph.

- **Map of Faerûn** (50CP)

This high-quality map automatically updates as you travel to new places, filling in details such as roads, caves, and other landmarks as you encounter them. New pages are added as necessary, and it will always come with the basics of major routes and centers of civilization even in any future worlds you may visit. Additionally there is always a helpful "you are here" mark on it to note where you are currently at, alongside the direction you are facing.

- **Taint Oil** (50CP)

Used by the Iron Throne to sabotage rivals' mining operations, this glistening compound will cause severe degradation in any metal it encounters. Even a few drops of this liquid are enough to cause an entire mine cart full of iron ore to become effectively useless - any items forged with it will become brittle and weak. This particular variant seems to be effective against almost any kind of metallic compound, though magical enchantments such as those on magical weapons will typically render it inert before it can weaken the item in question. You receive ten vials of this compound, each of which is enough to make an entire ship's hold of iron waste away into useless scrap.

- **Guardian Golem** (50CP - 200CP)

Immensely strong and tough but with only rudimentary intelligence, these types of Constructs are most commonly used as guards for specific locations or body guards and servants of powerful and wealthy spellcasters. This particular golem recognizes you as its master, and will obey your every order without question or hesitation. All golem types are immune to nearly all magic, resistant or immune to mundane weapons and various types of elemental energy, and many carry further improvements. Should the golem be destroyed, a replacement will arrive to serve you after a week.

For 50CP, you receive a Flesh Golem or Stone Golem - while the most common types of golems, they are nonetheless highly effective as combatants.

For 100CP, you receive a Clay Golem or Brain Golem, which in addition to their more common counterparts' physical might are also extremely resistant to many weapons. Although magically enchanted blunt weapons are still effective, cuts and punctures from weapons such as axes or spears will simply close up without leaving any permanent damage.

For 150CP, you receive the intimidating bulk of an Iron Golem or Juggernaut Golem. Standing as tall as three men, their physical might is similarly massive and their potent magical enchantments and construction makes them immune to all but the strongest magical weapons. They can also breathe poison gas to further cripple enemies.

Finally, for 200CP, you receive an Adamantite Golem. Similar to the Iron Golem in appearance and abilities, the Adamantite Golem is even more resilient. Borderline indestructible, even weapons with enough power to damage Iron Golems leave little more than scratches on an Adamantite Golem's reinforced form. It is the greatest arcane bodyguard one could wish for, and it's capable enough to crush even veteran adventuring parties with relative ease.

- **The Fateful Coin** (100CP)

According to lore, a coin is tossed for Tymora and Beshaba to decide a person's fate when they are born - be it luck or misfortune. But some rare individuals will know neither… for their coin lands on edge and they will remain untouched by fate, free to make their own way in life. This old, brass coin is engraved with a moon on one side and a cloak on the other, and when tossed it will always land on edge… and though it's unclear if this is that very coin, anyone who holds it will remain untouched by fate, fortune and misfortune alike.

- **Wardkiller Poison** (100CP)

This unmarked vial carries a translucent liquid with a faint, green tinge. Cautious handling is recommended - the compound inside is in fact ten doses of a slow-acting but exceedingly lethal poison. Designed to be applied through contact or ingestion, it is nearly imperceptible - tasteless, odorless, and without any sensation if it's applied to the skin, there are likewise no symptoms or side effects for the first ten days after exposure. Once that time is up and the poison takes hold completely, few mortals can hope to survive it, with death coming in mere moments.

Most terrifyingly, this poison is unaffected by any possible means to remove it, such as magical healing or the more common types of antidote found in this world. The only exception is the customized antidote you yourself receive along with this vial.

- **The Lanthorn** (100CP)

This beautifully carved lantern is a key component of the protective spells in place around the Elven city of Suldanessellar. The serene light the lantern emits when it is lit pierces any illusions and similar forms of obfuscation, allowing the truth to become apparent to all who watch. Magically hidden passages become apparent, invisibility and blurring spells are suppressed, and even the forms of magically transformed creatures such as Doppelgangers start to shimmer and warp to hint at their true nature. The lantern needs no candles or oil to burn, and while active the candle will remain lit even in hurricane winds or underwater.

- **Wardstone** (200CP)

This smooth, worn stone bears faint markings or carvings, but it seems to shift and shimmer under your gaze, it's nature seeming… unfinished. One moment it mimics the markings of a Dwarven master smith and enchanter, similar to the stones used by Durlag's clan to signify a bearer has permission to enter specific parts of their tower fortress. The next, it is inscribed with arcane symbols most commonly found among the Cowled Wizards, a carved piece of obsidian seeming to leak shadowy wisps of fog, or even more esoteric forms like a giant shark's tooth or a bound lock of hair.

Indeed, this 'stone' doesn't have a specific ward it is attuned to, allowing it to change to fit any new barrier you encounter. As such, it effectively acts as a key to *any* magical seal, regardless of the spell's nature. Any time the wardstone shifts, it loses access to any previous wards it might have attuned to, and the time it needs to recharge between changing forms is dependent on the strength and complexity of the barrier. Unlocking a minor magical lock on a cabinet will see it ready to shift in a manner of hours at most, but unmaking the seals crafted by archmages or even the gods themselves can take months or years before the stone is ready to provide passage across any new barriers.

