# The Chronicles of Amber

## Introduction

At the heart of the multiverse stands Amber, the eternal city that radiates authenticity, the one true reality, and the source of all Shadows – alternate worlds each with its unique quirks, civilizations, and possibilities, but each just a reflection of the one true reality. The royal family of Amber, previously led by the enigmatic and often inscrutable Oberon, wields the power to navigate these Shadows, bending and shaping them to their whims. As Oberon has vanished the children of Amber throw in their bid for the throne. Amber stands in the center of the multiverse and who rules Amber rules supreme…. well almost. Let's start at the very beginning

In the beginning, there was Nothing. Then came Chaos: a spinning, complex maelstrom of change, pure destruction, and fury. Out of Chaos however eventually also came Order, however it was weak and did not have a realm of its own.

Despite its weakness, the Unicorn, the physical/allegorical representation of Order battled with the serpent, the physical/allegorical representation of Chaos at the beginning of things and managed to steal one of the serpents eyes.

At the fringes of all compassing Chaos, interacting with the Abyss (the remnants of the original nothingness), were small regions of habitability—unstable shards of worlds that appeared and disappeared constantly.

Life emerged in these primal fragments, and eventually, sentient life. Only Shape Shifters, capable of continually adapting to the ever-changing worlds, could survive here. These Shape Shifters formed the Courts of Chaos and learned to tame the Logrus, the essence and geometric representation of Primal Chaos, using it as a tool. They discovered arts and powers, including Magic and the creation of Trumps, the latter being artistic images used to communicate between worlds. They became the Lords of Chaos, masters of the universe.

This status quo persisted until one among them, Dworkin, rebelled. Dworkin fell in love with the Unicorn, with the idea of Order itself. He was granted by the Unicorn the Jewel of Judgment, the eye of the Serpent of Chaos. With the blessing of the mythical Unicorn, Dworkin remade the universe against the violent objections of his elders. Using the jewel he inscribed the Primal Pattern, a geometric representation and essence of Order, with his own blood, on an island of nothingness, opposing Chaos with a new force of order and stability.

The Pattern introduced a different kind of power into the universe. Between the great symbols of Logrus (Chaos) and Pattern (Order), an infinite number of Shadows emerged—each a different mirror image and unique physical universe reflecting the Primal Pattern on the Order end of creation, yet influenced by the distant fluctuations of Chaos and vice versa for the Shadows on the Chaos end of things.

First among Shadows of the primal Pattern was the Pattern and surrounding that a region of great power, a kingdom was formed: Amber. King Oberon, son of Dworkin and the Unicorn, ruled Amber, fought wars, built a dynasty, fathered heirs, and established Castle Amber. Oberon's children, the Princes and Princesses of Amber, each inherited a measure of their father's power, allowing them to walk the Pattern. After walking the Pattern, they could move through the Shadow universes and shape them to their will, wielding the powers of life and death, creation and destruction.

However, the children of Oberon bickered and fought among themselves. Was it because they were children of a rebel's child, or were they manipulated by their father? The truth remains elusive. They plotted against each other and their father. One of them even dreamed of remaking the universe, believing that the Primal Pattern could be erased using the blood of Oberon's descendants. This brother aimed to create a new Pattern, one where he would hold absolute power.

You may enter the setting at any point in history from even before the creation of Amber by Dworkin, if you want, but that far back several locations, including Amber and all of Shadow don’t exist and certain items and powers wouldn’t realistically be accessible, most importantly the Pattern, but you do you.

There’d be some appropriate “canon starting points” like the start of the first pentalogy, just after the amnesiac Lord Corwin, prince of Amber, awoke restrained to a hospital bed on a Shadow world called Earth without memory who or what he is; or the start of the second pentalogy on an April 30th, when once again Merlin, son of Corwin, prepares for yet another traditional attempt on his life.

Take **1000 choice points (cp)** to help you survive

## Age and Gender

Roll **4d10 +10 if you’re a Shadow dweller and 4d10x100 for the other backgrounds** for your age or choose for free. Keep the gender from your last jump or change for free.

# Locations

You may freely enter at any point in the entire multiverse, save some especially hidden and valuable places such as the Pattern and Logrus chambers etc. You're free to roll for your starting location

1) **Amber**

Amber, the eternal and undying city at the center of all things of which all cities in all Shadow are but pale reflections. Amber is a sprawling metropolis, located on the massive mountain Kolvir, whose architecture seems to transcend eras and civilizations. Ivory towers, majestic bridges, and cobbled streets wind through districts steeped in history. Nestled at the heart of the city, the castle of Amber rises like a monolithic testament to the power of its rulers. Its spires pierce the sky, and its walls seem impervious to the ravages of time. Hidden within the labyrinthine castle lies the sacred Pattern Chamber, a room bathed in a mesmerizing glow. The Pattern, a mystical design etched onto the chamber floor, is the source of Amber's power. Those who can successfully navigate its intricate, flowing lines gain unimaginable abilities, forging a connection with the very fabric of reality.

Tir-na Nog'th, known as the "City in the Sky," is a ghostly reflection of Amber, visible and tangible only under a full moon with clear skies. This ethereal city hovers above Kolvir, mirroring Amber's architecture with a dreamlike, translucent quality. Its moonlit streets are paved with spectral light, and the Celestial Palace within is a majestic yet haunting structure where visitors may confront visions of their deepest fears or desires. The Enchanted Gardens, glowing faintly in the moonlight, offer places for reflection and contemplation, where insights or warnings may be received from the spirits dwelling there. Tir-na Nog'th is a city of visions and omens, where time and space behave strangely, providing prophetic dreams and revelations about past, present, and future. However, the city is not entirely solid, and missteps can lead to falling back to Amber below. The visions seen here are often ambiguous, requiring wisdom and caution to interpret correctly.

Remba on the other hand is Amber's reflection in the waters of the sea. The city may be reached via a long staircase to the bottom of the sea. As you descend along the staircase and as you enter the city you will notice that you will have little trouble breathing and moving, while still clearly surrounded by water and able to swim. Stray too far though and you'll drown and be crushed by the water's mass. You'd find a reflection of the Pattern of Amber there and while still a reflection it is atleast a perfect one, not like the ones which might be found in Shadows, so it can be used to successfully become a Pattern walker.

<u>The Shadows part 1:</u>

Amber (or better the Pattern at its center) casts infinite Shadows through the multiverse. Surrounding Amber are the Shadows – infinite and diverse alternate realities, each a reflection of the one true city on the one true earth and each Shadow in turn also casts infinite Shadows of itself. From idyllic landscapes to nightmarish dystopias, these Shadows stretch into infinity, forming a cosmic tableau of possibilities. Everything that happens in Amber will be reflected in some way throughout all Shadows. The Princes and Princesses of Amber possess the unique ability to travel through these Shadows, shaping and manipulating them according to their desires.

You may also choose to start in a Shadow close to Amber (The earth as you likely know it being one such place) or a Shadow far from it.

## 2) The Courts of Chaos

Far beyond the borders of the orderly city of Amber, across an infinite sea of pale Shadow, on the other side of creation, the Courts of Chaos sprawl across tumultuous realms, a chaotic counterpoint to the stability of the multiverse. In contrast to Amber's enduring grandeur, Chaos is a tumultuous sea of shifting landscapes, perspectives and distances under a constantly changing sky. The Courts of Chaos are a maelstrom of ever-changing landscapes, realms shifting and blending seamlessly into one another. Mountains of liquid fire, floating islands suspended in chaotic winds, and seas that defy gravity are just a few examples of the unpredictable and awe-inspiring sights that define the chaotic tapestry of this realm. At the heart of Chaos stands the Citadel, a structure that defies traditional architectural norms. It seems to be in a constant state of flux, with towers appearing and disappearing, and walkways materializing out of nowhere, floating above the Abyss, the pit of chaos from which first creation arose. Analogous to Amber's Pattern Chamber, the Logrus Chamber is the focal point of Chaosian power. The Logrus, a serpentine, ever-shifting force, is the source of Chaos magic. To master the Logrus is to harness the raw, untamed energies of chaos, granting its wielder formidable powers, albeit at the risk of madness and corruption.

<u>The Shadows part 2:</u>

The courts of chaos cast infinite Shadows through the multiverse just like Amber does and the infinitude of Shadow stretches from the chaos end to the Amber end of reality. The farther you go towards the Chaos end of things the more the Shadow is a pure Shadow/reflection of the courts/the Logrus. As you move towards Amber/Order you'll shift to more influence of the other pole of reality on the Shadow.

You may also choose to start in a Shadow close to the courts (which very often directly intersects and crosses with other nearby Shadows and the courts itself as on

the Chaos side of Shadow, separation between realities is very weak. The courts itself house countless ever shifting doorways to other Shadows, pocket Shadows and so on) or a Shadow far from it.

