

OUTWARD

Welcome to the world of Outward, otherwise known as Aurai. Aurai itself is a harsh, near inhospitable land, sometimes due to its weather, sometimes due to the hostility of the creatures that inhabit it, and sometimes due to the opportunistic nature of men.

Hundreds of years ago, the Scourge appeared in northeastern Aurai, destroying what little stability the region had. Resources became scarce as trade caravans were attacked on the roads by both the natural wildlife and creatures from the Scourge.

Today, the region is slowly stabilizing, having only periodic fighting between villages rather than all out chaos. Political tensions are high, and every village is fighting for a better life for its people. As a Jumper, you are being placed right in the middle of that conflict.

Take 1000CP (Cierzo Points) with you, you'll need it.

Locations:

Roll a D6 or chose for free



1. **Cierzo**:

"A bustling little fishing village in the Chersonese, Cierzo was once the largest settlement in the region by far, but it experienced a bloody tragedy not long after the monsters of the Scourge swarmed the region. A former Chamberlady of Cierzo distrusted and turned away the warriors and scholars of Elatt when they came to their aid, preferring to rely on the protection of the Five Winds instead. As a result, the Scourge tore through the settlement, killing dozens.

The Chamberlady was exiled for her actions, and her few surviving family members were shackled with a truly enormous Blood Price that they still pay off to this day.

Over the last century, the village has rebuilt on the ruins, and has once again become the dominant tribe in the region, now under the guidance of the Aberdeen family."



2. **Berg**:

"The ancient city of Berg is the seat of the Blue Chamber Collective's power, and the location of the eponymous Blue Chamber. When a tribal council is called upon to discuss major decisions, Chamberlords gather here from across Aurai.

Despite the high stone walls, defensible doors and the ancient Forge Golems to defend it, Berg too was struck hard by the beasts of the Scourge. A large section of the city lies in ruins and is currently uninhabited."



3. **Monsoon**:

"The Hallowed Marsh is a dangerous region, teeming with reptilian predators and flooded with toxic water. The solution to keep the town safe from attack was thus very simple. Build it on an island surrounded by a considerable length of water and use a fleet of ships for transportation.

This protected it from the worst of the Scourge, keeping most of the Beasts at bay. The small settlement on the mainland was not so lucky.

Monsoon also boasts two Chamberlords instead of the usual one. One represents Monsoon itself, the other represents the Holy Mission. This sharing of power, as one might expect, leads to feelings of frustration between the two."



4. **Levant**:

"The city of Levant is built into one of the old fortresses of the Old Levant tribes that came before them, modernized and expanded to be fit for a kingdom. Built on top of a freshwater river and decorated with marble, the city is a bustling place full of merchants, artists, engineers and smiths.

Due to the huge influx of new citizens, a sizeable slum has formed in one of the ruined southern districts of the city."



5. **Harmattan**:

"A city within the Antique Plateau. Being the home of the Sorobor Academy, the city is a center of commerce and academia, with a history of magic. Once upon a time, when the Scourge threatened Harmattan, an army of golems appeared and defended it, leading the

city's inhabitants to be knowledgeable when it comes to golems of any kind, even able to fashion arms and armor out of golem parts.

Recently however, there have been rumours of an ancient threat ready to wake up and cause havoc."



6. **New Sirocco**:

"A settlement within the volcanic region of Caldera. This newly formed city consists of primarily the workforce of Old Sirocco, having rebelled against the Nobles that have opressed them for a long time, using the opportunity that the recent volcanic eruption has caused. While still quite small, with a bit of help, it could one day grow into a place worth living in.

However, the Nobles still remain, and with them still a chance for everything to go wrong and opression to return."

Factions:

Choose a single faction to start in



• **Blue Chamber Collective**:

"The core belief of the Blue Chamber Collective is that nothing matters more than family, and that all members of a tribe are an extension of one's family. As such, everyone is expected to look after one another and pull their own weight as best they can. However, their laws are harsh. Citizens are judged as bloodlines, not as individuals.

Therefore, if someone commits a crime, their entire family must pay what is known as a Blood Price, a repayment of silver to the wronged party. The Blood Price is rarely demanded at once, but rather is paid off in smaller payments, especially in situations where the family has limited wealth or family members to draw from. Through this system, mob rule and and revenge are usually avoided, although not always.

