

Story/Intro: A dragon, unseen in the kingdom for years, suddenly appears and wreaks havoc across the land. Attacking the small village of Cassardis, the dragon steals the heart of the protagonist. This now newly Arisen, alongside Pawns, then has to hunt down the dragon in order to take back their heart.

The dragon is a piece in a larger game, however, summoned by the Seneschal (basically God) to find someone with immense willpower to take his place. If one of these Arisen manages to kill the dragon, the final trials begin, herald in by the Everfall, an endless drop of trials. When all is said and done, they will face the Seneschal itself.

1,000CP (choice points) for your ten year stay in this world.

Origin: You keep your current gender and race. Be warned, if you're not visibly human you will be treated as some sort of monster, or if you want you may change your gender and gain an additional human form age picked for 50CP each unless "Dragonkin", and in that case can only change your gender.

Drop-In (Free) **Age:** 3d8+10	**+** No additional memories. **-** Not much else going for you. You may be in inherit danger due to forces potentially your greater knowing that you're in their world now.
You awake in your starting location with any items you may have acquired piled beside you as would make sense. You've probably earned the attention of the Seneschal with just your arrival. It is probably secretly at your side observing you, and there is no good idea of how Pawns will perceive your otherworldly nature, but they are almost certainly going to be able to tell something is amiss.	
Noble (Free) **Age:** 3d8+10	**+** You're rich and own a fair amount of land be it directly or through your family. You are well-respected and famed all else aside. Expect swooning. **-** General rabble nonsense is your day-to-day. You have a reputation to tend.
When you're not dealing with peasants and your duties you could easily do just about anything else and get away with it. You very well may be a highborn that is good with a sword and who was lent to the Duchy in these trying times, or you may be of the local stock. You are almost certainly not a descendant of the Duke, but you may be a very distant one of Godking Leonart (who very well may be the over thousand year old Arisen known as "The Dragonforged") as a Biquard (family name), and as such a close relative of the Duke's recently betrothed Aelinore. You are in good with the Duke regardless, and to get his council would be as easy as asking.	
Pawn (200CP) **Apparent Age:** 3d8+10	**+** You don't age. Arisen can save you from death with nothing but a touch. **-** You're an enigma amongst Pawns for having a soul. Be it because you failed your charge and or something more complex. Larger implications are iffy.

You exist astride the Rift upon a multitude of worlds, each infinite unto itself. You were born into the world one day by the will of your Arisen, and from that moment of your creation was marked as eternal. Arisen can bring Pawns back from the brink of death with just a touch. Even the worst wounds will be mended enough to then heal on their own. See the "Riftstone & Rift Crystals" option in the items section for more information. Be your Arisen this world's or one now fallen, you've either been around seconds or a potentially unknowable amount of time. In the case of the latter, you can use Riftstones to travel to other worlds within this world to aid Arisen while in this Jump, but can do so even still when you're not needed by your own, or if you just feel like leaving them. You have a mark on your right hand that you can make glow resonantly with an Arisen's heart scar. This will let you know when you've found them, but Pawns can sense other Pawns and Arisen instinctually.

Arisen (200CP) **Apparent Age:** 3d8+10	**+** You're one of only a handful of divinely chosen mortals turned immortal. **-** Many will try to kill you for what you are, and magick is seen as a thing of suspicion around here. You won't be a pariah, but you need to prove yourself.

A person that impressed and then had their heart stolen by a dragon. This has left a scar that can resonate with the mark on Pawns. Your body still somehow produces blood without a heart. All of those marked by the dragon are immune to disease, do not age, but can still fall in battle. You've probably been around for dozens to even potentially over a thousand years. Regaining your heart will make you mortal, and if you're old enough you will turn to ash. Your potential as an Arisen will not be stunted by your getting your heart back, and in some ways it will actually help to those ends.

Pawns see you as their master, and many will presume to call you that by default. They will hang on your every word, and your will is law to them. You can enlist their services simply by asking or telling them they will do so, and you can expect at least two to offer you their services at any one time. The strongest of the Pawns in this world will be about the level of "Infinity" and with appropriate gear, but the only ones to appear to you will be roughly your level of strength. See the "Infinity" option in the perks section for more information. Arisen can bring Pawns back from the brink of death with just a touch, and summon them back as if before they died if they die. They will only have memories up until you would have summoned or entered into a contract with them the first time, and as such will not remember you, but will remember you if they leave your service at your request if not in a death state.

Dragonkin (400CP) **Age:** N/A	**+** Only a handful can match your might. You're better at some skills naturally. **-** You're not a proper dragon, and even still it's assumed you are some sort of failed Arisen. It's largely accepted you died in the Everfall, or by the dragon.

A being of considerable power and majesty. Grigori is the only known proper dragon summoned by the Seneschal. You're either a fire breathing Drake, a powerful spellcasting frost Wyrm, or agile lightening Wyvern. All have scaled hides that can turn swords, arrows, and even magick to a point like they're not even there. You're a special lesser dragon. One of three total others seen of each type. You can speak and write the common language, Wyrmspeak (spoken as Latin, but written differently), and are all around more powerful than by all rights your race should be.

The specifics of your existence is conjecture, and like a "Pawn" might have either been around seconds or a potentially unknowable amount of time. There is no mention of eggs anywhere, and for appearance sake you'll just keep your gender. Your size and appearance is comparable to the respective kinds seen. Your heart is something of a weakness to you being less armored, but when compared to a human it won't be functionally so at all. You will have something of a weakness to your opposing element, but are so strong that this will appear not to be the case. All dragonkin can seize control over the will of Pawns one after another for a brief period using them to their own end, can let out a roar that kills all Pawns within range but leaves them capable of being resurrected, and are capable of Dragonforging things in their wyrmfire but Drakes are more capable of doing this in practice. Others must do so with their heart fire, and as such will not manage it so easily or frequently.

Upon leaving this world you may switch between your dragon form and previous form at will.

Starting Location: Roll 1d8 to determine your starting location, or pay 50CP to choose.

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1. Cassardis – A small walled fishing village that just moments before your arrival had been ransacked by the dragon. Only a few buildings were destroyed and only a handful killed, but the damage done is apparent to all. If you help the village in its time of need you're bound to gain a few friends here rather quickly. Cassardis is the home of the newly Arisen, and generally has very few monsters you need to concern yourself with despite being more on the isolated side. You appear to be the second newest arrival. The first being a mysterious girl on the pier who arrived by a small ferry boat.

2. Witchwood – Not far from Cassardis, and for years the mysterious witch herself would come to the village, offering healing potions and other concoctions. But one day, the forest became shrouded in a thick, impenetrable mist. Witchwood is home to few but fierce natural beasts. The very few unnatural ones would give even harden adventurers pause, but are only found deeper within.

3. Bloodwater Beach – A fairly peculiar beach nestled between two cliffs on the southwestern coast. There are plenty of crates full of basic supplies, and even a camp already set up here as if someone abruptly left. Your suspicions might yet be realized. The areas around Bloodwater Beach are home to many types of monsters all easily capable of killing a man. They however seem to leave this place well alone. Pleasant, but very strange.

4. Gran Soren – Gran Soren is the only proper city located in Gransys. It is situated on the eastern coast. Large walls and a small army of knights protect Gran Soren from anything which would do it or its inhabitants harm. Gran Soren is home to the Duke and newly Duchess as well as the Pawn Guild. There are few things you cannot find here if you look hard enough.

5. Greatwall Encampment – The wall that surrounds most of the mountainous western half of the land is used to protect Gransys from the dangerous monsters that lurk in barren lands behind it. There is little to find here besides the path to the dragon's roost and a small outpost of guards. The lands around this encampment are poisonous and home to some of the toughest monsters and people in the land.

6. The Bluemoon Tower – A tower older than anyone can remember that sits on the mountainous upper half of the eastern coast. Nature has taken its toll on the tower only leaving the upper levels not claimed by the sea. This ancient tower is full of hidden treasures, and monsters that would stop you from claiming them. The areas around the tower are home to monsters that walk on two legs as well as those who walk on four.