- **Component Supply** (200CP)

Common crafting materials and magical reagents used for spells are fairly easy to acquire, but a lot of the more potent workings may need more rare, exotic, or simply *dangerous* materials. Mimic blood and Demon hearts don't grow on trees, after all. Fortunately, with this purchase you gain a reliable supply of high-grade supplies, suitable for efforts such as ritual castings, enchanting magical items, or crafting masterwork equipment.

Taking the form of a large casket, the exact nature of the items is undefined until you open it with a specific goal in mind. Desiring to craft a suit of dragonscale armor might see the casket filled with the scales of a red or blue dragon, for example. More 'vague' plans can lead to surprises, such as finding Ankheg shells and dragon blood instead of Red Dragon scales, but the created supplies are always suitable for the task at hand if you're willing to be a little creative - you'll never end up with something useless.

The box will create reagents and materials worth up to 10.000 gold pieces in value per year.

- **The Bleak Tomes** (200CP)

This collection of old, worn, and on occasion blood-soaked books is an unfocused and incomplete collection of information on undeath. Much like the books that might eventually be found in Bodhi's possession, within these battered pages can be found the process necessary to become a vampire equal to her in power… as well as the means to undo vampirism even on unwilling targets. Though these techniques are unlikely to be easy or straightforward, the insights within might lead to further improvements with study and experimentation. Furthermore, these texts will slowly update with similar information for any vampires, ghosts, or similar 'formerly mortal' abominations you might encounter in the future.

- **The Heirloom** (150CP)

This magnificent item is a one-of-a-kind piece of magical equipment that synergizes exceptionally well with your chosen path in life. Only you and those you call friends can use this item, and anyone else will find its powers resisting any of their attempts to use them. Heirlooms for your chosen Class are discounted to 100CP per purchase.

Barbarians, Fighters, Monks and Paladins gain a beautifully engraved suit of armor that reacts to any incoming attacks, seemingly shifting to ensure it always presents the best defense even if you were caught unawares. It is never uncomfortable to wear and can be used with any style of combat, including unarmed fighting.

Clerics, Mages, Shamans and Sorcerers receive an indestructible spellbook or prayer book that shrinks down for easy carrying, contains an unlimited number of pages that somehow always turn to whichever one you require, and doubles as a holy symbol or focus for any relevant spells you may wish to cast.

Thieves and Bards receive a small trinket that avoids all detection, including physical searches, and that can instantly transform into almost any shape imaginable, from lockpicks to flutes to small flasks of (temporary) oil. It's the perfect tool for a less-than-legal career.

Finally, Rangers and Druids receive a sapling that can be grown into a tree, the nuts and seeds capable of taking root in any environment no matter how hostile. The plants can grow at such vast speeds they can grapple enemies, grow entire bridges in a handful of heartbeats and even form thorned, vine based fortifications to create a near-instantaneous forest sanctuary anywhere they are placed. You'll find a new sapling within a day of using the previous one.

- **The Cambion's Game** (200CP)

This magnificently crafted set of playing cards is truly a spectacle no matter what game you decide to play with it. Each card is formed from a thin sheet of otherworldly metal, and contains a minutely engraved picture that shimmers with power. To those in the know, collections such as these are more commonly known as *Decks Of Many Things*, and stories of its power and capacity for both greatness and ruin are many, indeed. Unlike the deck held by the Cambion Aesgareth, this collection will never disappear or run out of cards - indeed, the number of possible cards to draw is truly infinite. Each card has a unique effect, equally and randomly distributed among beneficial and harmful. The effect cannot be predicted by any method other than drawing the card - which immediately causes the effect to become reality.

The changes caused by the cards can be fairly powerful but ultimately temporary, such as protecting you with a powerful and undispellable magical barrier for a full day or spawning a hostile demon. Permanent but significantly weaker effects may include results such as making the user stronger or tougher, or making them permanently colorblind.

- **Stronghold** (300CP, additional purchases at 100CP each)

A few days after your arrival you will, through effort, skill or plain luck, become the owner or person in charge of a fairly powerful organization complete with infrastructure. Perhaps you've impressed the local theater with your singing skills, or found some blackmail letters that let you take charge of the local thieves' guild. Whatever the case may be, they now look to you for guidance, instruction, or just the permission to go on with 'business as usual'. Depending on its exact nature, you might get a decent income and access to rare or less-than-legal items, political connections, or just a sizable group of divinely-empowered fanatics with plate mail and a burning hate for undead.
You may choose the exact nature of your Stronghold(s) to anything on a comparable level (so you could become the leader of a pirate hideout, but not the CEO of a global megacorp) and may change the details at the start of any new jump you begin.