For crimes that are unforgivably awful, or if an individual continually shows no desire to mend the wrongs they have committed, the guilty individual is exiled from their tribe forever.

The Collective prefers not to take lives, seeing it as a horrible waste, and will only mete out death as punishment in the most dire of emergencies, or in self-defense.

Lineage is traced from the mother's side in the Collective."



• **Holy Mission of Elatt**:

"The Holy Mission began as the Tribe Without Name in the town of Monsoon, under the guidance of a Philosopher and Mage named Elatt.

Then came the Scourge, whose beasts rampaged across Aurai, even attacking the very town of Monsoon.

However, not long later, burning javelins of light rained from the sky above the Hallowed Marsh and drove the beasts to flee. Elatt revealed that he had found a way to transcend his mortal flesh and become a "Living Thought". He imbued his followers with pieces of his essence and sent them to defend Aurai's people from the Scourge.

Now, they play the role of peacekeepers and arbitrators, generally well respected across Aurai."



- **Heroic Kingdom of Levant**:

"After the Scourge struck Aurai, the Abrassar region swiftly turned into an inhospitable desert and was overrun by the Beasts of the Scourge. Worst of all, it was beset by a truly enormous Scourge Beast, the Devourer, that forced the residents of Abrassar to flee for their lives.

Many years later, a mercenary couple, King Simeon and Queen Calixa, led an army into the Abrassar Desert and purged it of the Scourge, managing to do the impossible and slay the huge Beast.

The bounty they reaped for their deeds was enough to found a kingdom. So, under the advice of their dear friend Kirouac, and with the blessing of Elatt that's exactly what they did. They repurposed one of the ancient fortresses of the Old Levant tribes into a great walled city and set about trying to bring about their vision of a utopia.

The Heroic Kingdom of Levant operates outside of the Blue Chamber's authority, and does not recognize the usual tenets of Tribal Law, opting instead for a much more individualistic approach. Rather than focus on the survival of the group, Levant champions the ideals of progress and personal freedom, believing that if everyone gets the chance to chase their dreams, everyone will eventually benefit.

Levant has a standing army that answers to the Royal Family, but also employs many mercenary bands, relying on them to do most of the work to keep the region safe from the many dangerous animals and bandits that make Abrassar their home.

In recent times, the Heroic Kingdom has begun to suffer an overpopulation problem as people flock to the city, eager for a new start. A rugged slum has cropped up in the ruined district to the south of the city as a result."



• **Sorobor Academy**:

"The Sorobor Academy are a very powerful institution, they are the highest authority in academic knowledge throughout the land. They are also deeply involved in commerce, using information as a key resource in their expansion.

While they are technically under the banner of the Blue Chamber Collective and have a seat at council meetings, their vast resources give them much the same power and reach of the Collective itself. Their knowledge in the arts of alchemy, magic, mathematics, literature, and many other topics is dwarfed only by the reach of their vast trade networks."

• **Factionless**:

"You belong to no one and beholden to no one, you walk your own path and believe in your own ideals. Only you have the power to change your own perception."

Each faction has discounts on their faction's perks.

For the factionless, take the free perk of each faction and two discounts to use on any purchase.

Discounted perks cheaper than 100CP are free.

Perks:

General Perks:

• **Survivalist Craftsman** (100CP): Unlike most smiths who have to painstakingly hammer away at a chunk of metal to create a weapon, you can cobble a masterpiece from metal scraps and the remains of your enemies, with the finished product magically shaping itself to reflect the materials used in its creation, primarily resembling the remains it was crafted from.

• **Hooked To The Leyline** (200CP): Normally, for a person to acquire magic, they must go to a leyline and sacrifice a portion of their vitality. But instead, you were born with

the ability to use magic, allowing you to be a mage without negatively affecting your endurance while also regenerating mana as if it was your stamina.

• **Primal Ritualist** (200CP): A form of magic which does not require one to sacrifice their essence to the leyline, practiced by those who are connected to nature. Through the use of special instruments, which you now know how to create, you can call upon nature to achieve magical effects, such as conjuring lightning strikes, calling upon the spirits of the land to haunt your enemies or enveloping you and your allies in a protective bubble.