7. Bitterblack Isle – Bitterblack Isle is the most dangerous and monstrous place in Gransys. Probably the entire world. Your chances of survival here are extremely slim. Death itself stalks the halls of this damned place, and it might be the least of your problems. A recent eruption of power coming from the furthest depths of the island has the few people here on edge. Your best bet is to try and find a safe way back to the mainland. Bitterblack Isle is thought to be outside the 'plane of existence' that Gransys exists in. Time does not flow as it should, and it is always at night with a full moon. Your actions here will not leave you wanting for time outside of this place for while it does pass it does so convolutely slow.

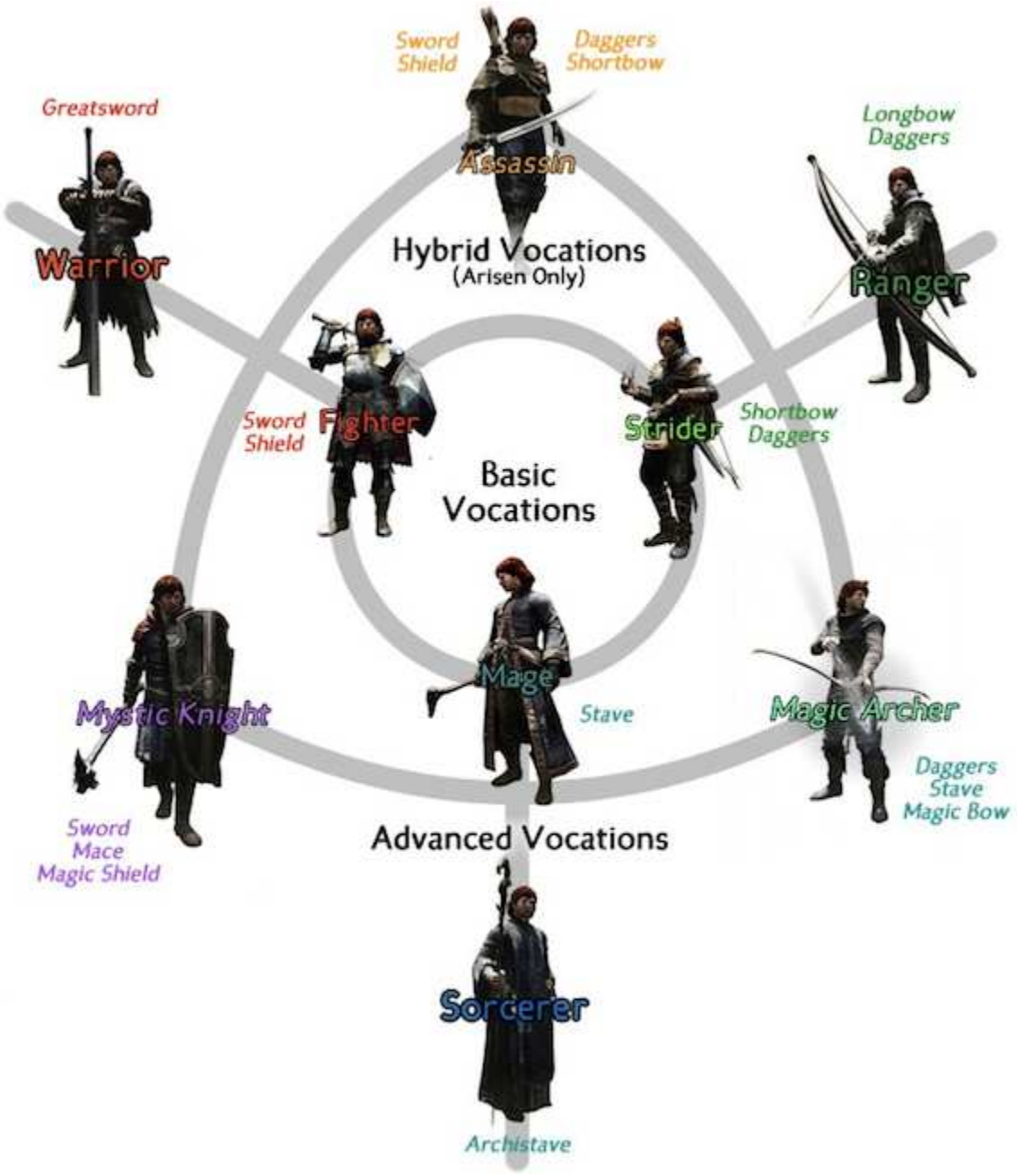
8. Your Choice – You may pick your own starting area free of charge from any of the above choices.

Vocations: There are nine vocations that can be earned, and they are separated into three groups. Not purchasing a vocation doesn't mean that you cannot learn it, but you won't ever master further advanced or hybrid vocations unless you do, and things like magick will take extreme amounts of time to learn even with a teacher. Acquiring a vocation here gives you just past the peak potential that a mortal can achieve in their skills. Purchasing both a basic, advanced, and or hybrid vocation of the same type gives all of the respective vocations a massive boost in power, and makes you incredibly skilled in them.

Fighters could take any mortal in a dual, and half a dozen skilled knights with comparative ease. Warriors could manage similarly cutting men clean in half with itself alone at the cost of their defense,

but with Fighter could be cleaving through all those men in quick secession easily while not leaving themself open. Striders and Rangers loosing tens of arrows one after another in a minute while also outmaneuvering close enemies with their lethally precise daggers, and Mages along with Sorcerers making or breaking entire battles on their own. Hybrids are in their own league.

All vocations only really have a tested understanding of all their in-game skills, but some of those skills more so than others. The more martial vocations also get increased physical aspects much more than the spellcasting ones do. Fighters could withstand multiple sword blows against their skin, but Mages would not be so steadfast holding against not much more than one. The more advanced the less control, but you could always substitute your best moves for a version of it you're more confident in. You could learn other skills in time. Mages and Sorcerers for an example will be able to do other tricks (creating fog talismans, summoning traditional chimeras, building golems, etc) with study. Discounts are 50%.



Basic Vocations (100CP): The most common vocations of relative strength when comparing the feats of mortals.

Fighter (Free: Noble, Arisen, Dragonkin (Drake)) – Equipped with a sword and shield, Fighters offer a good balance of offense and defense serving on the party's front lines. Their primary role is group protection. Fighters do not have any ranged abilities and are therefore forced into using their tactical wiles, pulling and taunting foes out of reach.

Some of the Fighter's more unique skills are:
Hindsight Sweep, jumps back into a clearing lunge that sends enemies flying.
Antler Toss, strikes an enemy hard enough to throw them over a dozen feet into the air.
Full Moon Slash, doing a few spins in a circle almost faster than human eyes can track.
Launchboard, safely launching allies over a dozen feet into the air using a shield.
Divine Defense, a defensive move that protects against all attacks at a great cost to the user's stamina.
Sheltered Fusillade, a protecting flurry of shield and sword that is faster than human eyes can track.

Strider (Discounted: Arisen / Free: Drop-In, Dragonkin (Wyvern)) – Wielding dual daggers and a shortbow, Striders deal damage with quick speed and deadly accuracy. Striders also have a variety of skills to trap, stun, and trick foes, and are the only vocation that can pickpocket (lockpicking isn't really a thing). Fast climbers who are suited to attacking giant creatures directly. They can also hold their own on the front lines, relying on fast movement and dodges to evade enemy attacks. Their shortbows are best suited to arrow strikes at short distances, and lose power rapidly at a distance.

Some of the Strider's more unique skills are:
Double Vault, kicks at the air to propel the user in a second leap.
Implicate, casting out multiple snares to then pull several targets sizes larger than the user to the user.
Advanced Trigger, setting traps with explosive powder that can then be detonated at will with magick.
Cutting Wind, a series of slides which maneuver the user to let them slit the throats of up to eight targets.
Pentad Shot, reliably and accurately firing five arrows in a wedge pattern.
Downpour Volley, sends a wall of eleven arrows at once skyward to rain down on a broad area.