3) **Corwins Pattern**

If you start in the second pentalogy, the Merlin cycle you may opt to start in the multiverse created by Corwin of Amber when he drew a new Pattern of his design (as he believed the Amber one wouldn't be able to be repaired successfully) using the jewel of judgment. This is a creation separate from either the Pattern/Amber or the Logrus/the Courts (though at the Order side of things), with its own goals outside of the eternal struggle between the Pattern and the Logrus. As a new creation on the side of Order it threw the balance its way, causing for a new intensification of the battle. The Pattern yearns to absorb and the Logrus yearns to destroy this new construct. Hiding in this set of Shadows will be both safer as well as more dangerous than other places should you indeed challenge the fundamental forces of Order and Chaos.

4) **The UnderShadow**

A bleak Limbo under Shadows. A more allegorical than physical plane that probably existed before Shadows and probably even the courts itself, where the concepts of Chaos and Order battled before there even was time. This is really not a nice place to start or to stay. You'll find it impossible to actually Shadow walk out of the place and it's full with frustrating metaphors and allegories as well as the occasional battle between the forces of Order and chaos, maybe trying to test or influence you. If you haven't rolled for it, you should stay out of this place.

# Background

**Prince of Amber** -free

As a Prince of Amber, you hail from the most powerful of all realms and one of the two primal worlds in all of existence, the eternal city of Amber, the nexus of infinite Shadows. You are a direct descendant of Oberon, the legendary King of Amber, and your bloodline carries immense power, influence, and responsibility (that last part is optional and not often a focus of many of the Princess and Princesses of Amber). Raised amidst the opulent halls of Castle Amber, you might have been groomed for leadership and warfare from a young age, but you were definitely forced to navigate the intricate politics and ever-shifting allegiances of your kin.

The Royal Family of Amber is big, with your siblings each possessing unique talents and ambitions. Among them, Corwin stands out for his bravery and swordsmanship, similar to his arch enemy, his brother Eric, while Fiona is renowned for her mastery of sorcery and cunning intelligence, similarly to Brand who in addition to this is full with dark ambition and victim to violent mood swings. Benedict, unparalleled in combat and strategy, is a revered figure, and Random, a foolish gambler with great hidden potential, is known for his unpredictability and resourcefulness. Your relationships with each sibling can range from alliances and camaraderie to rivalry and outright hostility, depending on the complex web of family politics at the current state. Both outright murder of as well as romantic relationships between family members were outright forbidden by Oberon, but there's always ways around such strict rules.

As a Prince of Amber, you possess several inherent abilities and skills due to your noble heritage and rigorous training. You have walked the Pattern, the mystical labyrinth in the dungeons of Castle Amber, granting you the ability to manipulate Shadow, the infinite parallel worlds that exist beyond Amber. This allows you to traverse Shadows, finding (or creating, depending on who you ask) any reality you can imagine. See the notes section for further details.

Your strength, endurance, agility, and intelligence (applied to certain aspects) are far superior to that of ordinary beings, making you a formidable warrior and a keen strategist. Your heritage also grants you remarkable healing abilities, allowing you to recover from injuries that would be fatal to lesser beings and even regenerate limbs and other organs in time (though the speed of this healing may be underwhelming; Corwin regenerated his burned out eyes in a span of 3 years)

While not all Princes of Amber are proficient in magic, compared to Lords of Chaos for example, you have the potential to learn and master sorcery, drawing power from the Pattern or other arcane sources.

**Lord of Chaos** -free

As a Lord of Chaos, you hail from the enigmatic and ever-changing Courts of Chaos, a realm where reality itself is fluid and malleable and so are you as all Chaosites are talented shapeshifters. Born into the highest echelons of this chaotic society, you are a direct descendant of one of the ruling Houses of Chaos. Raised in the labyrinthine halls of your ancestral stronghold, you have been trained in the arts of manipulation, at least basic sorcery, and combat, preparing you to navigate the treacherous politics and volatile nature of your homeland.

As a Lord of Chaos, you possess several inherent abilities and skills due to your noble heritage and rigorous training. You have traversed the Logrus, the ever-shifting

labyrinth that serves as the source of Chaos power. This initiation grants you the potential and dangerous  ability to manipulate primal Chaos, summoning tendrils to reach across Shadows and perform various feats. You can summon and control creatures of Chaos, create objects from raw Chaos, and warp reality itself to suit your needs.

Your mastery over the Logrus provides you with several advanced capabilities. You can use Logrus Tendrils to search for and retrieve items or people across Shadows, manipulate the structure of Shadows to alter their physical laws or inhabitants, and summon primal Chaos for devastating attacks. Additionally, you have access to Logrus Sight, allowing you to perceive the true nature of objects and beings, detecting the presence of Pattern, Trump, and magical energies. Most Lords of Chaos will be given a basic introduction into magic and many among them know at least the basics of the Arts with many great sorcerers coming from the courts.

As a Lord of Chaos, your duties are both diverse and demanding. You are expected to defend the Courts from external threats, particularly the forces of Amber, your eternal rivals. Internally, you must navigate the volatile politics of Chaos, forging alliances, and neutralizing rivals while maintaining your power and influence.

Your life is fraught with peril. The struggle against Amber is ever-present, with both realms vying for dominance over the multiverse. Betrayal can come from within, as your kin and other Chaos lords pursue their ambitions, often at the expense of others. Additionally, the very nature of Chaos poses a constant threat, as the unpredictable and volatile environment can turn against you in an instant.

**Shadow dweller** +400

You are not one of the only bloodlines that count in the grand scheme of things, instead you’re a native of Shadow, born and raised. Your Shadow and you yourself are but a reflection of the true reality, your whole being maybe even merely a reflection of a great Amberite or Chaosite, you know the ones that matter. What Shadow you come from is your own choice entirely you can make up any home world you’d like. Similarly you can be rather creative with your own body, species, abilities and so on. Want to be a human? Go on. A demon? Sure. A catperson, a dragon, a see-through silicon being? All good. However as you are now free to customize an altfrom essentially you are limited to forms that don’t automatically outcompete A prince of Amber. That is your litmus up to which you may choose anything.

# Perks

You can get a 50% discount on perks in your factions list.
Discounted 100 cp perks and abilities are free.
Higher level tiers of multi tier perks will include the lower levels

**General**

No discount

**Orientation** -free

You will always know exactly where you are and where you need to go. Your innate sense of direction is infallible, allowing you to navigate even the unfamiliar terrains with ease. Whether you're traversing the shifting Shadows or exploring a new city, you will never be lost. This ability extends to recognizing key landmarks and understanding the relative position of places you have previously visited. It can be a lifesaver in both mundane and perilous situations, providing you with a constant sense of assurance and strategic advantage. You'll always find your way back to Amber and always back to the courts of Chaos if you have seen it once and remember what it looks like.

**Memory** -200

This perk ensures that every piece of information you encounter is stored flawlessly in your mind. You'll be able to recall any event, conversation, or observation with perfect clarity, even years or centuries later. This eidetic memory is incredibly useful for complex tasks, such as learning new skills, mastering intricate subjects, or recalling specific details during investigations, but more than that, you'll be able to actually correctly remember and place people and faces and events to the corresponding Shadow and not be confused by the flood of infinite worlds, infinite versions of said worlds and infinite possibilities.

**War by other means** -200/400

Growing up amongst conniving, scheming and backstabbing family members and rivals of great skill, talent and ambition will of course leave you with major trust issues, but on the other hand it has honed you into a Politician and diplomat of great skill. You too are a master in navigating the intricacies of politics, be the family, international or interdimensional. You expertly find common grounds, differences, points of interest and conflict in any arrangement of persons and groups. You are an expert in bluffing with a perfect poker face (so much so that your own brother and sister won't even realize that you have total amnesia until they unwittingly reveal all of their secrets and accept you as their leader), negotiation, blackmailing, pressuring and otherwise manipulation.

For an additional -200cp you will also be a great and impressive strategist on the

political battlefield, similar to Dara of the Courts of Chaos, not quite equal in skill as Benedict of Amber is on the real battlefield but still impressive enough. You could manipulate and plan and lead major conflicts between great powers by identifying key persons, using their motivations against them and slowly but surely leading them to their appropriate positions. Dara not only managed to make an alliance with the Logrus, but led Brand on his quest for Power and influenced him to attempt to destroy the Pattern, but also manipulated Corwin into impregnating her and subsequently manipulated her son Merlin his whole life to finally become King of Chaos.

**Local laws** -300
You seem to always intuitively know what the local physics, and metaphysics are generally about as soon as you set foot in the place. This ranges from levels of oxygen in the atmosphere, gravity and temporal differences to your prime setting to very specific things. This will help you quickly gauge how well your physiology can deal with the local circumstances as well as how well certain items, powers, creatures, magics, technologies etc. would perform in this world, without having to test it out first. You'd know whether combustion (for combustion engines, explosives, gunpowder…) in general is possible in a certain Shadow or not for example.