• **Weapon Master** (200CP): A veteran of many battles, there is not a single piece of equipment that you haven't mastered. From swords and axes to spears and fists, you are the foremost expert on how to kill a man using anything on hand, you know a wide variety of techniques both simple and complex and know how to best utilize them to win any battle against any opponent. Furthermore, you are also a great teacher of martial arts, with your students mastering most techniques within a single day.

• **Attuned To The Elements** (400CP): A person may say they're connected to a single element like heat or cold, but you're blessed by all of them, from fire, cold and lightning, to decay and ethereal. All of your elemental damage from any sources is increased and you yourself are more resilient against all of them, while also making your enemies more susceptible to the elements with every strike. You are also adept at using magics connected to the element, able to call upon them for help in the form of winds or elemental spirits.

• **Blood Mage** (400CP): A secretive sect of mages that practices channeling magic through blood to achieve immortality. You can create blood sigils to further cast blood spells, and know how to use the essence of life to extend your life beyond its natural limits. But though it is highly effective, the cost of blood magic is just as great, as the more blood you consume without any cleansing, the more corruption will creep into your heart, until you are overcome by it and suffer an agonizing end. However, using blood magic on a weapon allows you to still leech the life of foes without any downside. And if a weapon consumes enough blood, it will eventually become a Vampiric weapon, naturally leeching blood without needing any magic.

• **Lich** (600CP): Immortal mages which have discovered a way to achieve immortality, through the use of phylacteries. By sealing their life into a vessel, they can convert their body into an immortal avatar, capable of healing from any injuries, even total body annihilation. However, that is not what made liches so feared and revered, for a lich's greatest strength is their knowledge in magic. A mage may be capable of creating sigils and enchanted items, but a lich can create entire buildings of magic capable of churning out wondrous creations on the regular and command entire armies of magical minions. You, through this perks, are granted the knowledge to create phylacteries and the raw talent of a lich for a single concept like fire, frost or something esoteric like machines or corruption.

Blue Chamber Collective Perks:

• **Tribal Collective** (100CP): As the foremost authority of all tribes on Aurai, the Collective promotes unity and equality, with each member having their needs met while also working for the benefit of the tribe. Now, you can also promote a similar sense of unity, with

each member of any group that you're in being much more willing to share and work with each other, regardless of differences.

• **Wild Hunter** (200CP): As a member of a tribe, a hunter is among the most respected and valued, as they feed the tribe and provides them with materials. You are skilled in the art of hunting, deftly using your bow and natural Rage to slay any prey unfortunate enough to be in your sight. Naturally, a life of hunting has made you rather durable.

• **Rune Sage** (400CP): Rather than casting spells normally, rune sages use special words to cast spells, this allows for a high degree of flexibility, as the meaning of a rune is varied and dependent on context. You are a master of this for of magic, able to use it without the need of a lexicon to remember the runes and having access to stronger and more complex combinations of runes.

• **Uniter Of Lands** (600CP): The greatest strength of the Collective isn't holy fervor, martial might, or arcane knowledge, it's unity, and you are perhaps it's greatest champion. Blessed with an immense charisma, you are a natural at convincing people to work together for the good of everyone, and can easily smooth out any ideological differences, no matter how severe. With you at the helm, a nation on the brink of a civil war can bounce back to national unity in a blink of an eye, and even prejudices may be eliminated altogether.

• **Whispering Bones** (800CP): Krypteia, scholars, assassins and keepers of ancestral memories, they are the secret rulers of the Collective, scheming in the shadows to maintain the peace of the tribes and nations within the Collective. You are similar to them, but superior, for you are a lich of spirits and the dead, with access to the collective memories to all of your ancestors. As a lich, your abilites are immensely powerful, but specialized, you can command and communicate with the dead, bringing them back to life for a moment to serve you, you also has authority over the deathly cold of the afterlife, capable of manipulating ice and frost to freeze your enemies to death.

Holy Mission Of Elatt Perks:

• **Words Of The Holy** (100CP): As a missionary of Elatt, you are tasked with the dissemination of his words. You are a talented orator, capable of captivating a crowd and spreading any message clearly. By the time you're done, even the most backwater of villages will know to heart the greatness of your God.