Mage (Discounted: Arisen / Free: Pawn, Dragonkin (Wyrm)) – Masters of elemental magicks, Mages rain down focused magickal bolts, summoned magickal spheres, fire, ice, and lightening on their enemies while keeping their party alive with their time dependent restorative magickal abilities. Spellcasters primarily utilize a magick staff to enable them to cast, they in fact only wield them to help focus their abilities and can do so without. For armor or clothing in general they can wear spellcaster armor sets and like components - iron, such as found in armor, due to its deleterious effect on magick is avoided like the plague.

Some of the Mage's more unique skills are:
Levitate, enables a gentle landing from great heights, and the ability to slowly fly about for a short time.
Affinity, enchants an ally's weapons with fire, ice, lightning, holy, or dark enchantments.
High Halidom, invokes a long-lasting sigil which clears most debilitations.
High Brontide, conjures a whip-like bolt of lightning wielded by the user capable of damaging foes.
High Grapnel, uses dark magick to bind even over two dozen feet tall foes for a time.
High Spellscreen, invokes a sigil around the user that enhances the resistances of allies who enter.

Advanced Vocations (200CP): Even a mortal with one of these would be able to go toe to toe with monsters.

Warrior (Discounted: Noble, Arisen / Free: Dragonkin (Drake)) – Favoring brute force over subtlety, Warriors charge into combat head on. Equipped with massive two-handed weapons, Warriors fearlessly take on all foes, crushing enemies with incredible power and soaking up damage on the front

lines so their ranged party members can punish enemies from afar.

Some of the Warrior's more unique skills are:
Whirlwind Slash, strikes an enemy hard enough to throw them over a dozen feet into the air.
Catapult Blade, safely launches allies over a dozen feet into the air using a massive weapon.
Indomitable Lunge, charging through enemies without losing speed while attacks slide off the user.
Act of Vengeance, transferrers the damage they take once this is used into a powerful physical attack.
War Cry, an enhanced bellow that draws the ire of nearby enemies.
Arc of Deliverance, channels all of one's power into an earth shattering blow requiring a cool down.

Ranger (Discounted: Drop-In, Arisen / Free: Dragonkin (Wyvern)) – Ranger is a long range focused attacking class. Equipped with a massive longbow, Rangers deliver punishing arrows almost the length of a man from a distance, taking out enemies before they're able to come near. And thanks to their dual daggers, Rangers also make capable opponents up close.

Some of the Ranger's more unique skills are:
Double Vault, kicks at the air to propel the user in a second leap.
Advanced Trigger, setting traps with explosive powder that can then be detonated at will with magick.
Cutting Wind, a series of slides which maneuver the user to let them slit the throats of up to eight targets.
Endecad Flurry, reliably and accurately fires eleven arrows in a wedge pattern, or in a cluster.
Spiral Arrow, looses a spinning arrow that drills into the target, and that can hit multiple foes.
Great Gamble, fires an exhausting seeking shot that can be steered as if the user were the arrow.

Sorcerer (Discounted: Pawn, Arisen / Free: Dragonkin (Wyrm)) – Schooled in the arcane arts, Sorcerers deploy the deadliest of magicks in battle. From meteor showers, massive ice spikes, spheres of lightening, and deadly necromancy, Sorcerers are truly an awesome force to behold and should never be underestimated. Additionally, they can combine spellcasting with other Sorcerers to shorten the time required for invoking their spells - a process known as "Spell Synching". Certain Sorcerer spells have the ability to be cast in unison for both speed and power boosts.

Some of the Sorcerer's more unique skills are:
Levitate, enables a gentle landing from great heights, and the ability to slowly fly about for a short time.
High Voidspell, invokes a long-lasting sigil which clears all debilitations.
High Exequy, invokes an aura capable of destroying outright most foes held within its span.
High Petrification, invokes a large, long-lasting fog that turns foes who enter it to stone.
High Silentium, calls forth a large aura around the user, stoping the spellcasting of those who enter.
High Maelstrom, summons a large, long-lasting whirlwind to wreak havoc upon foes.

Hybrid Vocations (300CP): People with one of these tend to be legends on their own right. People, not Pawns. Normally, Pawns and thus the "Pawn" origin would be barred from these, but if you wank that you're a Pawn from an Arisen who completed the Bestowal of Spirit you may purchase these. The act in of itself, and they could have done so without you having the perk if they became the Seneschal and then killed themself. See the "Bestowal of Spirit" option in the perks section and notes for more information.

Mystic Knight (Discounted: Noble, Arisen) – Masters of sword and sorcery, the Mystic Knight deals devastating damage to foes on the battlefield with their enchanted weapons, while also defending against the most ferocious attacks with their magickal shields. A single skilled Mystic Knight is often an army unto themself. For armor medium armor sets are suited to Mystic Knights - as such iron is not favored, and composite materials are often used. Tough animal skins and hides are also a good choice.

Some of the Mystic Knight's more unique skills are:
Levitate, enables a gentle landing from great heights, and the ability to slowly fly about for a short time.

Sky Rapture, delivers a powerful slash through the air that propels the user over a greater distance.
Vortex Sigil, draws in light foes from over a large area and remains active for a long period of time.
Great Cannon, conjures a sphere of magickal power that fires rounds of magickal bolts at foes when hit.
Stone Forest, channels magick into earth, causing powerful pillars of stone to erupt around the user.
Abyssal Anguish, adds a shockwave of dark magick to the user's current weapons that lengthens them.

Assassin (Discounted: Drop-In, Arisen) – A shadowy master of covert attacks, the assassin wields all manner of weapons to get the job done. From a near-surgical level of precision with bladed weapons, to a mastery of explosives and poisons, Assassins are truly an enemy to fear. They are physics-defying acrobatics who effortlessly glide like the wind across almost all terrain.

Some of the Assassin's more unique skills are:
Double Vault, kicks at the air to propel the user in a second leap.
Clairvoyance, enables the countering of attacks as if capable of seeing the future when activated.
Masterful Kill, a move that when executed allows for an attack or counter that kills most foes outright.
Gale Harness, hastens the user's movement as if made from wind for a long period of time.
Invisibility, renders the user invisible, but costly.
Lyncean Sight, that lets the user see farther and adjust the range of their sight as needed.

Magick Archer (Discounted: Pawn, Arisen) – A skilled explorer and well-balanced adventurer. Equipped with magick bows, the Magick Archer is a class that weaves sorcery into every shot from their bow, ensuring that they always hit their mark. Magick Archers also blend sorcery into their daggers as well, making them a deadly class up close or from afar. Magick Archers do not require arrows and cannot use them with their specialized bows. They may charge magick arrows like spellcasters charge their spells.

Some of the Magick Archer's more unique skills are:
Double Vault, kicks at the air to propel the user in a second leap.
Levitate, enables a gentle landing from great heights, and the ability to slowly fly about for a short time.
Immolation, erodes the user's own life as they cause harm to all with their magickally blazing body.
Hunter Bolt, fires a flurry of arrows. Up to ten foes can be targeted at once.
Great Bracer Arrow, a fragmenting arrow that bolsters the resistance to enemy blows of those targeted.
Great Sacrifice, summons the ultimate bolt at the cost of a given life with time slowing while aiming.

Perks: Abilities to help along the way. Discounts are 50%.

Into Free (Free: All Origins) – Whenever you enter a Jump you will be optionally met with a Japanese rock song that only you can hear, and which is performed by B'z. For this Jump it will be this titular perk, but it will be a different song in others. This will give you a much renewed vigor, and will help to razor focus you on whatever task you set out on to do from there. You are the bullet, flying.