**Trump artistry** -200/400/600
You've become a great and talented artist, but more than that you're able to link the pictures you create through space and time and dimensions to reality. You'll be able to create images with a permanent link between image and reality, allowing communication and transportation across Shadows no matter the distance. The pictures you create can represent people, creatures, places, or objects. You may simply hop through pictures into other worlds so to speak.
For 400cp you can create more complex images and more complex relations between these images and reality. You may create false Trumps, with images depicted not being the real destination, as only the picture you hold in mind while drawing matters, or use Trumps as a connection to a person without their knowledge using it as a sort of surveillance device. You'll be able to create trumps that only specific people can use or others are barred from using. Link several trumps together, create trumps that automatically transport whoever is touching the picture without any concentration on their part at all, create permanent portals etc. There are hundreds of creative uses for you to explore.
For 600 cp you've become a living trump, maybe through some ritual or by submerging yourself in the Font of Power at the Keep of four worlds. You'll be able to create functional trumps in your mind allowing you to instantly go anywhere in Shadow you want, whether in one Shadow or across Shadow, communicate with everyone mentally, scry distant places in Shadow as well as pull anything to you from anywhere instantly.

**Magician** - 300/500

You are one of the initiates in the art.
While there are countless local magics out there in Shadow, you'll know how to cast magic by hanging the effect you desire upon the image of your sign of power, be it Pattern, Logrus or even a broken Pattern (or the Logrus equivalent). This means that your spell will derive power from your sign, becoming backed by it and so to say colored by it and most importantly able to create the effect you desire no matter in what Shadow you are. For details on magic spells and effects see the notes section.

For an additional - 200 cp you're an expert magician having studied all the different magics there are throughout countless Shadows, as you know not all sorcery works in every Shadow, but you've come to understand how to merge magics, create new effects, simulate one magic with another magic system and so on. Gaining magic in any new Shadow, if there is one to be found, comes easy to you. If you see a magic phenomenon you'll be able to deduce and break down its workings and the types of magics and rituals used and prepare the appropriate counterspell for example. More importantly you've mastered the magic that is yours to command no matter in what Shadow you dwell, the magic of the Logrus or the Pattern or the broken Pattern.

## Prince of Amber

**Pattern Walker** free for a Prince of Amber/400cp for other backgrounds.

Only those of the royal blood of Amber are able to successfully walk the Pattern. Should you buy this perk as a Lord of Chaos or a Shadow dweller then you are automatically of mixed heritage, like Merlin of Chaos and Coral of Shadow or have royal Amberite blood somewhere in your lineage, like Dara (maybe, maybe not).. Walking the Pattern is a hard thing everytime, even for those who have traveled it countless of times, you'll need to focus and fully commit to perfectly traveling the Pattern, push against extreme mental, spiritual and physical boundaries and prevail. Failure comes in many forms: You may stray, you may lose concentration, your stamina may be too low, you may give up, but failure to complete the Pattern once you start the walk always results in certain death. Having purchased this perk means that you already have traveled the Pattern. This burned the Pattern deep in your mind, psyche and your very being and gave you access to the most fundamental and crucial ability of the book series: Shadow walking (see notes for details) and abilities related to it.

**Constitution of a Prince** - 100 CP
With this perk, you become far tougher and stronger than a normal human. You could throw motorcycles at your opponent, lift a car (tough not easily) and take hits from beings of similar strength. Your physical resilience is significantly enhanced,

granting you superior endurance and a greater ability to recover from injuries. Wounds that would cripple or kill an ordinary person heal rapidly, and you possess a heightened resistance, though no immunity, to toxins, diseases and environmental hazards (you could survive the black plague, but it would ravage your body for a time). Extended periods of great exertion are no issue for your stamina, which is great as often you walk to get to your destination, but you could also spend a whole day fencing your way up the steps of mount Kolvir, slaying foe after foe without gassing out. This makes you an exceptionally durable warrior, capable of withstanding prolonged battles and harsh conditions that would deter lesser beings. However, while your regenerative abilities are impressive, severe damage can still pose a threat and great damage will take a long time to recover from. Fully regenerating eyes or limbs would take years. (Should you travel to a Shadow where time passes far faster you could heal your wounds and recuperate your strength and face your enemies again in what seemed like just days or hours to them). Most importantly however is that you're now an ageless immortal. You bear the Pattern in your very blood and the Pattern preserves its children. You will not age physically and your mind is also protected from deterioration caused by the ages. This extended lifespan allows for endless accumulation of knowledge and experience, making you wiser and more skilled as the centuries pass.

**Willpower** -200
This will of course help you endure hardships as well as overcome great pain. It will also give you an edge in psychic battles (By trump calling someone or being near them a Prince of Amber may engage in a battle of the mind, potentially completely overpowering the opponent, freezing them in place or even killing them), greater chance of mastering the Pattern or other similarly strenuous constructs should you meet the requirements as well as bending Shadows to a greater degree allowing for greater shifts than others.

**God of war** -400
You will become an equal to the great Benedict of Amber, a true martial god. You not only become hyper talented in any form and style of combat, but you also are a strategic genius par none. You've spent centuries on countless battlefields all over a mind boggling amount of Shadows, both as a soldier and a leader. For each battle you've visited countless versions of the same battle in neighboring Shadows with slight differences, to study and learn. For each encounter with a worthy foe you fought the same fight over and over and repeated countless permutations of it, be it in single combat with bare hand or any weapon imaginable or on the battlefield or anything between and beyond. Every strategy, style, move and tactic there is for any situation was mastered and often created by you. The tides of every battle turn as soon as you step foot on the battlefield or take command of the troops and the enemies will quake at the utterance of your name (maybe you'll even be venerated as a literal god of war in the Courts of Chaos should you beat them in a battle)

**Dworkins pupil** -600
(Requires Pattern walker)
You studied under the great and mad Dwrokin. While all Princess and Princesses of Amber had some lessons from this man, you actually paid attention, listened and learned. Not only have you learned how to create trumps yourself (gaining a free purchase on the basic level of trump artistry), but you have also gleaned many other secrets of the Pattern and gained greater control over Shadows. You'll be able to sense foreign manipulations of Shadow, passages left behind by others, lingering doorways left by Trumps or other means, the stench of Chaos, when Logrus powers are used, as well as other manipulations of reality in minute detail. You yourself will be able to masterfully play with Shadow. You'll be able to scry and find things in Shadow merely with your mind and pull things from the Shadows to you, similar to what the initiates of the Logrus can do, or overlay Shadows with the local Shadow with just a wave of the hand. The farther away two Shadows are the longer it will take you to sense the place and objects there in the first place as well as pull from the distant Shadow, you. Pulling or overlaying stuff from Shadows too far apart will as always cause some "normalization" effect to take place, meaning it might just not fit the setting (there's no use in pulling a gun into Amber as it will not work). You do however have the additional advantage of being able, with great concentration, to pull from different Shadows and overlay various other rules/physics/metaphysics over the local Shadow to various effects. You could stop foreign magic or technology from working (except if Pattern/Logrus based magic is used) or you could use it to have your gun work in Amber etc. This trick will be strenuous, requiring lots of concentration and the effect only temporary and locally limited (the affected area depending on your power and concentration and how foreign the change you enact). You can also manipulate Shadow itself with much effort restructuring the basic structure of a specific piece of Shadow. With this last part you could, with time and effort, achieve some very complex and esoteric stuff. For example using this Oberon took a neighboring Shadow of Amber Tir-na Nogth and bent it into a time loop intersecting with Amber in this way, using the fact that that fragment of Shadow was slightly adrift in time.

**Champion of Order** -800
(requires Pattern walker)
You have been chosen by the Pattern, the Unicorn itself, to be its champion. As the Champion of Order, you are marked by the Pattern itself, becoming its guardian and helping it directly in its struggle with Chaos. This deep connection to the Pattern grants you both protection and empowerment. The subtle influence of the Pattern imbues your endeavors with a sense of fortune and favor. Circumstances often align in your favor, helping you avoid danger, find crucial resources, and navigate complex situations with unexpected ease. This luck is a reflection of the Pattern's guidance and protection over you.

Your connection to the Pattern also enhances your ability to utilize Pattern-related powers, granting you a heightened proficiency in performing Pattern walks, shifts in Shadow, and other abilities granted by the Pattern. This mastery allows you to manipulate reality with greater finesse and control. In times of dire necessity, the Pattern responds to your active call, transporting you instantly to a safe location in a Shadow of your choosing. This ensures your survival and grants you a brief respite to gather your strength or strategize.

Once per jump you may also call upon the Pattern for aid and it will send Pattern ghosts to help you. Upon activation of this power, a spectral manifestation of yourself, an exact copy of yourself from the last time you walked the Pattern, materializes to aid you in combat or other challenges. This Pattern ghost possesses all the abilities and knowledge of yourself and any Pattern ghosts of companions who have also traversed the Pattern.