- **Bhaal's Tears** (400CP, may only be purchased by Bhaalspawn)

These petrified teardrops are powerful, if minor, artifacts tied to the dead Lord Of Murder. When wielded by a Bhaalspawn, they hold the power to unlock a person's innate potential. Each tear carries with it the power to unlock 100CP worth of Bhaalspawn powers. Multiple tears, if used at the same time, can be used to grant stronger abilities (so two for 200CP, and so on), though the tears can never grant Major Bhaalspawn powers. Tears can also be used to increase the advancement of Spark Of Divinity by one year each (or one month with Shattered Apotheosis). You start with one tear, and will shed another one every ten years or at the beginning of a new jump, whichever occurs first.

- **Custom Weapons And Armor** (varying cost)

You may create new weapons and armor (or upgrade one or more you already possess) for a cost dependent on the power of the item. Multiple purchases may be combined into one item if you desire.

Adding or increasing a weapon or armor enchantment level costs 50CP per +1 bonus. For example, a +4 Longsword costs 200CP. You may discount this cost if the bonus only applies to specific types of targets, such as demons or elves.
Adding a common effect to a weapon or suit of armor, such as extra fire damage on a hit or increased defenses against magical spells, costs 50CP per effect. This cost also allows you to alter an item such that it will reject anyone but you (or those you designate) as its owner, refusing to work for all others that attempt to use it. Like the enchantment level above, this cost may be discounted if it applies only against specific types of targets.

Adding one single effect from an item that is powerful enough to warrant its own name costs 100CP. Examples include infinite ammunition for a shortbow or immunity to most mind-affecting magics on a helmet.
Finally, you may recreate the full magical effects other than enchantment levels of any weapon or armor for 200CP. Examples include the lethal powers of the Blackrazor sword or the defenses offered by the Helm Of The Rock.

- **Custom Trinkets And Tools** (varying cost)

Much like the weapons and armor option above, you may create or upgrade custom items. These items may be worn, such as cloaks and belts, or they may simply be items with magical powers, such as wands or Ioun Stones.

For 50CP, you may gain weak but useful effects such as a magical journal with infinite pages that automatically sorts according to your commands, a pair of gloves that casts a handful of first- or second-level spells per day, or a foot-long rope that expands to a hundred feet.
For 100CP, you may purchase more powerful items, including items with substantial combat-suitable abilities. Examples include a ring that prevents a person from being restrained or slowed by any means, a floating ioun stone that rapidly heals the wearer's injuries, or a necklace that nullifies any poisons encountered by the wearer or those they touch the inlaid stone to. You may also create wands with up to fourth level spells for this cost, and each will start with 50 (replenishing) charges.
For 200CP, you may duplicate the effects of any one named item that is not a weapon or piece of armor, such as the Ring Of Gaxx, the Cloak Of Reflection, or the Iron Golem Manual.

Companions

- **You Must Gather Your Party Before Venturing Forth** (variable cost)

Import an existing companion or create an entirely new one for 50 CP. They gain a race, class and 300CP for perks and items, and may take up to 300CP worth of Drawbacks. These Companions may be Bhaalspawn, and if doing so gain the bonus CP for the Bhaalspawn powers section. However, only one person may ever choose to be Gorion's Ward - be it yourself or one of your Companions.

- **Canon Companion** (50CP per purchase)

You may convince one existing person from the games to join you on your travels for each time you purchase this option. They need not accept, but you may invite any number of individuals until one accepts. If you take Minsc with you, Boo will come along for free as his Pet.

- **Familiar** (50CP per purchase or free if made Companions)

These magical assistants can take many forms, those most are some manner of semi-domesticated animal like a cat or ferret, a small, magical creature like a fairy dragon, or a minor demonic entity such as imps or mephits. Though not particularly powerful in combat, they

make excellent scouts and messengers. Most Familiars are quite fast, resistant to magic, and many have some collection of useful skills or magical abilities as well. This purchase grants you one such Familiar (even if you are not a spellcaster), with their exact form and personality yours to decide. Being tied to your soul, they are unfailingly loyal and will serve you without hesitation (though snark and/or complaints are another matter). Should they die, you can re-manifest them any time you wish with a short ritual that takes about half a minute. Unlike the normal Familiars from Baldur's Gate, their death causes no detriment to you.
Familiars do not count as Companions by default, but may be made a Companion if you wish. Making one or more Familiars who are Companions may be done using the rules set out in 'You Must Gather Your Party Before Venturing Forth' with no additional cost.

Drawbacks

There is no shortage of danger or opportunity in this realm, especially not with what is coming. But that doesn't mean you can't make things a bit more challenging… and rewarding, with Drawbacks. Just be careful you don't fall prey to overconfidence; though there are many powerful individuals in this world, there are far more who died long before they reached such lofty heights.

- **A Story For The Ages** (+0CP)

Baldur's Gate is primarily the story of Gorion's Ward, but over the years there have been a number of… changes, to what does and does not occur during this time. The events from Baldur's Gate, Shadows of Amn and Throne Of Bhaal will always occur (though they may be changed by your actions). However, you may choose to include or discard any optional parts such as Tales of the Sword Coast, the changes made in the Enhanced Edition or Siege Of Dragonspear, and any other such additions or modifications that may come to be in the future.