Servitude (100CP) (Free: Drop-In) – You serve not because you have to but because of your own reasons. With this you will very rarely ever get into trouble from your betters even if you did something to stir the pot. This isn't immunity but a form of extreme leniency. People will note your actions still, and personal grudges will still be a thing.
Writ Large (100CP) (Free: Noble) – Your voice carries weight. When you say not to do something people usually won't do it without your permission, and those truly loyal to you won't ever go against your word unless that would be to your will or benefit.
Pawn Magick (100CP) (Free: Pawn) – Pawns are not the most inviting lot around typically lacking in force of personality. Some yet manage to be jovial and entertaining, and now so do you have this general air about you. You will likely never want for drinking companions, and you very well may have a small fan club form around you.
Call of the Arisen (100CP) (Free: Arisen) – You gain a willpower great enough to support the existence of this world, or at least for something like roughly ten years. This translates into you can pretty much do

whatever you put your mind to given enough time and resources, and if it would be possible to do so.
Majesty (100CP) (Free: Dragonkin) – You have a very commanding presence. Your actions seem firmer to others, and you can articulate in such a way as to send shivers down the spine of anyone who hears you. Yours is a very desirable voice.

Tourist (200CP) (Discounted: Drop-in) – Traveling unknown lands can be tough, but this helps. During your travels you will run into at least one very capable person who will go way out of their way to help you with any problems you might have, and for comparatively small reward as well. With this people will also come to your aid more if they see you're in trouble finding you eccentric rather than strangely foreign.
Affinity and Beyond (200CP) (Discounted: Noble) – It's now much easier for you to make allies and keep them. Perhaps you're particularly pretty, maybe you just seem honorable, but in whatever case most people just seem to regard you as having the potential to be good friends instead of neutral or antagonistic. Doesn't necessarily mean they won't try to kill you. In addition, you'll know fairly well what gifts to get people to make them like you, and which ones to get them to make them hate you.
Well Equipped (200CP) (Discounted: Pawn) – When in and leaving the service of an employer they'll be much more inclined to gift you with equipment that you might need and which they can spare. They likely won't be giving you the clothes off their back, but they're much more inclined to give you what they just having laying about.

Even so, this spare equipment you personally use is now much more resistant to damage. Swinging a normal sword at a wall superhumanly fast might cause it to shatter, but anything less and it should be fine for sure. Armor acts the same way, but will still be extremely vulnerable to being struck because of reverb and such. Throwing your normal sword at a wall superhumanly fast would be fine, and anything after that causing it to break because you're no longer actively using it, but arrows staying strong in flight. You might not have the best equipment around, but you'll make more than due with what you have.
Cast Away the Shackles (200CP) (Discounted: Arisen) – Arisen have shown incredible mailability. An immense capacity for dogged perseverance aside, all the strongest "humans" of these worlds are Arisen. You now have this potential as well, and will otherwise be more on the tame side of what Arisen would be able to do. You could start out as a fisher from a small village and over the course of several months with the help of Pawns become strong enough to slay the dragon, but with the strength given from vocations might already be up for the task.

Perhaps after centuries and an unknowable amount of life-changing experiences you might be able rid yourself of mortality becoming Death as one such Arisen did before you. But heed this, such a thing would cost you more than just time or experience... Losing your mind one of several sacrifices you would have to make. You will not be reaching even just the power aspect of the Arisen capstone "Infinity" while here with this alone, and you'll be pressed to reach that part of it in even twenty years without constantly greater levels of training.
Elemental (200CP) (Discounted: Dragonkin) – There are in fact a number of monsters in this world capable of killing the dragon in a fight. You're now even more so such a creature. At least on the ground. Despite being a lesser type of dragon you are superior in most other ways. You're now a Firedrake, Frostwyrm, or Thunderwyvern depending on your previous choice of breed. Either eternally burning, chilling the area around you, or destroying things with lightening passively you are now cloaked in your appropriate element in addition to being much stronger, quicker, and more durable. Most magickal debilitations almost always never taking hold on you. Your magick potency is increased with even most of your minor spells being a spectacle, but your broad ability staying the same being that you will still only have access to magick that a "Dragonkin" would. You are also now immune to whichever element you stem from, and your previously mentioned weakness is even more so seemingly nonexistent. A similar comparison between the dragon and yourself would be that of a lion and a tiger. The lion might be bigger and more majestic, but you're more than capable of ripping out its throat more times than not.

Others who buy this get the potent elemental aura and resulting immunity of their choice, and is toggleable as it would be for "Dragonkin". It's more of a magickal ability for others than something

inherent to their very being, but it will likewise take no effort to use regardless.

Masterworks, All (400CP) (Discounted: Drop-In) – You can't go wrong. You are now intimately familiar with the processes of Enhancing (improving items beyond normal with various materials and with which may very well change its appearance completely), Dragonforging (using wyrmfire to strengthen things), Rarifying (using alchemy and magick to further strengthen things forged in wyrmfire), and Purifying (restoring things to their original state from being cursed). This gives you a masterful level of control over alchemy to fully utilize Rarifying. The same with blacksmithing, tailoring, and all else as they pertain to Enhancing.

You're more than capable of improving things several times over with all of this here. Enhancing and Rarifying will start out simple but require increasingly rare and obscure items to work your crafts. Enhancing, Rarifying, and Dragonforging becoming more broad when you leave this world allowing you to use other similar things (for an example of Dragonforging, you could switch out fire for venom or poison) to increase the item's strength. To engage in Rarifying things only needing to be brought up to this new type of Dragonforging. Rarifying and Purifying now only requiring magick instead of Rift Crystals.

Come Courting (400CP) (Discounted: Noble) – Those in charge usually seem to take a liking to you, or at the very least are interested in you for whatever reason, and that by slaying your enemies or showing off their remains you can gain a truly impressive bout of renown which will help this along. Slaying the dragon might get you an impressive title without this but with it and you'll find yourself crowned as the new Duke. Slay two dragons? Maybe you're the second coming of Godking Leonart. You can expect to personally meet a fair amount of important people with just this. You also now know how to properly behave in the presence of nobility.

Five Star Service (400CP) (Discounted: Pawn) – You can clearly see an enemy’s weaknesses, what they can do, what they're planning to do, and tell how many more times you need to hit them until they'll fall. You naturally exploit enemies to the best of your ability when fighting or planning so long as you maintain your focus. Your sheer observational and inferential power gives you a knack for finding areas of weakness and importance, and as such this naturally makes it so enemies have a harder time sneaking up on you. Hidden or not the world seems to open up to you, and you’ll instinctively know when you’ve found something of importance or value. All combined to additionally help you more know what you're getting yourself into. Never miss a plot hook, and always know when to bow out.

Secret Augments (400CP) (Discounted: Arisen) – You have taken the time to at great risk to yourself acquired and learned all the secret scrolls on the Bitterblack Isle. A veritable grab bag of powers.

Hastening the speed with which you gather and mine items by practically double, augments your strength by several men while you cling to a foe, making it roughly twice as hard for an enemy to get you off them while clinging to it, reducing stamina consumed while running so that you can run for most of the day as a baseline human, hastening your movement speed while carrying a person or large object by a noticeable amount, hastening the reloading process for ranged weapons so that you could fire several more times in a minute, keeping you from being slowed while fording water or marshland so that you may run or swim through them at unreasonable speeds, increases the likelihood enemies will drop valuables they might have otherwise not had on them, raises the threshold for taking damage from falling which allows you to safely alight from over a dozen or so more feet without harm, very slightly recovering health when you take damage allowing you to survive a "death by a thousand cuts", almost unnoticeably restoring health when you deliver a killing blow which can be used on a more numerous scale to heal you from your base physical aliments, hastening the speed with which you recover lost health from curative magick and healing springs by a small but noticeable amount, grants a chance that any attack which would kill you outright leaves you with just enough health to survive instead, and makes illuminating catalysts used by you last nearly twice as long.