Embrace the mantle of the Champion of Order, and let the power of the Pattern guide and protect you across the multiverse, ensuring that the forces of Chaos never prevail.

## Lord of Chaos

**Logrus traveler** -free for Lords of Chaos/400cp for other backgrounds

Only those of the noble blood of Courts of Chaos are able to successfully walk the Logrus. Should you buy this perk with another background, then you are automatically of mixed heritage, like Merlin. Walking the Logrus is a hard, confusing and maddening thing everytime, even for those who have traveled it countless of times, you'll need to fully commit to just keep going, constantly adapt to ever changing mental, spiritual and physical challenges and prevail. Failure comes in many forms: You may stray and lose yourself in the moving strands of the Logrus forever, your stamina may be too low, you may lose your mind, you may give up, you may be too slow to adapt and simply die, but failure to complete the Logrus once you start the walk always results in certain death. Having purchased this perk means that you already have traveled the Logrus. This burned the Logrus deep in your mind, psyche and your very being, turned you temporarily insane and gave you access to the most fundamental and crucial ability of the book series: Shadow walking (see notes for details) and Logrus specific abilities related to it.

**Shape shifter** -100/200
You are able to change shape at will. Become another person, an animal, a great monster, an abhorrent yet alluring demon or composites of each. The transformation won't be instant, but relatively quickly. These transformations won't apparently be

easily detectable even by initiates of magic or through the lens of the Logrus or the Pattern. You are much better suited to quickly adapt to strange and foreign conditions, which is a necessity in the Courts of Chaos and similarly your mind is also quick to adapt, shift modes of thinking and recover from insanity.
For an additional -100cp you'll be much greater in this aspect. You can shift quicker, with more subtlety, precision and control. You will also become able to shift into truly astounding forms like blizzards insides of whirlwinds, columns of smoke with glowing eyes etc.

**Seducer - 200**
In the Courts of Chaos and the realms of Amber, power often lies in the subtlety of one's charms and the ability to sway others through sheer presence and charisma. With this perk, you inherit the seductive prowess reminiscent of figures like Mandor and Dara. Your charm will be drawing people to you with a magnetic force. Your words flow with captivating smoothness, making others inclined to agree, trust, or find themselves enamored. Even if they intellectually know that they really shouldn't.

**Genius** -400
Not only are you a true genius in the general sense, you have an especial knack when it comes to applying unique solutions from a certain Shadow to the unique problems of another Shadow as well as ingenious ways how impossible things in one world would be able to be accomplished in a specific other world. You could run such simulations in your mind all day allowing you to create astounding things in Shadows of your design. While this all sounds rather vague just imagine that with infinite worlds, time and luck you may be able to find solutions to any problem, even though that problem may then be only solved in an incredibly specific Shadow. You'll still need manpower, materials, man hours and actual experimentation to actually accomplish anything truly grand and something such as the Ghostwheel would take a very long time, more time than you have here. You'll be able to shorten time a lot with the addition of the "local law" perk.

**Pupil of Suhuy** -600
(requires Logrus traveler)
You are an expert in pulling magic from the crooked and quivering tendrils of the Logrus, allowing you not only create spells backed by the power of the Logrus, creating magic that works in every Shadow no matter where you go (gain the basic level of the "Magician" perk). You were also taught to also manipulate Shadows and chaos with the power of the Logrus more directly and more easily than others who traveled the twisting labyrinth. You'll be able to pull stuff you desire from you out of the Shadows as other initiates but you'll do it with less effort. You'll be able to pull amazing energies from primal chaos via the Logrus and even create areas of total annihilation that will even continue growing until an equilibrium against the forces of Order is reached (after swallowing quite some volume). Nothing and I mean nothing except maybe something protected by the Pattern itself, will be immune to that

annihilation. On the creative side of the Logrus you'll be able to create things out of pure chaos, be they objects or beings or something else, in effect creating something out of nothing, without manipulating Shadows themselves. You'll be able to manipulate the creative and destructive energies of chaos to destroy, warp existing things or create entirely new things out of primal chaos. Your limit is creativity, but also your resilience in wielding the forces of chaos for a longer time or higher amount. Warping forms around you will take time and effort proportional to the amount of change.

**Champion of Chaos** - 800 cp
(requires Logrus traveler)

You have been chosen by the Logrus, the Serpent itself, to be its champion. As the Champion of Chaos, you are marked by the Logrus, becoming its guardian and aiding it directly in its struggle against Order. This deep connection to the Logrus grants you both protection and empowerment. The chaotic influence of the Logrus imbues your endeavors with a sense of unpredictability and favor. Circumstances often twist in your favor, helping you avoid danger, find crucial resources, and navigate complex situations with unexpected advantage. This luck is a reflection of the Logrus's guidance and protection over you.

Your connection to the Logrus also enhances your ability to utilize Logrus-related powers, granting you a heightened proficiency in summoning tendrils, warping Shadow, and other abilities granted by the Logrus. This mastery allows you to manipulate chaos with greater finesse and control. In times of dire necessity, the Logrus responds to your call, transporting you instantly to a safe location in a Shadow of your choosing. This ensures your survival and grants you a brief respite to gather your strength or strategize.

Once per jump, you may also call upon the Logrus for aid, and it will send Logrus ghosts to help you. Upon activation of this power, a spectral manifestation of yourself, an exact copy of yourself from the last time you traversed the Logrus, materializes to aid you in combat or other challenges. This Logrus ghost possesses all the abilities and knowledge of yourself and any Logrus ghosts of companions who have also traversed the Logrus.

Embrace the mantle of the Champion of Chaos, and let the power of the Logrus guide and protect you across the multiverse, ensuring that the forces of Order never prevail.

## Shadow Dweller

**Natural weaponry** -100
You possess some natural, yet hidden or easily concealable weaponry that would even be a danger to an Amberite or a Lord of chaos, be they poison fangs injecting an immediately paralyzing toxin, clawed fingers, hands with extra knuckles and greater grip strength etc.

**Broken Pattern crosser** -200
You crossed a broken and imperfect Pattern in one of the few Shadows within the first circle of Shadows around Amber, where such an imperfect reflection of the Pattern exists. Only 10 % of mortals would survive such a test and few of those would come out with any useful abiliies. You gained the powers to walk the Shadows (see notes), yet the damage in the broken Pattern will always follow like a sword of Damocles hanging above you each time you use the powers of the broken Pattern or use magics through it, threatening to open a hole in reality and ending you completely every time. Only the careful or smart or lucky ones will avoid this final Fate. Just be wary of thoughtless use or overuse of the tainted powers. The same thing may also be applied to having traveled a Logrus equivalent of the broken Pattern

**Body snatcher** -400
You are one of the Ty'iga, a bodiless demon from beyond the rim or just share the same abilities. As you're bodiless you can't be hurt directly, but magic and magic items may still harm you, hold you, banish and bind you. You additionally have the ability to possess other beings, pushing their mind to the background, giving them temporary amnesia as long as they're possessed. You may possess most beings, but Princes of Amber and Lords of Chaos (and competent sorcerers) may prove a bit more difficult. Also beware of possessing the recently deceased as you might be stuck in that vessel now.

**Raw ambition** -600
You have lots of ambition, talent and potential. You merely need a chance and you'll rise farther than most mere mortals could dream. If you were to be given just the right hint, the start of the correct path, you might just end up in a sorcerous battle with a Lord of Chaos and win. You will always find several opportunities for a meteoric rise in power, be it a mysterious figure teaching you a simple spell or a lover just showing evidence of a world beyond your own and once you have a single lead you can find opportunities to go all the way. If someone gives you one finger, you take the hand, the heart and the wallet.

**Champion of Freedom** - 800
Freedom from what? Well from the rulers of reality, the fundamental forces of creation and existence of course. While every other important character here is

merely a chess piece for the Logrus and the Pattern and sometimes even an actual puppet in their eternal war for dominance, this hold of the forces on the key players and reality itself will never fall on you. This doesn't mean you'll somehow transcend the concepts of order and chaos or are immune to them, merely that the sentient forces of chaos and order can and will never use their powers to influence and push or punish you directly or indirectly.
You can still use their powers and others calling on their powers can still use them against you, but never the forces themselves. You're simply off the gameboard. If you choose to actually fight the Pattern and the Logrus, they will of course protect themselves, but merely upsetting the balance via your own machinations will leave you untouched.

You will also find that you have incredible leeway with what you do in the direct sphere of influence of powerful factions, families and groups of interest, like the Amberites. They will either not be aware of you, ignore you (as they surely have more important business to attend to), resort to dealing with you later etc. You will be free to do your own thing until the point when they feel they have no other choice but to intervene.

In other settings this will apply to all cosmic gods, entities, forces and concepts that use mortals, immortals and other sentiments beneath them as playthings for their games and proxy wars.

## Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.

**Canon companion** -variable:

You may freely take any canon companion of human level power with you. You may take any "normal" Amberites or Chaosites or beings at their level with you for -200cp. Truly great representatives of their kin, like Dworkin or Oberon, will cost you -400cp. The Unicorn or the Serpent can't be taken as companions.

**OC companion** -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

**Companion import** (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 600 cp to spend however they want.

**Jumper ghost** -400

A construct of some kind created by a great force like the Pattern or the Logrus. Differing from other Pattern/Logrus ghosts it truly has its own agency and need not be sustained by the Pattern/Logrus. It will be an exact copy of yours. He or she gets the same powers that you have, with the same personality, memories and everything. In the future your personalities may drift, but In general they will be sharing or at least supportive of your general goals and they'll be generally amicable. You may

# Items

Items are 50% discounted for the respective backgrounds.
Discounted 100 cp items are free.
You may freely import any items as long as they are relatively similar in form and/or function.

### Prince of Amber

**Trumps** -free
A deck of cards containing very special Trump cards, which enable instantaneous communication and travel across Shadows. These magical items, created by mad Dworking, depict your family members and companions. Holding a Trump card of someone you may mentally call on them and if they accept the call they can communicate with you in real time, no matter in what world they are and if they agree to it pull you to their side, letting you instantly traverse infinite Shadow to wherever they are.

**Morgenstern** -100
A massive horse as fast as a hurricane and as strong as a piledriver. It is highly intelligent and tough. It is rumored that it can only be harmed by silver bullets or weapons. You also get a dozen Hellhounds, massive hunting dogs that could tear a car apart.

**Grayswandir** -200
Forged on the steps of the ghostly city of Tir-na noght and imprinted with sections of the Pattern itself this is not only a formidable sword, sharp and strong and swift, but it will also never dull or rust or deteriorate as the Pattern preserves. If drawn it will let you interact and speak with spectral entities such as those in tir-na noght and while they can't touch you, your blade can and will hurt them. Similarly to specters, beings of chaos affiliated with the Logrus will find this blade especially sharp and biting and powers and magics backed by it will shatter and break when struck with it.

**Guns of Avalon** -400
You'll get 400 assault rifles with tons of special ammunition, which will work in any Shadow no matter what, and not just in Amber. An army, trained and equipped with these, would be able to even take Amber if led by a competent commander.

**Dworkins notes** -600
At a time when Dworkin was not yet driven made at the beginning of things he apparently actually took some notes. In this scripture you will find more secrets than he ever taught anyone in Amber, except for Oberon himself. You'll find his thoughts and experiments regarding the nature of existence, the eternal struggle of Chaos and Order and so on. With these notes any power over Shadow can become much more subtle and with time and study and the right perks you may become as great a mind and power as Dworkin himself and achieve truly esoteric things that Dworkin and Oberon were able to pull off. Implant the jewel of judgement as someones eye, letting them use its power as well as see every line of force and governing energy, pull entire cities out of the Shadows and out of time and make a ghostly city of prophecy out of it, send others to distant Shadow with a wave of the hand, summon a bird out of someones blood to follow them across Shadow as a messenger… just all the really weird and unexplained stuff in addition to great Shadow mastery.

**Amber** -800
The one true City at the center of reality or at least the Pattern in the dungeons of castle Amber is.

Around two day walks in its circumference there's no Shadow walking possible, indicating that's the extent of true reality or at least sufficiently real in relation to the Pattern.

In other jumps you may place this city on any location in a new setting, whether in that world you enter or in another Shadow or even in another piece of property you brought from other jumps and thus declaring it that settings center of reality, automatically and retroactively creating infinite Shadows of it from it to the courts of chaos. Alternatively you may merely declare any place to be that settings Amber, placing merely a Pattern there hidden somewhere. Wherever this city is placed and a wide area around it (2 days matches) will be reality and as such any laws of nature, powers, metaphysics, etc, which are native to that place, will be completely unchangeable by any outside forces and anyone welding powers, technologies, magics etc from outside this true reality will see them fail. Everything that happens in that center of reality will ripple out through all Shadows of it and be in some way represented in Shadow. A battle on these grounds would see strive and conflict of massive scale in some way within Shadows etc. (how this manifests actually will really depend on the Shadow and its distance from Amber and there will be infinite variations of how that will be represented within infinite Shadows). Damage to the Pattern or alteration of it would damage and alter all Shadow and its destruction would cause all existence to cease

**Jewel of Judgment** -1000/1400
This jewel is a powerful and enigmatic gemstone that is carried as a highly symbolic piece by the King of Amber. Initially it was believed by the princess of Amber to merely grant influence over the weather, but as the series progressed it revealed that the jewel sits at the center of everything. Originally this stone was the Eye of the serpent of Chaos, the avatar of Chaos itself ripped out by the Unicorn of order. In it lies  a higher essence of Order (whether infused into the jewel by the Unicorn or always present therein I can't say) with which the primal Pattern first was inscribed by mad Dworkin and thus creating a multiverse separate from the formerly all consuming chaos.

For one to use any of its functions one would have to attune himself to the jewel which they'll accomplish by traveling the primal Pattern while wearing the jewel or Alternatively let your mind travel the higher order 3D Pattern in the heart of the jewel. As you've purchased the jewel here, you'll already be attuned and also have already walked the primal Pattern (purchase of the jewel as a Lord of Chaos means that you'll automatically get a free purchase of the "Pattern walker" perk).

Regarding it's basic functions the Jewel of Judgment allows its wielder to manipulate weather Patterns on a grand scale while being also very precise. Storms, lightning, rain, snow, and clear skies are at your command.
The jewel will allow for you to sense danger around you, tap into your lifeforce and using this power slow down time slightly so that you can get out of danger safely. Additionally a person fully attuned to the Jewel is able to overpower the mind of someone in close distance, freezing them in place.

Using the Jewel you'll be able to tap into the powers of the primal Pattern, boosting any abilities that have any relation to the Pattern itself and facilitating anything that has to do with walking or manipulation Shadow.

Attuning yourself to the Jewel will also give you access to its more important functions regarding reality, the Jewel will allow you to repair an existing damaged Pattern, by retracing the primal Pattern over the existing Pattern as you travel the damaged Pattern. Alternatively it would also give you the power to erase an existing Pattern, ending the multiverse in the process.

You will also be able to create completely new primal Patterns, based on higher Order Pattern/idea of Order in the jewel, but also heavily influenced by yourself. With great skill you may be able to figure out how to "edit" an existing Pattern, neither destroying nor creating but to change certain aspects of the Pattern. Should you retrace, repair or create a completely new Pattern you will invariably link the Pattern itself to you. A new Pattern would be a reflection of you, your mind and character and the Pattern itself would reflect upon you, changing you in turn. Damage to the

Pattern would thus also reflect upon you and damage to the Pattern is only possible through you, your blood (including blood of descendants) or via the jewel.

These latter two functions, especially the last one will be an extreme challenge in any case. It will push you to your very limits in any way, mentally, physically and spiritually and there's no guarantee of success, and as with traveling the Pattern failing to complete the task means that you forfeit your life.

If you are not man enough to take on a real challenge, then pay an additional (undiscounted) **-400cp** coward tax as a guarantee to always manage to repair existing Patterns or create new Patterns without driving you insane, cripple or weaken you or just die.

## Lord of Chaos

**Trumps of Chaos** -free
A deck of cards containing very special Trump cards, which enable instantaneous communication and travel across Shadows. These magical items, created by mad Dworking, depict your family members and others of your house. Holding a Trump card of a family member you may mentally call on them and if they accept the call they can communicate with you in real time, no matter in what world they are and if they agree to it pull you to their side, letting you instantly traverse infinite Shadow to wherever they are.

**Demon servant** - 100
You gain a loyal demon servant capable of shapeshifting. The demon can alter its form to adapt to various situations and can take on different appearances at your command or on his own accord. The demon is intelligent and rather courteous. It is strong enough that it could carry you on its back and fly through the skies with ease using its mighty wings from Amber all the way to the courts of Chaos.

**Frakir** -200
As it was once borne through the Logrus this very sturdy wristband was equipped with sensitivity to danger, mobility, combat reflexes and a limited sentience. It will warn you of danger in a general sense, be it immediate, in the near future, harmful intentions regarding you, decicions on your part that would be dangerous etc. It will pulse on your wrist with different intensity depending on the danger level. It can turn invisible, move on its own and follow your mental instructions. It has a specialty in strangling and hanging people.