- **The Saga** (+0CP)

One way or another, this world revolves around the story of Gorion's Ward and the final fate of Bhaal's legacy. And now, you are part of this story. Your starting location is set to Candlekeep, be it within the library-fortress itself or just outside the walls. Whether you join the party or not, you'll find that as events unfold you will keep getting dragged into the challenges and opportunities faced by Gorion's Ward.

- **The Taint** (+200CP, mandatory for all Minor Bhaalspawn)

You have the taint of the dead Lord Of Murder, but it has so little influence over you that the completion of Alaundo's Prophecy is not necessary for your survival. However, while its strength may be weak enough to be all but undetectable, Bhaal's children will never be truly free from the strings of fate. You will be targeted by those who know who and what you are, and you are more prone to conflict and bloodshed.
The CP granted by this Drawback may only be spent on Bhaalspawn purchases.

- **Scion Of Slaughter** (+400CP, requires ‘The Taint’, mandatory for all Major Bhaalspawn)

The taint within you may be one of the strongest of all of Bhaal's children, but while you stand on the level of Gorion's Ward, Sarevok or the Five, with such power comes great and terrible danger as well. Your taint will slowly grow out of control, and your life is now tied to Alaundo's Prophecy – so long as Bhaal's Throne stands empty, you will never be safe and never know peace. Should you die or end your jump before the prophecy comes to a close, you are doomed: no amount of divine magics, one-ups or other methods can save your life, for your soul is consumed by the taint so that the Lord Of Murder may eventually be restored through your demise. ‘Eternal’ will still work should you fall during your time here - though reviving you will now mean stealing you away from Bhaal’s dead clutches, a feat that lesser spells and abilities may be unable to accomplish.

Whether you ensure the prophecy is completed by personally claiming the throne and ascending, claiming it but forever rejecting Bhaal’s essence, or even by allowing a different Bhaalspawn to make that choice instead… the details matter now, so long as that choice *is* made before the end. You do not need to die for another Bhaalspawn to ascend, nor do you need to kill *all* others to do so yourself. However, enough of Bhaal’s essence must have collected before ascension can begin - which means that a majority of his children must lie dead.

The CP granted by this Drawback may only be spent on Bhaalspawn purchases.

- **Storied** (+0CP, requires ‘The Saga’, ‘The Taint’, and ‘Scion Of Slaughter’)

Where once things may have been different, now the fate of the Realms rests in your hands. For you are now Gorion's Ward, the Bhaalspawn at the heart of Alaundo's Prophecy. Whether you are a Drop-In or not, you begin your time here in Candlekeep as Gorion hurries you outside to escape an unknown threat. You likely know the story. Avoiding the conflicts to come and the enemies that will seek you out will be all but impossible… but so too do you have unique opportunities. You will face all arrayed before you, and whether you embrace your father's heritage or not, you *will* see the conflict through to its final conclusion... or you will die.

- **Curse of CHARNAME** (+100CP)

Oracles give vague and cliche doomsday predictions regarding your lineage. Team members complain about you acting like some omnipresent authority figure. Evil masterminds feel insulted because you think you warrant exposition. NPCs that just go ahead and tell you their troubles because *of course* you’ll help, that’s what you types do, right? It. Just. Never. Ends. It’s like the very setting itself wants a word with you, and condescension and sarcasm are the only languages it speaks. Except maybe for Edwin Odesseiron, who was *already* insufferable and stays largely unchanged.

It doesn’t interfere with anything you do and it doesn’t make things any more dangerous, but expect endless frustration, exasperation, and excessive eye-rolling wherever you go.

- **The Dagger Of Bone** (+100CP)

Your dreams are haunted by images of pain and suffering, oceans of blood that pull you under, your own death unfolding a thousand times in a thousand different and horrifying ways. You may

still sleep, but genuine rest is a luxury you will rarely know. You will experience nightmares on a nightly basis, and no amount of magic or other abilities you possess can fully eliminate your need to sleep.

- **Life On The Road** (+100CP)

Jokes abound about how you're not a true adventurer until you've slept in a ditch somewhere. It's not that bad, honestly, but you'd better get used to poorer living conditions nonetheless. Somehow it's very difficult for you to keep a decent supply of money, you always need it for something else. Just yesterday you were bribing an official or buying that magically reinforced suit of plate mail, and now your pockets are empty again. You won't be *poor* as such, but there never seems to be enough coin to go around for the smaller things.

- **Inferior** (+200CP)

You're… average. Just average. Not necessarily a bad thing on its own, but in a world where specialization tends to be key and the most successful people are the kind that already reached the top 1% *before* adding in magical gear… yeah, you kinda suck. Whatever primary attribute (strength, dexterity, constitution, intelligence, wisdom, or charisma) is most important for you, regardless of Class, is now a solid ten. On a scale that easily goes past twenty. Better hope you can improvise or overcome your lack of talent, huh?