• **Philosopher** (200CP): Pondering the nature of the world has lend you many great techniques. You are extremely talented at using the chakrams, flying discs of death, and in battle, your chakrams fly with such grace that they could only be called dancing. Additionally, you are knowledgeable when it comes to sigil, able to create them with the help of elemental stones, though any similar sources should suffice, and you naturally regenerate mana.

• **Warrior Monk** (400CP): A master of both defense and offense, your Discipline is legendary. Even in the midst of battle, your mind remains as calm as the surface of the lake, as you carefully analyze your opponent's every move and skillfully counters them with a

heavy strike. Such is your skill that you can unleash a blow so perfect that it simply ignores the defense of any foe, no matter how supernatural.

• **Exalted** (600CP): As Elatt's greatest champion, it is only natural that you receive his greatest blessing. From now onward, the strength of your God envelops your very form, enhancing your strikes to superhuman levels while lessening their burden and making you much more resilient to all sources of harm. And unlike the regular version of this blessing, yours do not drain your life, but instead restores it, allowing you to slowly regenerate wounds, cure diseases and become biologically immortal.

Heroic Kingdom Of Levant Perks:

• **Levantine Engineering** (100CP): Levant is a city of commerce, art and most of all, technology. After studying under one of its expert engineers, you are able to build such wondrous creations. From regular flintlock to handcannon, you are an expert in the creation of firearms, able to combine traditional smithing techniques and modern technology to create powerful weapons capable of felling any foe, though with a lengthy loading time.

• **Rogue Engineer** (200CP): Despite its massive wealth and influence, there is an undeniable fact that a portion of the city's population lives in poverty, residing in slums rife with crime and danger. Having lived your life within the slums, you have acquired some very useful skills. You are extremely deadly with a knife, utilizing opportunity in combat to deliver a lethal strike to your enemy's weak points, or stealthily laying traps to catch them unaware while you run away unharmed.

• **Levantine Mercenary** (400CP): An exemplar of Levant's warrior, you are a veteran of many battles, an know how to best use armor to achieve maximum protection while minimizing the weight and bulkiness. Not only that, you have also master the use of the flintlock, able to load special ammunitions which can either knock enemies down or apply a variety of elemental effects. Curiously, you also know a technique to turn an enemy's magic against them and imbuing it into your shield or weapon.

• **Hero King** (600CP): Few have the sheer presence that you do, the bravado and confidence to charge into battle with nary a single doubt, as if fate is your lover. Your greatness can only be that of a legendary hero king, as you are both capable and lucky. Opportunities appear out of nowhere to elevate you into greatness and keep you there, ensuring your name will be spoken in awe for generations. Though keep in mind that a hero's journey is as arduous as it is rewarding.

• **Living Thought** (800CP): A being of neither flesh nor soul but pure divinity, similar to that of Elatt. As a Living Thought, you are immortal, unable to be affected by the passage of time or diseases, and cannot be harmed by any means except for the most esoteric and absolute. Though you do not begin as strong as Elatt himself, you are still a verifiable divine, with a wide variety of abilities to help both yourself and your followers. Firstly, your magical abilities are much stronger than normal, elevated to heights only liches can reach, and your reserves are near infinite, only really draining when you overexert yourself. Secondly, as living thought, you can go pretty much anywhere, no physical barriers will stop you and if someone is thinking about you, you can appear near them instantly, otherwise, you travel extremely quickly, quicker than any man or beast. And finally, you may chose a single concept to become your focus of divinity, much like Elatt is the God of Discipline, and gain authority over such concept, essentially gaining absolute control over it. Also, this guarantees that you will not forget your human roots, and will be able keep yourself in check and not let your divinity get to your head.

Sorobor Academy Perks:

• **Soroborean Caravaneer** (100CP): Due to its distance from most major cities, Harmattan relies a lot on its trader, and you are one of its most trusted. You know the safest

and most efficient routes and how to best sell your stocks and acquiring supplies. And within only a few months of hard working, you could earn enough to buy yourself a mansion.

• **The Speedster** (200CP): A master of motion, you are rarely still in combat, as you deftly move around, dodging and striking in the same movement. And as you become more Alert and aware, your speed increases, until your foe cannot keep up with you and must endure an onslaught of attacks until you either tire or stop.