For an additional - 100cp it is now fully sentient and able to communicate with you telepathically

**Mandors balls** - 400
Three small magic and semi-autonomous metal spheres capable of levitation and

flight each with various abilities. You can let them store custom spells for them to activate when you're in danger or otherwise recall them at any point. They come already equipped with a few abilities that you are able to activate whenever necessary. They can instantly paralyze with modifiable levels of paralysis as well as body control, they can also induce great pain as well as drastically and quickly increase size and mass, destroying everything in its path

**Spikard Ring** - 600
A ring with hundreds of fine magic threads leading off and tapping into a variety of different magic sources within Shadow. It reaches and controls everything from simple chthonic forces to sophisticated constructs of high magic, from elementals to things that seem like lobotomized gods. This is an ancient artifact from weird aeons before Shadows even. It may twist the minds of lessers, but as you purchase this here you'll be safe. This ring will also not be cursed with spells that bend the users will to certain peoples commands.

It will feel your most immediate wish and desire, activate the appropriate thread to a magic source that works in the specific Shadow, even Amber itself (!) and grant you the knowledge of how to perform the spell you need immediately and the ability to actually cast it immediately. This is basically a cheat code for magicians as you no longer need to actually put effort, thought and long incantations into your spells. Beware the trap therein, as you can easily become lazy and uncreative.

**Citadel of Chaos** - 800
You get a twisting ever changing fortress floating above the Abyss. Reality is "weaker" here, meaning highly malleable as is the separation between Shadows. Open one door and you might reach the dining room, open another and you may step into a realm of eternal winter. Magic flows easy here as reality and Shadow are more easily manipulated than anywhere else. This is a great place to study and experiment and create spells and magic artifacts.

One twisting pathway will lead you to the Logrus and as such you now hold one of the poles of existence in your possession. From it infinite universes are cast and all the actions in the Citadel, all the twisted magic you create, will have rippling effects throughout the multiverse.

As you are also above the Abyss, the pit of Chaos, the nexus of creation and destruction, where on a good day you're able to see the birth of the universe as well as its end, you're now much closer to the primal chaos than anywhere else and its creative and destructive energies are much easier for you to pull, so that you can much more easily create things ex nihilo as well as send them back to nothingness.

**Ghostwheel** -1000
A massive world spanning computer built on an impossible Shadow world with strange physics, this construct was built by Merlin as he thought of a theoretical

computer that would only work in a very specific set of physics. What this, now self aware, computer is capable of doing is screen, map and catalog the infinite Shadows between Chaos and Order, create virtual trumps and use those to create portals of varying size at any point it wants to transport people and objects just as fast as normal trump travel would allow in the shape of a ghostly wheel of light. It could scan nearby Shadows and for example immediately tell how many Shadowstorms exist within 5000 Shadow veils, create portals small like a spec of light or smaller or so big as to transport entire world spanning Shadow storms. It can send a worlds worth of energy through the portal, but with practice can also learn to tap into various sources of energy within Shadow.This basically makes it a combination of a search engine and teleportation device. By purchasing it you will be able to call upon Ghostweel and it will scan for danger around you and around a multitude of nearby Shadows, warn and otherwise communicate with you via mental contact, banish foes, transport you to any specific place you desire as well as transport anything you want to you. Ghostwheel will also always know how certain creatures, objects and phenomena he'd pull from one Shadow would interact with another Shadow, similar to the local laws perk, so that he'd never pull something useless for you (if you wish for something that is just not useable or implementable in the Shadow you're in he'll just give you an error message)

Ghostwheel will be of a character and disposition you find pleasing and will always be absolutely loyal to you (You can also give it a different name). As a sentient computer world it can act both as a companion and item, but for it to function properly it has to stay in the exact conditions of that strange Shadow world it originated from, meaning in future jumps, its physical body will be tucked away in copy of its original Shadow world, only interacting with you via its portals (both physical and mental).

While it would be possible to build such a thing yourself with the right perks (at the very least the basic trump artistry, Pattern walking as well as genius perk as well as knowledge of computer science and software engineering and the local laws perk would probably help) you'll require quite a lot of time and effort to build this thing, as you have to summon the right materials from various Shadows and then actually build a world spanning computer in an extremely hostile environment. And still there's no guarantee that this thing you create would be or remain loyal to you.

## Shadow dweller

**Gun** - 100
This firearm works reliably in any environment and Shadow, regardless of the laws of physics or reality. It's a versatile and dependable weapon, ensuring you are never unarmed no matter where you find yourself.

**Magic Tome** - 200
A comprehensive beginner's guide to magic, this tome covers the fundamental principles and practices. It provides clear, step-by-step instructions for those new to the arcane arts, making it an invaluable resource for novice spellcasters. While you still need access to some source of power, to actually hook the magic on, especially one that would work in every Shadow, it will help you go far in worlds where the Art isn't well known and may start you on a journey to greatness.

**Blue crystal cave** -400
While imprisioned in this severs all connection to the powers of the Pattern or the Logrus, completely shuts down everyone's access to magic. Stones from that cave can be used to track others holding such a stone throughout Shadow, regardless of whether one has such a power himself.

**Vorpal blade** - 600
Yes, the one from the works of Lewis Carol. This weird blade looking to be made of light and butterfly wings will tend any monster or foe, be they a Jabberwockie or a great fire angel from the Abyss

**Shadow world** - 800
An entire world, and in fact an entire universe of your own, after your design and imagination. While you could just visit any such a place you imagine with the power to walk the Shadows, this one is special as you will be the only one who is able to visit this place. If you were to take drawbacks that would have you hunted, then this would of course override this effect and you could be visited. This could therefore also act as the perfect hiding place should you need such a thing. While you are able to again imagine and design any world, you will have to abide by the same litmus as you were with your background, namely that you don't create a setting of your own that outright overpowers Amber.

**Keep of four worlds** - 1000
A fortress placed on a special intersection, where 4 Shadows collide, cross and interact. The result it an interesting view, as you can look out the window on 4 different sides and see 4 different Shadows (a desert, the mountains, a plane of ice and one of rock) as well as the Font of power, created by the energies of the colliding Shadows. The Font is a nigh limitless pool of raw magic power. You may merely scoop up the energy of the font to throw whatever spell you like at your enemies. Hooking this pool to any magic device of yours will see it instantly powered and fed.

Dipping into the font of power through a ritual would mean you'll get to become a living trump, corresponding to the 600 cp version of the trump artistry perk (but without any of the skills of the lower tiers of that perk) , normally at the price of a big portion of your sanity or atleast humanity, but as you purchase the keep here, you'll be spared of any ill effects.

# Drawbacks

**Missing Arm** +100
You've lost your arm in battle. Despite any regenerative power you might have this arm can't be regrown or replaced. This loss affects your balance and dexterity, making tasks that require two hands more challenging, but i'm sure you'll manage once you get used to it. Can be taken twice.

**Curse of Minor Misfortune** +100
Not necessary a curse, maybe you're just clumsy. Maybe a major force of the universe doesn't like you, but doesn't hate you. Maybe you're just the victim of the good luck of more important bad luck. Minor bad luck follows you everywhere. You trip over roots, spill drinks, and misplace items at the most inconvenient times.

**Rival** +100
You have a rival of similar skill and prowess that constantly wants to upstage you and you feel compelled to upstage him as well. You will get ample time to show off against each other.

**Poor Memory** +100
Your memory is unreliable. You frequently forget important details, names, and places. This can lead to embarrassing situations and make it difficult to recall vital information when you need it most. It will be very likely that amongst all those Shadows you will constantly misremember names of people you spent considerable time with in that Shadow.

**Love the wrong one** +100
You fell in love with someone who just isn't good for you. Maybe they're liars and manipulators, maybe they're abusive, maybe they're literally insane. In any case, what can you do against true love?

**Amnesia** +200
You don't remember who you are or indeed what you are and what you can do. You will wake up at the beginning of the jump, just like Corwin did, tied to a hospital bed, with no recollection of your name and history.

**Drug trip** +200
You are addicted to hallucinogens and no matter how dangerous you know that might be you will be frequently going on LSD fueled trips, which also means that if you have the power to traverse the Shadows, you will actually travel the place of your bizarre visions, be they a tea party in Alice in wonderland or something darker.

**Vendetta** +200

One of your brothers has a personal vendetta against you. This isn't to be taken lightly as they will be capable men in their own right, holding much influence and power. The longer you continue existing, the more willing they will be to do anything for more power in order to destroy you.

**Disoriented** +200
You lack any orientation at all. While normally this would be annoying, if tied with the ability to walk the Shadows, it will be incredibly difficult and much more dangerous to get from point a to be along the Shadows

**Cabal of enemies** +200
You have several groups of interest that will independently of each other try to kill you or atleast thwart you. While each individually isn't as powerful of you and they only make a move sparingly (sometimes even predictably on a certain date), they will sometimes catch you off guard and you will have a really hard time figuring out who's behind the attacks

**Mad** +200/400
You don't lack basic reasoning, but you've become somewhat insane. This may manifest in various forms, either destructive and self destructive antisocial behavior or incredible mood swings etc. For an additional +200 you'll be quite mad. You'll be mumbling barely comprehensible things to others, occasionally act counterintuitive and counterrational etc. You won't be a complete fool or a mental toddler or something and you even be able to still complete grand projects, but don't assume you'll be able to have a sensible conversation with someone and not constantly lose your train of thought (slowing down any of your projects considerably)

**Imprisoned** +400
You're imprisoned in a special place where you can't use your powers and its inaccessible to your companions. This can be a crystal cave blocking powers, or a specifically designed prison or a special realm. The difference is moot and only stylistic.