- **Shortage** (+200CP)

The Iron Shortage that grips the Sword Coast at the start of your time here was bad enough, but it seems that things are even worse for you personally. All your gear seems to wear out exceedingly fast, even things made of magical wood, sci-fi alloys and crystallized souls. No matter how much effort you put into preventing your things from breaking outright, only regular and at times intensive maintenance will keep everything in one piece. Even magical items are not exempt from this, though any wear or damage to items you acquired for CP or brought with you from other worlds will be repaired at the end of your stay.

- **Vendetta** (+200CP)

Somehow, somewhere, a powerful being wants to see you ruined. A powerful dragon, a demon lord, a mighty crime syndicate… you might not know you have wronged them, and it's entirely possible you *haven't* and they merely wish to see you suffer for something you were never involved in. Regardless, they want to see your life turned to ashes for whatever (perceived) slight they have experienced. Expect manipulations to ruin your reputation, assassination attempts, or even magical curses that slowly drain the life from your body. Eliminating them is possible with enough power and effort, but getting them to see reason is exceedingly difficult bordering on impossible.

- **Seeing Double** (+200CP)

Misdirection can be a mage's most powerful form of defense, and more than one battle has ended with one side using a quick Invisibility and a teleportation spell to a safer location. Even a bungling mage can keep a few experienced soldiers busy by casting Mirror Image and hiding

behind half a dozen illusionary body doubles. And somehow, even area effects like a Fireball's conflagration don't seem to work on them until all the images are disrupted!
Oh, did I say 'bungling mage'? Yeah, that's… pretty much everyone now.
Even orcish barbarians too dumb to string three words together somehow manage it, their hides covered in magical tattoos that throw illusions and trickery in your face the moment you think of attacking them. Sure, illusions aren't always *that* dangerous, but they bog you down and confuse you regardless, and no amount of powers and items you might use to solve the problem will help you see through these tricks.

- **Overwhelming** (+200CP)

A lot of the power adventurers possess comes not just from their skills and experience. Equipment ranging from magical weapons and armor to powerful wands and enchanted jewelry has a massive impact on how effective a group can be. Now, it seems that magical equipment is vastly more common than before - your enemies always seem to carry several extra magical items, appropriate for their power level, to help them during a fight… yet once the battle is over, you'll never be able to collect or use these items. Charges will have been spent, enchantments fade, and their very steel itself will turn to ashes as though it were Drow adamantine under the midday sun.

- **Radiant** (+300CP)

There is power in you, Jumper. It courses through you, might beyond measure in such a frail, vulnerable, tasty form. There's more than enough foes who'd like to… have a taste. Literally. Wherever you go, you'll be hunted by some of the worst of the worst the Sword Coast has to offer, from Ghouls and Zombies out for your brains to Vampire covens with enough magical might to break even experienced adventurers to Liches older than most cities. Even a single spilled drop of your blood is enough to draw them to you from miles around, yet no matter how many of these foul creatures you end with fire and stakes and holy power, there are always more drawn to you by that sweet, sweet scent.

- **Bondari's Curse** (+300CP)

Once upon a time, there was an ambitious halfling Thief called Bondari… who wisely did *not* try and murder a demigod with the ability to turn into an unholy monstrosity of teeth and pain and murder. Now, it seems that everyone you meet has some of his 'unusual' insights. Every bandit you face knows how you fight, as if they've fought you a dozen times before. Every schemer knows just what to say to manipulate you, as if they've tried everything and remember what works and what doesn't. Every monster knows where you are, and if they can take you… or come back with reinforcements. Good luck.

- **Naught But Glory** (+300CP)

There are many ways to power in this world. Study might yield arcane powers, devotion and piety brings the blessings of the gods, even honing your skills with the blade can see one become powerful enough to stand against dozens of lesser men. You will know these paths well, Jumper, for these paths are all that remain for you. Any powers, abilities or other

advantages you bring with you from other worlds are sealed during your stay here, as is your Warehouse. All that remains are your Body Mod and those things you purchased in this jump. Good luck, and make your mark on history.

- **Miniature Giant Space Jumper** (+600CP)

Minsc and Boo will be in good company with you… and whoever owns you. Much like Boo, you are now a small, mostly harmless creature like a hamster, ferret, or similar pet. You cannot change your form in any way during your stay here, but you otherwise retain any abilities you might have. You may choose your owner, within reason (no Irenicus, Amellissan, or any deity for example), and your life is tied to theirs. You can't leave their direct presence and anything you do will be attributed to them. If you wipe out a group of Kobolds with a fireball everyone will assume your owner cast it somehow, if you physically attack and kill a dragon they'll believe your owner merely trained you very well and somehow took advantage of an opening from your distraction, and so on. You can still speak, but everyone will just hear squeaks or growls as appropriate.

Your owner will understand you're an actual person, but they are the only one who will ever consider you anything more than a mundane pet. The Drawback will not otherwise make them insane like Minsc, that said, if they insist everything you do was always the miniature giant space jumper sitting on their shoulder instead of them, they may still be treated as such.