Not so useful on their own, but together are a worthy boon. Could be acquired one by one, but it's luck of the draw and sure to take months, and that's not accounting for all the Rift Crystals you would need which would be an arduous task in of itself. To speak nothing of all the monsters, even Death, such death

would attract.
Daimon (400CP) (Discounted: Dragonkin) – A evil entity born out of an Arisen's hatred towards the destiny imposed upon them. Nurtured from centuries of feeding itself on the energies of ill thoughts and death, whatever was there of the Arisen before is no more. You can feed on such things yourself, but for how long it would take to make any meaningful difference to your power it's honestly negligible. Though you will at least be comfortable in such places and with such thoughts. You're now an over dozen feet tall humanoid who looks like a winged devil. Others who take this get the perk but with the fluff made appropriate to them. They will look fairly normal but still somewhat inhuman. Even the "Dragonkin" who take this as a Drake will only look fairly close to Daimon's overall form (they'd primarily be much smaller, but others would be the same size they'd otherwise be and with much less of the features mentioned) because they wouldn't have "Dragon". Will be functionally the same regardless.

You keep your abilities that a "Dragonkin" would have. You're strong, quick, and tough enough to kill the dragon in a ground fight with ease. Easily strong enough to rend metal and powder stone with your fists, and there reasonably isn't a single mortal who could actually hurt you or make a magickal debilitation take hold on you. Your heart wouldn't be of further weakness to you as you permanently no longer have one. Your magick potency is additionally increased with even most of your minor spells being a grand display. Some magick inherent to your new form is such things like Hate Cannon a fountain formation of magickal blasts that seek out targets and which can blast stone apart, Immolation which erodes the user's own life as they cause harm to all with their magickally blazing body, and Rift Vortex that opens up a pulling sphere near instantly killing all others but the user within a range of roughly a dozen feet.

Black Cat Crafts (800CP) (Discounted: Drop-In) – You are now capable of making masterful forgeries. There are very few things that you cannot make an exact replica of within roughly twelve hours. Food, magickal equipment to a point, and other items are all possible, but some items just cannot be made exactly. Typically items of importance, or things that are just too powerful to replicate. Some examples of things that cannot have perfect forgeries be made of them would be a Maker's Finger, Wakestone Shards or Wakestones, the Wyrmking's Ring, Death's scythe, or a McGuffin. It's all over the place with some of best things being craftable, but some worser ones cannot be. Though otherwise even some of the strongest weapons can be recreated this way. Perhaps you couldn't make that thing you wanted, but you can very likely take one part of it and manage to craft that to try getting around your limitations. You by all accounts actually need to have the item in front of you to be able to go through this process at all.

This gives a natural sense of what goes with what. You can easily and fairly quickly craft any in-game craftable items and many more if you have the appropriate resources to do so. This may not seem like much, but it makes you the literal best at cooking, alchemy, blacksmithing, tailoring, jeweling, permanent enchanting, spell sealing (sealing spells into objects to be used once at a later date after which it decays away), and more. Your inhumanly broad skill set would let you make things of yet unseen quality.
Duke Dragonsbane (800CP) (Discounted: Noble) – You're now the duke of Gransys. This has a secondary effect of making you an Arisen, but are still technically of the "Noble" origin. Your backstory is assumed to be very similar to the Duke, and with only minor variations allowed (you made the deal, but how you ruled or if you had different love interests beyond what is assumed to be your Pawn Lenore is up to you). You're now at least 70 years old, and you can pick your age anywhere between 70-79 years old. Should you regain your heart you will by fiat not die of old age during your stay here. There is nothing stopping you from slaying the dragon aside from your ability to do so, and because of the CP spent also by fiat will find that your taking the deal will not be held against you. However, Pawns seem to be aware of your faustian nature, or at least that you're still an Arisen which in of itself raises questions, and your Main Pawn nor others will heed your call, or perhaps your Main Pawn is truly dead and that other Pawns will heed your call? Whatever is actually the case, you cannot count on the aid of a "Main Pawn" unless you buy one.

All of the years you have spent lying about your achievement has made you quite adept at it, and only

those who know for certain that you're being dishonest will have reason to doubt you because of how skilled you are at maintaining a facade.

Even so, you're now very aware of almost exactly what needs to be done before that big fight in order to get the results you want, but whether you have the capacity to do so or not is the question. This will allow you to tie up a lot of loose ends, figure out nearly any possible outcomes to a situation, and how to prepare for them. Must still have some knowledge of what you're trying to do. This also extends into being fully aware of when you get involved with something bigger than yourself. Saving that stranger's life when being attacked might not seem like much, but you'll know very well after the fact through observation and or inferring if not during from them being more inclined to tell you that he's actually the traveling son of a nobleman out on a quest of great personal importance. You have all the keenness of a hero but are no more powerful than what you are right now.

Bestowal of Spirit (800CP) (Discounted: Pawn) – To become human. Given enough time, a Main Pawn will assume their Arisen's very form (including gender), but will only look like a whatever age version of the Arisen from what the Main Pawn's age was set to (the Arisen in question could be an old woman but the Main Pawn having originally looked like a child now looking like a child version of that Arisen). They will not actually age until they've acquired the Arisen's soul. See the notes. This process takes less than a thousand years, but probably more accurately like roughly a hundred years. This is brought about by taking on their soul to a point, and in this way a Main Pawn can use it as a point to grow off of at the same rate as their Arisen becoming stronger like them. Even to the level of the "Infinity" perk directly below, but still being barred from hybrid vocations.

First off, the secondary effects of this soul transferring is now optional to you (no changing in appearance and such if you don't want to, but would still take a long time like mentioned if you did). Secondly, you can use this on any whose service you are in, and as such allows you to springboard off of their ability to learn things. Some of the more powerful things would still be locked out to you like hybrid vocations, but you could reasonably use this to give you a foothold into an incredible amount of systems and abilities given enough time. This doesn't hurt the person in question, but it very well might hurt you somehow if there is something wrong with the soul in question, and very well might not work at all if they don't have a soul.

This more immediately also enables you to let others learn/change vocations, and is secondary to the perk not something inherent to Pawns. This requires them to be particularly disciplined in said vocations, but few will ever be so enough for hybrid ones. They would only have to be trained in these to a sufficient degree with their respective weapons first to learn them, and some of the things like magick requiring even more of an innate "spark" to do them at all, but as such allows you to potentially train up large groups of people simultaneously into even hybrid vocations given enough time if they have the discipline, weapon experience, and spark they'd need to learn them.

Infinity (800CP) (Discounted: Arisen) – Arisen can potentially become what is essentially God so it should come as no surprise that some naturally reach seemingly godly heights even before that. The specifics of this are based in whichever vocations you've taken. Leveling would normally work much differently than it does here with whatever vocation you've spent the most time on obviously being the one that reflects you the most, but with this you'll just take the best aspects of whichever vocation(s) you happen to have. Below are brief overviews of what you'd be capable of with the various three broad types of vocations, and without the vocation specifics augments described even further below that you do get. There is additionally a single skill described in the case of the aforementioned to show power differences with and without this.

Those "Martials" and "Rogues" would both have at least a peak human physical in most aspects, and both would be capable of defeating an army of humans be it with sheer strength or flawless but blinding quick trap use respectively. "Spellcasters" would only be near a peak human physical in most aspects, but they'd have spells capable of unmaking entire areas. Hybrids being the best of both.

Martials would be capable of cutting through groups of humans in a single weapon swing, could easily

beat those same armored men to death with a single punch each, out maneuvering several men at once all at close range with ease, fighting for days without getting tired, requiring almost no food, can withstand an untold number of blows from mortals and even many from the dragon or several shots from a golem's mouth laser which is capable of cutting through metal easily, falling from dozens and dozens of feet remaining unharmed, healing from any human healable injuries so quick that you can watch them mend but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), and more.

Rogues would be capable of killing groups of humans with single dagger strikes that can pierce armor and which are so precise as to casually hit the wings off a bug from practically a thousand feet away, could easily beat those same armored men to death with acrobatics throwing them all around, grabbing and firing even a dozen arrows in a cluster while not paying attention having them all hit their marks, out maneuvering an army of men at once all at close range with ease as if made from the wind, fighting and running for perhaps a week without getting tired or stopping, requiring almost no food, can withstand numerous blows from mortals and a few good ones from the dragon or roughly a handful of shots from a golem's mouth laser which is capable of cutting through metal easily, falling from hundreds of feet remaining unharmed, healing from any human healable injuries in at least a few hours but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), and more.