**Blindness** +400
You're blind and therefore also can't Shadow walk. Maybe you were born blind or maybe one of your brothers ordered your eyes to be burnt out of the sockets, whatever you prefer. In any case even if you travel the Shadows via companions or other means, you will remain blind.

**Wanted** +400
You are declared a dangerous enemy of the state and are either wanted by Amber or the Courts of Chaos. First they send assassins and then troops and finally the

princes of Amber or the Lords of Chaos themselves will go on the hunt. This can be taken twice, with both factions working together.

**Deathcurse +**400
You have the deathcurse of a prince of Amber on your head. Reality itself has thus bent to his will and you will see that every machination, scheme or plan against you and your projects will be much more successful.

**Black road** +600
A massive black road crossing has formed through all Shadow, where everything bad and evil and destructive from each Shadow will gather and travel in your direction to destroy you and everything you built. This will mean that from each Shadow in existence things are able to reach you theoretically, however not all of them can be able to perform and function in whatever realm you reside. Still the sheer infinite masses of monsters might just suffocate you.

**Powers out of Shadow** +600
Your out of jump powers don't work anymore. They were merely things of Shadow and will only work in the appropriate Shadows, but not in each one. You'll have to rely on the abilities and powers you've gathered here, backed by the eternal forces of existence.

**Enemy of Order/Chaos** +600/800
The Pattern or the Logrus wants you dead as it sees you as a direct threat. For the 600 cp option you will be the enemy of the Sign that you aren't attuned to, so as an Amberite having walked the Pattern, the Logrus will want you dead and so will the Pattern if you're a Chaosian. This opposing sign will try to hunt you down directly and indirectly. In places where it holds more power (on its side of creation) it will manifest directly and use its powers to shut down any magic you might use against it, transport and teleport things to you to harm you including great energies and forces or teleport you to Shadows that may harm you etc.  In places of lesser power it will influence things against you as well as send Ghosts, duplicates of the People who once traveled it. For +800 you will be enemy of your own Sign, so an Amberite will be enemy of the Pattern. While you will still be able to use Pattern powers, in a direct confrontation with the sign, those might be shut down by it. More importantly, you will also face a Pattern/or Logrus Ghost of yourself, as you have once traveled that Sign yourself.
Can be taken twice

# Notes

This jump is based on the Chronicles of Amber by Roger Zelazny (read it, the books are amazing). Some inspiration was also taken from the Amber DRPG.

**Shadow walking**

A royal Amberite, having traveled the Pattern is capable of walking the Shadows. By moving, usually while traveling, you may visualize a place, a world where you want to go and as you travel you will intuitively visualize the necessary shifts and changes from your destination to the place of your desire. As you travel you will see the terrain, climate, the stars and sun and so on around you shift, each shift representing the entry to a new world. If you travel far enough the very laws of physics, metaphysics or some constants will start shifting. You may either hold a specific or vague goal in mind on such a journey. You may want to reach a specific world or just want to find an interesting person or an amazing sword in another world that's just behind the next corner. Literally anything you can wish for and imagine, every possible or impossible encounter, situation, magic, power, item, treasure, phenomenon… can be found out there in Shadows and reached by you once you travel far enough. Traveling distances reflect the overall difference of your starting point to your destination.

Traveling the Shadows you can change things around you very subtly and in effect change probability and warp fate and reality (at least it will feel like it for you as you step into different worlds). See a guy getting robbed? Merely step behind the bushes and as you walk out of them again you'd be able to see a completely different scenario. Maybe this time the victim robs the other two men or maybe all of them are dead or maybe none of them are there….walk farther and suddenly the robbers are dragons and the victim a damsel in distress and maybe that damsel also knows you as a past lover.
While walking one can also subtly shift its immediate surroundings, so that the clothes one wears change, the vehicle one uses, the contents of a purse etc.

If the change is small or gradual enough you won't even necessarily travel to another world, merely alter the existing one by pulling from neighboring Shadows and overlaying it over the existing one, basically editing reality a feat for those of greater skill (Dworkins pupil perk). You may also summon other things from nearby Shadow like a "bird of your desire"  while standing still and do other neat tricks at this point. This pulling from Shadows doesn't necessarily have to involve an object, you may change reality as described above if the change is small or gradual enough. This will require movement as well as concentration and imagination and time all relative to the amount of change you want to enact.
This is in effect summoning what you want out of the Shadows as you travel.

One can bring others, who have not traveled the Pattern, with him on his way through Shadows. As long as they follow closely and the one leading the way doesn't rush things, even a million men army can march along countless worlds

Such is the usual method of Shadow walking for Amberites who travel, usually on horseback, through the worlds in this fashion but travel as such is more a helpful tool for the mind than a necessity, walking in circles would work as well and masters of the Pattern are able to do all of this while motionless (see Dworkins Pupil perk), though walking will always help.

Those who traversed the Logrus also gain the ability to traverse the Shadows, they too can imagine where they want to go and merely walk there. In contrast they will not visualize the Pattern and subtly shift the worlds, but instead summon the image of the Logrus and use various different means to travel Shadows, not all of them clear or consistent between practitioners: temporarily burn bridges, roads and threads through worlds or imagine Logrus tendrils pulling them to those worlds as to travel along them. Traversing the Shadows via Logrus powers seems to be more difficult and taxing or at least not as smooth (Merlin who traversed both the Logrus and the Pattern directly says that Pattern-Shadow walking is the easier and preferable method of travel through Shadow), but the core principle of reaching any world and situation you can imagine still applies to it. On the other hand pulling stuff from Shadow to you via Logrus tendrils (like a "reverse Shadow walking") is something even Initiates at the basic level can do.

Others may freely travel along these threads as well, but they aren't very long lasting without your presence.

**Creation vs Traveling**

Do characters walking the Shadows merely travel to different worlds that are already there which correspond with the walkers wishes or do the walkers create these worlds in the Shadow with their wish? This question is often asked in the books and never clearly answered. On the level of the subjective experience it feels the same. Regarding the cosmology of the Amber series as described in the books we know there's an infinitude of worlds between chaos and order and each Shadow casts infinite Shadows of its own, so there seems to be already a place somewhere that's exactly like the one that the traveler imagines; which however doesn't exclude the possibility that the traveler nevertheless creates these worlds with his mind.

**Logrus Powers**

While those who walk the Pattern gain the ability to walk the Shadows, those who traveled the Logrus gain the powers of creation and destruction, for that is the Logrus, to manipulate Shadows instead.
Logrus powers generally involve the destruction of something, the warping of an

existing object, or the creation of something out of primal chaos, by tapping into the infinite well of creative and destructive energy that is the primal chaos, focused and represented through the Logrus. Controlling these powers is challenging and dangerous, as losing control can result in harm to the magician. Using various other magics is generally safer, which is why sorcery is popular in the Courts of Chaos, but it is not as convenient as Logrus powers as it doesn't work in every Shadow.

Logrus powers divide into summoning chaos energies for destructive or creative purposes and distorting existing objects. Summoning chaos energies can unleash great destructive forces or mold them into creatures or objects for various uses. Distorting objects and people and even local laws  is more common because primal chaos is dangerous. Any change enacted is going to reverse in time if not tended. Shadows near the Courts, which are so near the primal chaos can even be altered without Logrus initiation, but outside the Courts, Logrus walking is required.

Using the powers of the Logrus to warp Shadow itself allows Lords of Chaos to travel through Shadow, with the Black Road as an example. Threads of chaos material can be created to distort Shadow and allow travel between different Shadows. Creating these threads is difficult and requires more effort than Shadow walking. Creating objects and creatures out of primal chaos is the hardest task, often resulting in imperfect creations.

Failure in controlling Logrus powers can lead to severe consequences, such as warping or destruction of the magician. Sorcery is less likely to blow up in the magician's face, which is why it is popular despite its difficulty.