Your owner is affected by your Drawbacks as appropriate (and will also be considered a Bhaalspawn if you are one and they are not). If taken with 'Storied' so you become Gorion's Ward, you may only choose Imoen as your owner; Alaundo's Prophecies will adjust such that she now follows the fated story… though her success is no more guaranteed than it was for her now non-existent half-brother.

After your time in this world is at an end, you may, if you choose, bring your chosen owner with you as a free Companion.

Ending

All things come to an end in time. Stories, lives, even jumps. Now, you must make one final choice.

If you have died or if you wish to cease your travels, you may **Return Home**. You keep any of your powers, items, and other things of interest you've gathered during your jumping days, and return to the world you once began in. Your jumping days are over, but perhaps there are still stories to tell?

Or, perhaps, you've come to like this world. Maybe you've found friends and lovers in the Realms, and do not wish to leave them behind? Or you've fought and bled until finally you ascended upon Bhaal's Throne, and divinity suits you? Whatever your reasons, you may choose to **Stay Here** in this world for the rest of your days.

And finally, you may **Continue On**. You are a Jumper, after all, and the road ahead always calls to you. Move on to your next jump, whatever it may be.

Notes

Choosing a class will grant you everything that class had in the Baldur's Gate games, at least with time and practice. In future jumps, spellcasters can still use magic without deities to pray to or a Weave to pull power from, items continue to work, and so on. If something isn't covered for some reason, assume it works as shown in 2nd Edition AD&D; discrepancies between Baldur's Gate vs. 2nd Edition D&D should assume that whatever is shown in the games themselves takes precedence over any rules, lore or other conflicting details from the pen-and-paper source material. That said, what's shown in the games is not *restrictive*: you could specialize in different types of weapons or magic or otherwise utilize details from the wider setting without issue, you are not limited solely to what's in the games.

All else fails, fanwank responsibly and have fun.

Near-total deaths like having your soul stolen by Irenicus in Spellhold or being dragged to hell at the end of Shadows Of Amn will *not* end your chain - you are still alive in a fashion. However, dying to Irenicus in hell *will* still kill you, and failing to recover your soul in time is likewise a death sentence.

Mental Pinnacle works on any form of magic, not just Baldur's Gate spells. It doesn't let you cast spells you normally couldn't for some reason, nor does it let you bypass things like mana costs or expensive spell components. Casting a dozen spells simultaneously means you'll need to cough up whatever costs those spells require as well - also simultaneously. If you have a hundred mana, you could cast two fifty-mana spells together, but not two hundred-mana spells even if your mana capacity fully recovers in the blink of an eye.

If you need a ballpark figure for Veteran, it'll make you somewhere around fifth to sixth level. Fanwank how it works with your background if needed.

The Fateful Coin will make you immune to any sort of bad luck, fate, and so on, but it will also make you immune to good luck. This includes any luck-boosting Perks you may have. It does not counter Drawbacks.

Being a Bhaalspawn doesn't make you evil - though you may carry part of the dead Lord Of Murder's essence within you, you are free to make your own choices. Likewise, none of the purchases available in this jump, Bhaalspawn-related or otherwise, will make you evil or otherwise corrupt you. Though some may be better suited to evil than others, as tempting as it may be at times evil will remain a *choice* for you to make.

Slayer disables and is fueled by *all* your abilities, not just those from Baldur's Gate. If, for example, you were a deity with equivalent skill in combat, magic, and subterfuge, activating the Slayer form would make you equivalent to a deity three times your power - but focused entirely on killing. When in doubt about whether a particular skill or advantage is kept by your Slayer form, merely ask yourself: 'would having this make me better at killing my target?'. If so, you keep it. If not, it fuels the Slayer's boons.

Spark Of Divinity initially grants abilities comparable to first level spells, which can be used once per day. Further improvements can be used to develop new abilities or spells, to improve the number of times you can use one ability each day, and eventually may grant access to higher-level effects up to a maximum of third level spells. Given enough time and focus, abilities may eventually become usable an unlimited number of times.
The improvement from Shattered Apotheosis allows you form effects up to ninth level arcane spells and seventh level divine spells, as well as create permanent or semi-permanent enhancements. Higher tier abilities take longer to develop than weaker ones as appropriate, but otherwise the process remains the same as it does for the minor powers created by Spark Of Divinity.
Ascending during your time in Baldur's Gate is not forbidden, nor does it end your chain or prevent you from moving on once your time here is over. However, the nature of divinity in the Forgotten Realms means that choosing to move on will likely involve leaving behind the majority of your divine power - at least if you have no suitable method for keeping them functional.

The Classes and Kits in Baldur's Gate
As a general note: Classes and Class Kits never take *away* any skills you possess from outside of this jump, they merely indicate which skills you will or will not learn from your chosen Class and Kit.
Becoming a Swashbuckler, for example, would mean you do not get the skill at backstabbing that other Thieves (and Assassins in particular) receive. However, it does not eliminate any similar skills or abilities you already possess. Class Kits that do not provide any direct advantages to your main Class can still provide other insights that may become useful in the future. For example, becoming a Specialist Mage focused on Conjuration when your base Class is a Fighter mean your new knowledge is useless for this Class, but this understanding may still be of value for other summoning techniques in magic systems you already know or that you might learn in the future.