Spellcasters would be capable of sending a few people into the air with a magickally focused swing of their staff, could easily beat those same armored men to death with magickal bolts, laying down the elements so that you don't have to out maneuverer enemies, fighting for maybe a day at most without getting tired due to magick being much more involved, requiring almost no food, can withstand a few good blows from mortals and a couple from the dragon or one good one from a golem's mouth laser which is capable of cutting through metal easily, falling from roughly over a dozen feet remaining unharmed, healing from any human healable injuries in about a day but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), and more.

The real boons of this is perhaps the augments it gives you which would be even harder or impossible to achieve depending otherwise without this.

Fighter: Capable of cleaving through the limps of cyclopses, your strength increasing near death allowing you to cleave through the limps of gorecyclops, making it so that you're quicker at striking and dodging enough that you could convincingly pull off the lower end speed of a rogue type vocation with "Infinity", able to pull off easier escapes from even seemingly unescapable situations enough that a gorecyclops would have hard time holding onto you, that guarding perfectly is second nature for you, using so little stamina when lifting objects or grapple-holding opponents that it basically takes no effort for you to do so, you being so healthy that you could lose an arm and half your face simply refusing to die, and your abilities becoming stronger like **Sheltered Fusillade** a protecting flurry of shield and sword capable of now almost turning you into an entire shield wall in of yourself.

Strider: Your leaping attacks finding that there isn't anything native to this world they cannot pierce due to an increase in lethality, fighting and running for well over a week without getting tired or stopping, requiring almost no stamina to cling to something or scale terrain, the stamina you lose coming back almost instantly, so quick that close up you're a blur moving faster than the eyes can track and at a distance like a smudge cloaked in fog parts of your body invisible from the sheer speed, that scaling things is second nature to you, you having almost no recoil when you fire ranged weapons that you fire, and your abilities becoming stronger like **Downpour Volley** now sending a wall of at least two dozen arrows at once skyward to rain down on a broad area which is also much more accurate.

Mage: Magickal bolts alone being enough to easily take out things like a chimera due to your potency, your magickal power increasing near death allowing you to blow through things like a

gorechimera with magickal bolts if taking a notable time to, you taking so much less damage while intoning a spell that mortals just wouldn't be able to fell you even while casting the longest of your spells, required to practice much less safety when casting you having a resistance to magick enough that you could withstand the dragon's breath for minutes, magickal debilitations for the most part sliding off of you only the strongest in this world capable of taking effect, curatives applied by you lasting roughly half again as long, your temporary enchantments staying for around half as long more time than you put in the effort to make them, and your abilities becoming stronger like **High Brontide** conjuring a whip-like bolt of lightning wielded by you now capable of taking out an entire mortal army with a single strike.

Warrior: Capable of easily cleaving through the limps of gorecyclops or with a warhammer could just knock golems apart, you finding that whatever you do that damages does a slightly noticeable amount more of damage, that your physical attacks are all much more capable of knocking down foes and in order to take the feet out from under a gorecyclops it would be as easy as charging it from the right angle, weapon attacks almost like an extension of your body requiring so much less stamina that you could now spam almost all of them, attacks breaking upon you like a mountain with what little things that can damage you physically in this world having to do so methodically in order to kill you, charges of yours like a stampeding horde with little if any monsters in this world able to halt or topple you from a standstill, your charges invigorating you letting your body take so less damage that things which could previously damage you with physical attacks are simply best to get out of the way, and your abilities becoming stronger like **Arc of Deliverance** that channels all of your power into an earth shattering blow which requires a cool down now taking down any monster in this world or perhaps an entire castle in a single swing if planted in the right place.

Ranger: A specialization in causing nonmagickal debilitations makes them lethal enough when used by you that even a simple poison which would kill in an hour kills in less than half that due to an increase in potency, your ranged munitions fly over a thousand feet at most more further than they should, that they hit true much more often resisting or ignoring most of factors, wind and the sort no longer being able to hamper your movement, you being so healthy that you could lose an arm and half your face simply refusing to die, curatives used by you enhanced enough that even simple first aid might be enough to save someone's life, illumination catalysts used by you reaching a dozen or so feet more than they otherwise would, and your abilities becoming stronger like **Great Gamble** firing an exhausting seeking shot that can be steered as if the you were the arrow can now be used to fly longer and further break physics by making one or two relatively sharp turns.

Sorcerer: Magickal bolts alone being enough to easily take out things like a chimera due to your potency, that your magickal attacks are all much more capable of knocking down foes and in order to topple a gorecyclops it would be as easy as hitting it with the correct or moderately charged spell, your casting speed which is already faster than anyone else being second nature and almost instant or seemingly precognitive depending on the spell, spells taking less effort enough that you're capable of casting moderately powerful (comparatively to you) spells for most if not the entire day without hitting your limit, required to practice much less safety when casting you having a resistance to magick enough that you could withstand the dragon's breath for minutes, intoning a spell turning you into a temporary fortress requiring something like the dragon to swat you out of it, people willing to give you a small but noticeable amount more money for items you sell to them, and your abilities becoming stronger like **High Maelstrom** summoning a whirlwind to wreak havoc upon foes now creating a windstorm large enough to completely unmake a city.

Mystic Knight: It taking almost no effort depending to block normally with your shield, attacks breaking upon you like a mountain with what little things that can damage you physically in this world

having to do so methodically in order to kill you, when needed so little traction requiring something like the dragon to swat you to move you, near death your physical and magick defense increase enough that probably only deliberate action on your part to die or multiple of the highest tier things hitting you continuously for a long time will result in your death, those you fight with have their physical and magick strength increased to at least that of a veteran human from this world, those you fight with have their physical and magick defense increased to at least that of a veteran human from this world, you entering the battlefield will cause even most of your critically injured allies heal from enough injuries to get back up, and your abilities becoming stronger like **Great Cannon** creating a sphere of magickal power that fires rounds of magickal bolts at foes when hit that now fires more bolts in addition to seeking out targets.

Assassin: Increases your physical and magick strength enough when fighting alone that you could very easily cut gorecyclops apart and whatever magick you have if any becoming at least similarly potent, increases your physical and magick defense at night enough that probably only deliberate action on your part to die or multiple of the highest tier things hitting you continuously for a long time will result in your death, a specialization in causing debilitations makes them lethal enough when used by you that even a simple poison which would kill in an hour kills in less than half that due to an increase in potency, surprise attacks by you almost always proving lethal your damage from abilities soaring in heights by practically double for just that initial unknown strike, increases your stamina so much at night that you're practically guaranteed not to run out regardless of what you're doing, increases your health so much at night that you could survive wounds beyond even a missing limb or two (destruction of two-thirds of your lungs, etc), the damage you'll take from surprise attacks being lessened by roughly half, and your abilities becoming stronger like **Gale Harness** hastening the user's movements as if made from wind now so quick that you're more like the cold kiss of death humans by and large just not being able to see you when moving at your higher speeds.

Magick Archer: A specialization in causing debilitations makes them lethal enough when used by you that even a simple poison which would kill in an hour kills in less than half that due to an increase in potency, fighting and running for at least two weeks without getting tired or stopping, raises the threshold for taking damage from falling which allows you to safely alight from several hundreds or so more feet without harm, if affected by a debilitation this reduces the damage of any others you might acquire by a noticeable degree until they're all cured, capable of healing from any human healable injuries so quick that you can watch them mend but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), allows you to see behind yourself and as such spot things better than before, increases the affinity received from gift giving making even small but thought gifts seem almost personal, and your abilities becoming stronger like **Great Sacrifice** which summons the ultimate bolt at the cost of a given life with time slowing while aiming now able to pull the life from those significantly weaker than you to be used instead.

Dragon (800CP) (Discounted: Dragonkin) – Arisen are capable of failing even once they reach the Seneschal, or perhaps even defeating them and then not desiring to be subject to the cycle once learning the truth committing suicide. This results in said Arisen being reborn as a dragon. You keep your abilities that a "Dragonkin" would have, but can now additionally let out a Roar that disables and will eventually kill Pawns in about a minute if not touched by an Arisen.