• **Hex Mage** (400CP): A master of the dark arts, you uses curses and hexes to destroy your enemies. By building up a variety of hexes within a foe, you can trigger an elemental reaction based on the hexes present, dealing damage to all enemies and inflicting them with further negative effects. Of course, being a master of the dark arts, you can utilize them in more helpful ways, cleansing the corruption caused by dark magic and uses the deaths around you to fuel yourself further, restoring your health, stamina and magic.

• **Dean Of Magic** (600CP): Even amongst the scholars of the Academy, few could ever compare to your talent in magic. Your spells, though only marginally more powerful than before, are now much more efficient, costing almost nothing to cast, and any reagents, conditions or drawbacks are simply waved away, allowing you to constantly cast even the most expensive of spells without caring much.

• **Rust And Vengeance** (800CP): Long ago, during the outbreak of the Scourge, a Lich protected Harmattan by using his massive army of golems, though once it was done, the people sealed him away due to him being insane and dangerous, and it seems he has a protégé. You are peerless in the art of creating golems, ranging from simple beast golems and sword golems to advanced magical galvanic golems and many more. But what's especially important is that you know how to mass produce such beings, able to amass a grand army should you have access to sufficient facilities and materials, and your golems are truly automatic, requiring not controller to perfectly funtion, though you'll need to program their behaviors, of course.

Items:

• **Starting Supplies** (Free): To begin your journey in this treacherous world, you are given the essentials that any adventurer may need. Your supplies include: Light armor made from leather or fur, an iron weapon of choice, a primitive backpack, a waterskin filled with clean water, enough food and supplies to last a week, some bandages, an oil lantern and 50 pieces of silver to use as currency.

• **Brand** (300CP): A powerful sword with a frosty crystal like blade. Every strike sends chills throughout the enemy's body, slowly freezing them to death while also making them more vulnerable to the cold and pain. The blade is also indestructible, a magical enchantment placed upon it has made it unable to be affected by any harm, making it a reliable friend for any warrior. (Discounted to Factionless)

• **Crimson Plate Set** (300CP): A set of armor worn by the leaders of the northern tribes, with a vibrant red color. The armor is extremely resistant to the harsh cold of the

northern lands, and lends an unnatural frigid bite to any Frost attack. (Discounted to Blue Chamber Collective)

• **Candle Plate Set** (300CP): A set of heavy armor given only to most devout and powerful of Elatt's faithful, with designs similar to an Immaculate. Naturally, being the armor of holy warriors, the armor is extremely resistant to all sources of corruption and provide a small but noticable bonus to Lightning or holy damage. (Discounted to Holy Mission)

• **Zagis' Set** (300CP): A set of armor worn by a powerful bandit lord and remnant of Old Levant, the fearsome Zagis. Already an excellent set of armor, the presence of Zagis further empowers the wearer's strike with heroic strength, making light sword strokes into blows even the heaviest of armor would shudder under. (Discounted to Heroic Kingdom)

• **Personal Leyline** (300CP): A leyline is a place where mana is heavily concentrated, from this concentration, magic is infused into the environment, and leyline water and mana stones may be harvested. Any person may make contact with the leyline and acquire magic at a cost to their vitality. With this purchase, you have acquired your own leyline, similar to that of the Conflux Path's or Sorobor Academy's, to be placed in your warehouse or into the world to bring magic to the land. (Discounted to Sorobor Academy)

• **Legacy Chest** (300CP): A large ornate chest to place things that you would want your descendants to inherit. However, this Legacy Chest is a bit different, instead of leaving it to your descendants, any items placed in this chest will instantly age and mature, transforming it into its Legacy variant and drastically improving their quality and giving them new abilities.

• **New Sirocco** (600CP): Instead of going through the grueling process of building up the town, why not just dole out some dosh and purchase the whole thing fully fitted. You get the entire town of Sirocco, with all facilities built and upgraded, from the blacksmith, alchemist and general store to the gladiatorial arena and the various trainers. In future world, the town will improve alongside you, bringing in new products, skills and growing in size.