The **Barbarian** relies on their innate strength and resilience rather than a more disciplined approach, trading skill for raw power and a terrifying berserker rage. They don't normally specialize in weapons like Fighters do and their more primal approach to combat means they typically lack the knowledge of how to use the heaviest armors. However, no other class is as naturally resilient as the Barbarian, and their hardiness and survival instincts also make them very difficult to catch off-guard.

Bards are a jack-of-all-trades Class, gaining access to a wide array of different abilities. Most Bards have vast knowledge of history, magic, and other information of interest. They can pick pockets like a Thief and even cast their own spells, though not at a level comparable to other spellcasters. Finally, Bards are masters of music - through their bardic music, these men and women can provide supernatural boons to all nearby allies. Bard kits include the **Blade**, a performer specializing in flashy yet deadly swordplay at the cost of their more subtle skills, the **Jester** whose songs can leave nearby foes stricken with numerous baleful effects, and the **Skald**, who gains a more powerful bardic song but has lower skill in the less reputable talents than other Bards.

Clerics are divine spellcasters who serve as the mortal representative of the gods. Though not dedicated to combat, Clerics can use most armors and are moderately successful combatants. They can rebuke or control undead as well as cast powerful divine spells, allowing them to bless their allies or bring the wrath of the gods down on their foes. Cleric kits include the **Priest Of Lathander**, a righteous Cleric who worships the Morninglord, seeking to aid the virtuous and the deserving. The **Priest Of Helm** is dedicated to guardianship and vigilance, their disciplined neutrality a constant in the Realms. The **Priest Of Talos** serves the wicked Stormlord, and gains dominion over lightning and disaster. Finally, the **Priest Of Tyr** acts as a beacon for justice and honour, always seeking to do right by the law and oppose the wicked. All Clerics must choose a deity to serve during their time here, but will find their abilities fiat-backed in future worlds even without their former patron(s).

Druids are divine spellcasters who draw their power from the balance of nature. They are masters of the wild, with spells that can bring storms, summon wild beasts to their aid, or strangle foes in living vines and roots. Druids can even learn how to change their form, taking on the guise of wild beasts like wolves or bears. Druid kits include the **Avenger**, a Druid who has sacrificed some of their physical talents for more magical power and additional shapeshifting options. The **Shapeshifter** fully dedicates themselves to a single alternate form: a terrifyingly powerful werewolf shape that surpasses any other form Druids can take. However, as a consequence of their singular focus they can no longer use any form of armor. Finally, the **Totemic Druid** foregoes shapeshifting entirely, instead honing their connection with nature and allowing them to call on powerful spirit animals for aid.

Fighters are mighty warriors who represent the pinnacle of combat prowess. These masters of combat can learn to use any weapon or armor, and can master weaponry beyond any other Class. In a straight fight, no other class can match these individuals for sheer innate combat talent. Fighter kits include the **Berserker**, which retains their skill with armor and melee weaponry while also learning how to tap into their anger for power, but who lack the skills to use ranged weapons effectively. **Wizard Slayers** focus entirely on eliminating spellcasters, and gain the ability to both resist hostile magics and disrupt spellcasters' ability to weave magic anytime they strike. However, they cannot use magical items as easily as other Classes. The **Kensai** dedicates themselves to a melee combat style of devastating power, but at the cost of being

unable to use any form of armor. Finally, the **Dwarven Defender** focuses on greatly increased defense and resilience, but sacrifices some of their weapon skills.

The **Mage** is the archetypical arcane spellcaster, who wield mighty magics born from long study and practice. Though Mages need time and resources to learn new spells, such as from magical scrolls, with the right preparation they can meet almost any challenge. However, their academic pursuits leave them ill-adjusted for direct combat, and without magical defenses they are easily eliminated. Mage kits include **Specialist Mages** for each of the magic schools, gaining significant advantages for their preferred spells but preventing them from learning spells from one different spell school. **Wild Mages** have a greater capacity for magic, but their spellcasting is highly unpredictable. A Wild Mage's spells not only fluctuate wildly in terms of raw power, but they often cause completely different effects in addition to (or overriding) the normal effects of the spell.

Monks are disciplined, ascetic practitioners of martial arts. Rather than focusing on weapons and armor like Fighters, a Monk chooses to fight with their body. They are masters of unarmed attacks, and through reflexes and insight can become as difficult to harm as a veteran warrior in full plate mail. Finally, Monks are often skilled in more subtle arts like stealth, and can learn to resist hostile magics. Monk kits include the **Dark Moon Monk**, a follower of the dark goddess Shar who sacrifices some of the more benevolent Monk traditions for a number of chilling magical abilities. **Sun Soul Monks** are dedicated to opposing evil and darkness, and sacrifice some of their martial abilities for a number of fiery powers.