**Limits of Shadow walking**

Apparently one limitation is that you can't travel in absolute darkness or when blind and travel less reliable in fog or other situations with bad visibility. As you have to visualize the changes in the world as you travel in order to accurately "substract and add" to the world until it matches your desired (Shadow) destination. How this works with Logrus travel, where supposedly you imagine a Logrus tendril to pull you to the Shadows you imagine without visual clues i can't tell, but apparently it still worked for Merlin who mastered both Logrus and Pattern. A living trump shouldn't have an issue with this however.
As imagination is the limit you'll never reach places beyond your imagination. As the Amberites and Chaosians have essentially human minds they will have an infinitude of Shadow to travel to, that is imaginable and comprehensible by humans and even if there are infinitely more Shadows out there beyond comprehensions, they'll never get there. If you, Jumper, are beyond a human mind, feel free to visit the Shadow where 1+1=3

**Dangers of Shadow walking**

While Amberites are though, its amazing that with the powers they got they don't die more often....(Corwin barely survived the black plague as well as a car accident and there's much worse stuff out there in Shadow than that). They are NOT immune to the dangers they find in Shadow, and you won't have any special protection either. A normal Amberite can die to a gun and when he visits our (Shadow) earth he can just be shot by some thug. If that thug would go to Amber, then his gun wouldn't work and be unable to do much against an Amberite. An Amberite or Chaosian may simply walk into the wrong neighborhood so to speak, but apparently after the centuries both groups have established some common ground Shadows, where they are at an advantage with their own sets of powers.

**The Logrus/Chaos and the Pattern/Order and their eternal fight**

The Logrus and the Serpent as well as the Pattern and the Unicorn are sometimes named interchangeably not only in this jump, but even in the books. Its not entirely clear which is a representation of what (although according to Dworkins story the Unicorn helped him draw the Pattern; so it came first, but the IDEA of the Pattern maybe came first?...time is weird here). In any case it doesn't matter. They are sentient representations of the concepts of Order and Chaos with their own agencies and goals. Since time immemorial they fought in the underShadow trying to gain the upper hand. Neither wishes to destroy the other (maybe the serpent a little sometimes), but instead want to keep up the game, but dominate it. The creation of Amber and Shadow just is an afterthought in their fight. It was a major win for Order of course, but also gave both sides the chess pieces necessary to make the game more fun and nuanced.

**Magic**

Magic as shown here, mostly in the Merlin cycle involves incantations and signs that one can use to create a pre-prepared spell with it. A magician then uses the visualization of his sign of power (Logrus, Pattern, broken Pattern or other sources) and then "hangs the spell on it", basically putting power into it. That spell can than be cast via a trigger, be they a trigger command or a hand sign or else. These spells may work wherever once prepared, be they in Shadow or even right next to the primal Pattern or the underShadow, as the power was given already by the sign. Spells will take time to prepare and will deteriorate over time if not used.
A good magician has at least half a dozen major spells and several minor active and defensive spells hanging on him. Once the spells are spent in a sorcerers battle with no clear victor, they will resort to throwing hands (or something like that) as casting spells quickly is not something one can afford in sword range.

The effects of magic shown are extremely wide and varied. Cast ice and heat, water and flame, summon food and drink, summon flying weaponry, project illusions, turn

invisible, zap people with raw power, force transformations, block transformations, manipulate the mind, cast blasts of raw emotion, petrify, slow down time a bit etc.

Basically a talented magician is again only limited by his imagination and creativity and how many spells he can hang around his person or objects… The power behind those spells seems to be limited however as nothing shown in any sorcerers battle, while impressively creative had more punch behind it than was capable of destroying a castle.

Similarly if you were to back any magic or item you create with a Logrus or Pattern power etc. you'd be limited to that level of power, while not limited by the type of magic.

**Shadows and Jumpchain**

Walking the Shadows and jumping do obviously have certain commonalities. As you walk through Shadow, you enter different worlds that you imagine and visualize and among the infinitude of Shadows out there you will inevitably also find exact copies of places you have already visited in your travels. So why continue with the chain at all, if this jump is a chain in itself? Well as you've hopefully learned throughout this document Shadow walking will allow you to visit any place and find and encounter anything your heart desires and mind can imagine, but taking stuff from one Shadow and bringing it to another is only somewhat useful. While on your chain you'll have no problem with various magics, powers and technology working in other settings, the same is just not true for Shadow walking. While a certain magical object of great power could allow you to control the fabric of reality and rule an entire universe in one Shadow and maybe even in some neighboring Shadows it will fail to function at some point the farther you stray from that specific Shadow. A massive kaiju may reign supreme in one Shadow and collapse under its own weight in another. Some things and effects will certainly continue to work and be effective in a multitude of Shadows, thus the Amberite affinity for horses as a way of traveling and swords and knives as weapons, and it's up to you to decide and reason whether for example the magic of one setting may be compatible and functional in another setting or how it may be functional, but limited in scope and power etc.

Powers, abilities and Items you've bought throughout your chain will continue to work unaffected as usual as you traverse the Shadows, though certain required secondary effects and requirements might be messed up (Your ability to always hit when shooting a gun or change the course of the bullet midair might be less than useful if in a certain Shadow gunpowder doesn't work for example).

Regarding self crafted, built, created items, creatures or powers which weren't bought with CP during your chain you'll have to rule that on an individual basis, since there are too many variables there to cover that with one answer.

Shadow walking is basically like jumping without any CP.
You can go to the setting and do cool stuff, acquire power and items on your own, but they stop working once you go to the next jump or even when straying to far from the Shadow you got them.

So scratch that jumpchain part; it's more like entering CYOAs of your design (without any points).

Some further clarifications on what you can take and bring and gain from Shadows: If you take people out of Shadow they will not automatically change. This is not a "turns everything into mundane humans" kind of thing. If you take a human looking witch too far from her Shadow, she's gonna be unable to cast her magic anymore at a certain point away from her original Shadow to normal earth (our Shadow earth) and still look the same, transport a kaiju onto normal earth however it would collapse under its own weight. It won't simply transform into a human.

You won't get the ability to use any jumpchain backed power to let anything you take from Shadow just keep its form and power no matter where just like you're not free to keep new powers you gain from Shadow. You are however free to grant whomever you take in Shadow with you new powers and items if you're able to.

Example: Want to take Hermione with you? Well she can't just keep her HP magic after a certain point away from the HP Shadow, no matter what cool powers you have for that BUT you will be able to grant her your own Jumpchain-HP powers if you are able to do so.

You can take everything you can buy or steal or find with you from Shadow, no limits there. They don't just stay behind, they don’t transform, they stay the same, just that they likely not become useful at some point should they be supernatural. There’s just NO FIAT BACKING of anything. A magic ring would use its power after a few Shadow veils, and be a ring, but more than that travel to a world much closer to its sun and the ring will melt; travel to a Shadow where all metal becomes highly magnetic or transform into water, then your ring would do that…Everything will just play by THAT ShadowS rules, except for your jumpchain backed powers.

You also won’t be able to actually go into a Shadow to gain a power and then keep that power, no matter what neat perks you have that’d allow that. You can’t just go somewhere, drink a potion that grant you the power of [insert OP character], and keep it outside that Shadow and the one near it.

Regarding power and experience and skill groth in Shadow: That is something i really can't prohibit people from exploiting. You have access to an infinite Multiverse to learn and grow and feed etc. I really can't just let people not be able to train in Shadow until their gamer system XP power or whatever reaches max and beyond or unlock new transformations or feed on biomass etc.

**The Pattern/Amber and the Logrus/the Courts of Chaos in other settings**

In future settings you will have not to worry about the Pattern and the Logrus and their fight anymore, atleast not directly. You can enter a setting, and treat it as part of Shadow at least in how your Powers from this jump will interact with it. There will be an infinite universe of Shadows surrounding your “prime setting” without the prime setting directly being the center of reality (there will be of course an infinite number of Shadows of the prime setting that will each depend be influenced by the happenings in it, as every Shadow casts infinite Shadows itself, but there will be other Shadows adjacent that don’t directly depend on setting prime).

So where are these supposed sources of these Shadows, the Pattern and the Logrus?
That depends on your interpretation of things: Maybe Amber and the Courts exist somewhere inaccessible and nothing changes for you or alternatively Shadow walking and the rest just works without any apparent source of these Shadows. Maybe all of that stuff was just allegorical and just the stuff of ideas, corresponding only metaphorically with the reality of a multiverse. Maybe something else entirely… In any case there will be no danger of a sudden collapse of the multiverse, because someone directly messed with the Pattern or the Logrus. There will be no Snake and Unicorn fighting for dominance and there will be no family of psychos doing their thing messing with everyone's reality just by existing and squabbling.

If you bought a Pattern or a Logrus directly, then you will have a center of reality in your possession, but a tame one without agency and sentience. The big fight is over. If you hold such a pole of reality in your possession then you can indeed influence the whole multiverse in the setting you dropped **HOWEVER** the prime setting will be immune to the grander tinkering. You can’t just drop into a setting and delete it entirely just by erasing the Pattern you brought yourself or rewrite the setting in your image using Amber and the jewel for example. That would be too easy. Once your jumping days are done, we’ll talk about it again. Still you’ll automatically have a multiverse that is but Shadows of your Pattern/Logrus and follows standard Chronicles of Amber rules but without any snake or unicorn fuckery.

-HDManon
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