Dragons are dozens of feet tall and long, and roughly 110 tons. They're so durable as to unmake entire cities just by landing in them and or just by rolling about, and really nothing being stronger than them in terms of raw strength. You're seemingly immune to magickal debilitations that try to take hold on you, and having a considerable resistance to your element and holy magick enough to withstand near all magick of those types in this world. The breath of such a beast able to torch the entirety of Gran Soren in a single flyby sweep, or could shoot out a barrage of fireballs at it that split into three smaller fireballs when they explode and which could take out a good portion of the city. They're not the most dexterous

beasts around only having the rough utility of human hands, but even then have a form of slow telekinesis to move things around. Dragons could probably run at only slightly slower speeds than they're capable of flying at (covering miles in minutes). Wyrvern-Dragons would manage an even greater level of finesse than humans, and could cover hundreds of miles in an hour be it from running or flying.

Even if not a Mage or Sorcerer they have access to some spells from both such as High Bolide that creates nearly a dozen small meteors from up high to come crashing down in a desired area, High Levin which casts several lightning bolts down on targets, and High Frigor that summons large building destroying ice spikes from the ground, and more. They can do these with almost literally a wave of their hand. Wyrm-Dragons could reasonably pull from practically any magick seen. You're not as good as the Seneschal, but you very well may have defeated them at one point as was mentioned. Your ability to perform magick is paralleled only by them. Your potency is similarly unmatched. Even Drake-Dragons with just the given spells for "Dragon"s, using all of your magick ability for awhile, and they could probably unmake the greatest kingdom this world has ever seen with just those.

The strongest of your magickal abilities being that you can grant wishes to a point, and somewhat bend reality on a local scale. One example of this could be killing an inhuman monarch from the other side of the country while simultaneously bending the will of all the nobleman in said country to think that a person you decided slayed you and is therefor worthy of being its uncontested ruler, or perhaps even making them think they are a god? Making it so that the number of monsters swell and or making them more powerful over a period of months? Maybe creating very powerful dragon themed weapons is more up your alley? Perhaps just giving them a large chest of gold? Those are your guidelines. You won't be doing the bigger stuff more than a handful of times from the start, but could manage it over a dozen or so times on the smaller scale (monsters, equipment, gold, etc). Even for Wyrm-Dragons this is the case. You will have to work at it and or gets perks to improve this.

You may of course create other Arisen by taking their heart from their chest and swallowing/magickally storing their heart in yourself. This would make them virtually immortal, and immune to disease. They would also then understand Wyrmspeak but by default not be able to speak, write, or read it. You would also know where they are and what they're doing at all times, and could form a one way telepathic bond to them. This would additionally give them great potential, but some more so than others depending on their personality and willpower, and capping at "Cast Away the Shackles". You could give them back their heart at any time, and all the time they were freed from will come flowing back to them.

If taken with "Daimon" you will not have a second Awakened phase given that you're just yourself, and as such that will just be your default state (you can choose to look more so like Daimon, be a dragon's head with legs, arms, and large wings, or stay the same). You will notice a small but agreeable increase in power and defense in whichever case, and will keep the other abilities as described. You will also be given Abyssal Vortex that opens up an even stronger pulling sphere almost instantly killing all others but the user within a range of several dozen feet. Your most notable ability from this is your sheer proficiency with Necromancy. You can create what is best describe as a "spiral of death" in an area you reside over. This area can be as big as a small island. It will allow you to passively summon monsters of the same strength as those on the Bitterblack Isle, and any that die will then become food for those already there making them grow in power. This does not include Death, but the stench of death such a place will create will attract all sorts of things after a time. You are the lord of the place, and will have free reign over it without reprisal. The beasts will leave you well alone so long as you do much the same, but the more intelligent ones will heed your call, or perhaps you could bow them all given enough time.

Others who take this will become a Grigori style dragon. The exception to this is if taken with "Daimon".

Items: Various equipment and helpful things. Gold Rarified when appropriate. Discounts are 50%.

Tools of the Trade (50CP): The standard rogue arsenals. All are directly and or effectively linked to a vocation in some way. You get six with each purchase of this, and it can be purchased two times for all of

them. You can endlessly pull and put back anything acquired here from wherever would be appropriate (a quiver, your pocket, from behind you, etc).

Implicating Cords (Free: Strider) – Barbed tipped wires that shoot out near the user's wrist with a flick of their hand and deep into the targets, and which can then be made stiff in a similar manner in order to be pulled back. Cords pulled back are done so with multiplied strength allowing for even a baseline human to easily pull another human through the air.

Fracture Darts (Free: Strider) – Arrows that fracture into many smaller parts on impact, and which then pepper the area near them with shrapnel capable of piercing armor.

Shriek Darts (Free: Strider) – Arrows that let off a loud whistling sound while in flight, and which stun enemies within a few feet of their general flight path.

Fearful Din Arrows (Free: Ranger) – Arrows that produce a very deafening blare on impact, and which stun nearby foes in roughly a dozen feet around it.

Crippling Arrows (Free: Ranger) – Arrows that deliver a toxin that debilitates the target by decreasing their physical and magickal defense seconds after impact.

Powder Blasts (Free: Assassin) – Explosive powder that can be detonated from afar with magick. It explodes with enough force to blow apart an armored man, and it blows up almost a dozen times.

Snakebite Needles (Free: Assassin) – Needles coated in a very potent venom capable of killing most seconds after impact.

Skewer Darts (Free: Assassin) – Arrows that when fired have a wicked spin capable of easily piercing through a group of very large men standing together.

Plegic Arrows (Free: Assassin) – Arrows that hit harder than normals arrows, and which inflict a slowing paralyzing elixir seconds after impact.

Blast Powders (Free: Strider, Ranger, Assassin, Magick Archer) – Bags of explosive powder used to set traps, and that can be triggered with the strike of a blade.

Dazzling Fireworks (Free: Strider, Ranger, Assassin, Magick Archer) – Bags of explosive powder that when thrown momentarily produce very bright, blinding lights.

Tricks of the Trade (50CP): The fringe rogue armory. You get two with each purchase of this, and it can be purchased four times for all of them (getting the ninth for free with the fourth purchase). You can also pull endlessly and put back anything acquired here from wherever would be appropriate (a quiver, your pocket, from behind you, etc).

Oil Arrows – Arrows that drench even large foes like cyclopses almost entirely in oil on impact.

Blast Arrows – Arrows that explode with enough force to blow apart an armored man on impact.

Poison Arrows – Arrows that inflict a seconds lethal toxin on impact.

Sleeper Arrows – Arrows that inflict a dusty poison that sleeps targets seconds after impact.

Blinder Arrows – Arrows that inflict a potent salve causing blindness seconds after impact.

Silencer Arrows – Arrows hexed with magick that stop spellcasting for tens of minutes on impact.

Petrifying Arrows – Arrows hexed with magick that turn targets to stone seconds after impact.

Dragon's Spits – Flasks of explosive powder that when thrown explode with enough force to blow a limb off an armored man on impact.

Throwblasts – Flasks of explosive powder that when thrown explode with enough force to blow apart an armored man on impact.

Maker's Finger (400CP) (Discounted: Noble) – An arrow said to kill whatever it hits, but can only be fired once. While mostly true, only one or two beings in this world would survive being struck with this arrow. It could kill over three hundred dragons at once, let alone one. You'll see that this white arrow is actually a cluster of twisting and turning tentacles once you pull it back to fire it. It will jump from target to target and seek out more enemies to kill so long they're close together and if nothing has taking all of its effect. It will not hurt you unless you're the or an intended target upon firing it. You can pull and put back this from wherever would be appropriate (a quiver, your pocket, from behind you, etc), but once nocked cannot be disengaged, and you only get a new one once every ten years.