The **Paladin** is a divinely empowered knight dedicated to the elimination of evil and the teachings of their patron deity. They supplement their martial prowess with a variety of holy powers, and may eventually cast lesser divine spells as well. Paladins may specialize into becoming **Cavaliers**, dedicating themselves to melee combat against classical champions of evil like demons and dragons. **Inquisitors** learn how to best counter evil spellcasters, gaining various anti-magical powers at the cost of some of a Paladin's more benevolent abilities. **Undead Hunters** likewise focus entirely on eliminating one type of evil, gaining various advantages against foes from zombies to liches. Finally, **Blackguards** are the dark mirror to Paladins, and as the champions of all things evil and wicked they gain numerous abilities that form twisted, evil counterparts to a Paladin's powers. Paladins are effectively always dedicated to service of a particular deity, but their powers and abilities will continue to work through fiat-backed in any future worlds you visit where their divine patron(s) are not present.

Rangers are competent survivalists and trackers, at home in the wilds away from civilization. Aside from their fighting skills, they are cunning and adept at remaining unseen and unheard. Their experience with nature lets them tame wild animals, and in time they may even learn to cast a number of spells similar to a Druid. Rangers often specialize in hunting specific types of foes. Some Rangers become **Archers**, substantially increasing their skill at ranged attacks at the cost of lacking heavier armors and a lower close-quarters fighting skill. **Beast Masters** can call on numerous wild and trained animals to aid them, but forego the use of all metal weapons

and armor to maintain their connection to nature. Finally, **Stalkers** sacrifice their armor skills to become expert scouts and covert hunters, and they know how to take advantage of striking from the shadows.

Shamans are in tune with the spirit world, drawing on them for power much like Druids draw on the more classic forms of nature. Shamans are much less flexible than Druids when it comes to spellcasting, learning only a very limited selection of spells. However, as a spontaneous caster they do not need to prepare specific spells like a Cleric, Druid or Mage, and can cast any spell they know provided they have suitable unspent spell slots. Shamans can also summon various spirits to aid them, and have greater perceptive powers thanks to their ties to the spirit world. Shamans do not have kits.

Sorcerers are spontaneous casters that form the more powerful but also more limited, instinctive counterparts to Mages. They can only learn a small number of spells and cannot learn spells from scrolls as Mages can, but they can cast the spells they know as often as they like provided they still possess a spell slot of the appropriate level. Furthermore, they can cast more spells per day than Mages. Some Sorcerers become **Dragon Disciples**, sacrificing some of their magical power for a number of draconic attributes, including resistance to fire, a limited fire breath, and tougher physiques.

Last but not least, **Thieves** are skilled and versatile operatives that specialize in just about anything cunning or illegal. Picking pockets, opening locks, setting and disabling traps, and more such skills all fall within a Thief's domain. They are not especially adept at combat, but when striking an unaware target they can deal vastly more damage. Thieves can specialize at the cost of some of their versatility. Potential kits include **Assassins**, who hone their skills at silent murder, **Bounty Hunters** who use ambushes and immensely powerful traps, and **Swashbucklers** who hone their combat skill to the point they can often match even dedicated warriors. Finally, **Shadowdancers** are masters of stealth that gain numerous semi-magical abilities to hide and protect them, but who are not as skilled at killing targets from stealth or at using traps.

Change Log / To Do:

V1.1:

- General stuff: some text tweaks/clarifications and minor rebalancing of stuff on offer
- Perks and powers: added Shattered Apotheosis
- Items: added Taint Oil, Guardian Golem, Wardkiller Poison, Wardstone, Lanthorn, Component Supply
- Companions: you can now create/import Companions as a group, added Familiars as an option. Companion recruitment option rebalanced.
- Drawbacks: added Overwhelming and Naught But Glory
- Notes: clarified added/removed abilities from Classes and Kits. Clarified deific requirements of Clerics and Paladins w.r.t. future jumps.

V1.2

- The jump is now simply called ‘Baldur’s Gate’, since the trilogy part might get confusing as it originally referred to Throne Of Bhaal and not the more recent Baldur’s Gate 3 game.
- Starting Location is now free choice rather than roll or pick for 50CP.
- Drawback limit removed. You want to take enough challenges to kill yourself twelve times over, feel free.
- Shamans now get discounts as appropriate.
- Jump info and Notes have been adjusted to properly account for Barbarians and Monks. The Barbarian/Monk Dual Class functionality remains unsupported at this time :P

TO DO

- Add imaged version
    - RESCALE PAGE TO 329%, RESCALE SCREENSHOT TO 260%
    - Headers: Lucida Calligraphy 36pts x 400%
    - Text: Nueva Std Cond 16pts
    - Headers
        - BG is Bayle
        - Perks is Underdark Exit
        - Bhaalspawn powers is lizards
        - Items is coin
        - Companions is ship
        - Drawbacks is Irenicus
        - Ending is the throne
        - Notes is ????