• **Crafting Ingredients** (300CP): Getting the necessary materials for a new weapon or piece of armor can be a hassle, but you can rest assured that you need not worry much with this. A large box will be placed in your warehouse, filled with materials unique to Aurai, from palladium and chalcedony ores, to horror chitins and golem remains, even unique materials like relics of Elatts, Tsar stones and ancient artifacts can be acquired, though the amount will be smaller the harder it is to acquire. The box's contents will refresh every month, giving you ample supplies to work with.

Companions:

• **Canon Companions** (100CP): If you can convince someone to come with you that isn't any of theoption below, you may take them you on your journey across worlds. But remember, though the lands of Aurai are harsh, its people have a close bond with eachother, and it may be harder to convince someone to part with their home than you think. Also, yes, you can take the nice Immaculate with you, just make sure you keep him away from any holymen.

• **Co-op Play** (Varies): Import up 8 companions, each companion gets 800CP and can choose their faction to acquire freebies and discounts.

• **Liches** (300CP): Immortal mages that have sealed their life into phylacteries, rendering them unable to die or age until their phylactery is destroyed. Their magic is immensly powerful and they are often compared to lesser gods, capable of great destrution as well as creation. While most liches are rather malicious, some can be benevolent, but as long as you can convince them, you can bring them and their phylactery with you into future worlds.

• **Elatt** (Free): The first and only God of Aurai, the God of Discipline and a Living Thought. Elatt does not need worship for to him, a single good deed is worth more than a thousand words of adoration. Furthermore, he is rather humble for a God, still remembering his time as a human and retaining his sense of humour, fully willing to admit that even he is not infallible.

Bringing him with into other worlds is a great boon but he remains limited. Due to an agreement with your Benefactor, he can only act as a voice in your head, able to converse and advise you on your journey but nothing more, other than manifesting a small avatar to accompany you.

Alternatively, you can ask him to be your Benefactor, which he will graciously accept, and will do his best to ensure that your journey remains fair and just. But he will not tolerate evil, and will punish you for needlessly harming anyone with harsh challenges.

Although, if you have purchased the Exalted perk, Elatt's influence can now be felt in future world. Once a day, you can ask Elatt's for a favor, from giving you supplies and equipments to help you on your journey, summon his holy warrior from Aurai to support you in combat or blessing you with his light, invigorating you and filling you with strength. And in dire straits, Elatt himself may manifest in full to save you from any danger, though he can only do this once a year.

Drawbacks:

• **Why Is It So Dark?** (+100CP): Unfortunately, your eyes no longer adapt to the darkness, rendering the night and unlit places truly arduous to navigate without a source of light. And if you spend a long time in the darkness, you will be blinded if you encounter any light.

• **Hexed** (+200CP): After an encounter with a malicious hex mage, you are now permanently affected by all the elemental hexes, dealing less elemental damage and receive more damage form elemental sources of any kind. Luckily, hex mages cannot cause an elemental reaction with you immediately and must hex you beforehand and you are unaffected by futher elemental hexes.

• **Living In Defilement** (+400CP): Spending too much time in corruption has caused you to develop several dangerous symptoms. Firstly, you are now twice as hungry as before, needing more food to satiate yourself. Secondly, your are much weaker to Lightning and physical damage, and easier to knock down. And lastly, during your travels, a Corruption

Spirit may appear out of nowhere to try and kill you. However, you also gain several boons, as you are more resistant to Decay and inflict half as much more Decay damage and deal more Frost damage.

• **Life Drain** (+600CP): Some time in your life, you chose to sacrifice yourself to Elatt to save a person's life and has acquired an extremely lethal disease which will eventually kill you if you are not careful. The disease will, over the course of a month, drain your vitality to only a tenth of what it once was. Needless to say, this is lethal to a regular human, though if you can keep yourself as far from harm's way as much as possible it is at least survivable, but considering Aurai itself, this is easier said than done. Once you are dead, you will be transported to the In Between, an afterlife of sorts, though you may avoid this fate if you can revive yourself but the drain will still remain.

Note:

- Made by u/Tight-Neighborhood-3
- Holy Mission does not have an 800CP perk because they can bring Elatt in full for free.
- Added new perks.
- Changed wording of some perks.
- Fix some errors.
- Cabal Hermit is the Attuned to the elements perks, I didn't separate them because I kinda got lazy.