Farewells (Free: All Origins) – Someone went through a lot of trouble to get you ready for this journey. Everyone gets enough potent greenwarish (a precious herb) to help heal an otherwise fatal wound, a lantern full of oil (which will last a full night), over a pound of kept and slightly aged ambrosial meat (a supper so rare and fine as to send gourmands into fits of rapture, and which is preserved for lengthy storage in an airtight container), and a pilgrim's charm (a blessed talisman said to safeguard travelers against misfortune). You also get a full set of equipment appropriate to your vocations. It will be of at least knightly quality. If of the more roguish vocations you won't have to worry about running out of arrows as you can endlessly pull regular arrows from any quiver you acquire in this world.

Eternal Ferrystone & Portcrystals (100CP) (Free: Drop-In) – A small everlasting stone that allows for teleporting to known portcrystals, and ten hefty black portcrystals that act as hubs for teleportation. You can take dozens of people with you so long as they fit in the range of its effect, and anything you all can carry. The teleporting works under time altering influences, and to connected dimensions/worlds. These are not utilized at all let alone to their maximum potential, and you could very easily make a killing by setting up trading deals with merchants.

Coin Purse of Charity (100CP) (Free: Noble) – A coin purse that can hold an unlimited amount of gold without increasing its weight, is seemingly immune to damage, and which can be found on your person at will. It allows for money to be used as a throwing weapon by throwing the purse at a target. 10,000 gold is used in their process, or whatever is left but at less damage. For reference, this is the equivalent of a giant (as held in a human hand) coin pouch overflowing. The damage done is physical as if really heavy upon impact, but this is technically magick and will meet the requirement to damage such things. At full price this is enough to outright kill an ogre as a baseline human, or even a dragonkin by throwing this less than a handful of times if managing to hit near their heart. Perhaps whipping this at a tax collector blowing a hole through their torso. This will teach those peasants to ask you for coin.

Knowledge Chair (100CP) (Free: Pawn) – A distinctively-designed wooden chair. Those who sit here teach slightly better, but this primarily allows the instructed to better serve their teacher by altering how they are inclined. Secondary and tertiary inclinations can be changed this way, but not the primary. You would as a result still ultimately be yourself despite changes made, and could go from an aggressive scather to a reticent guardian with just a handful of times instructed. Useful if you're into that.

Godsbane (100CP) (Free: Arisen) – Those who arise to oversee the world are undying, save by this brand's kiss. This is the only thing capable of killing a Seneschal, and it will always be able to kill you by your own purposeful hands regardless of other factors with a single stab to your heart. To others it will only be a superb and seemingly indestructible dagger or sword depending on which one you want, and as such will never be your bane unless you want it to be.

Customized to you, and you may import a dagger or sword into this correlating with whichever you took. You can find a new copy of it if it gets destroyed in your Warehouse after a day.

Treasure (100CP) (Free: Dragonkin) – Even a lesser dragon is still a dragon meant to test mortals. The base greed of men is more than enough to spur some into great heights. You now have a small but considerable horde of gold and quality equipment of all stripes. Enough to fill the large wooden rectangular box this comes in.

Skeleton Key (200CP) (Discounted: Drop-In) – A reusable key that can open near any door with a keyhole. Though you probably won't need this as most things around here are surprisingly unlocked. This doesn't work on magick, and it will only be so effective on some locks (electronic, etc), but will still open just about any ones you come across. Could even be used to lock them.

Wyrmking's Ring (200CP) (Discounted: Noble) – A well-known and legendary ring of the Duke's. While in your possession this powerful magick ring will reduce your casting time by the difference of an apprentice and a master, and will boost the potency of spells cast with its aid several times over, but will with no question lose out in strength to the "Bitterblack Weapon Set" option further below in terms of potency. It can also be linked to locks in order to lock them with magick, but they may still be broken open if the person in question doesn't care about being stealthy.

Customized to you, and you may import a ring into this. You can find a new copy of it if it gets destroyed in your Warehouse after a day.
Notice Board (200CP) (Discounted: Pawn) – Pawns are ultimately myrmidons. They'll do anything from odd jobs to fighting in the wars of men when they have no Arisen to follow. Idle hands. Your very own notice board will help you to find work. If someone in the general area (roughly the size of a country) you are in is publicly looking for help with something interesting you will get a notification on your notice board, and even if there are none doing so you will find at least somewhat engaging miscellaneous things to do. In both cases you will receive notable rewards (items, money, weapons, armor) that will appear in your Warehouse for accomplishing these tasks, and if you of course accepted the quest first.
Arisen's Bond (200CP) (Discounted: Arisen) – An item representing the individual Arisen's willpower, and which will take the form of a symbol they hold most dear. If their desire is to protect people it will turn into a ring, or perhaps something like a crown, specter, or sword if they're particularly beholden to power. This item when gifted to others will increase their affinity almost to the limit of what they're capable of feeling, and will intrinsically link them with that Arisen. Their feelings are still subject to change, but good feelings are reinforced. You may optionally have this take the form of a ring incase you think giving someone a sword or something else than a ring is weird.
Wakestone (200CP) (Discounted: Dragonkin) – A red heart-shaped stone that seems to be inherently drawn to dragonkin, but more specifically their stone tears for some inexplicable reason. Also known as "Reaper's Scorn", these allow those who have them on their person to come back to life in perfect health regardless of damage if ever they should be brought to death's door or outright die. It also allows for the reviving of the recently deceased. They are incredibly rare in the lands of mortals, but there are dark places where they are much more common.

Crafting Materials Crate (400CP) (Discounted: Drop-In) – A robust and seemingly indestructible box with a myriad of building materials able to be pulled out from it when you reach inside. These only exist once you pull them out, and as such will be as new as possible. They cannot be put back. Everything from almost countless jewels and ores, various parts of the Ur-Dragon, to shards of Death's own scythe. Everything seen in-game and then some. Hundreds of items. This primarily covers the longer lasting things (metals and stones, woods, hides, etc) used in the making or improving of various items, and doesn't include anything that could otherwise be acquired from this Jump.

Some items like the shard of Death's scythe is something you will only get roughly ten of due to its rarity, and all items are regulated to a similar degree. You'd have enough Ur-Dragon hide to make only one set at best, and would have enough dragon hide to make probably a dozen sets of that, but could easily outfit half a dozen armies of knights with knightly quality equipment. All items in this restock at the start of a new Jump.
Premium Dragonblood Jewelry (400CP) (Discounted: Noble) – The accoutrements of high society. Nobles enjoy a fair amount of useless opulence. Perhaps none more so than the adornments of their station. Earrings, bands, rings, nails... All as shiny as they are useless. Not yours. You've happened upon four particularly noteworthy treasures of your choice of make (five nails counting as one). When worn together they make you immune to the thirteen most "common" debilitations (blindness, curses, lowered strength, lowered magick, lowered defense, lowered magick defense, petrification, poison, possession, magick canceling, skill impairment, sleep, and slowing/paralysis). This also just so happens to be the most brilliant jewelry in the world, which is nice. Others who see even one of these will be in awe of it, let alone the sheer otherworldly wealth you must possess to have acquired such a treasure. To speak nothing of parading around with all of them.

You also get to pick one enchantment to place on each of them. It doesn't have to be the same for each. They could protect against catching fire, being frozen solid, getting thundershocked (turning into a lightning rod from which bolts jump off and the effects of it potentially knocking you down), making you resistant enough to getting stunned that shocking you will do very little if anything to you on that front, giving you a resistance to one of the five elements (fire, lightning, ice, dark, holy) enough that you could be hands-on with it taking little damage if you're careful enough to not become overwhelmed,

boosting your strength and magick potency by a small but noticeable degree, allowing you to stagger and knockdown foes with noticeably much less effort, increasing your health and stamina by a small but noticeable degree, increasing your strength enough to deal noticeably more damage than before, increasing your magick potency enough to deal noticeably more damage than before, increasing your defense enough to withstand noticeably more hits than before, increasing your magick defense enough to withstand noticeably more hits than before, granting immunity to getting wet if otherwise not submerged, increasing the damage done from items thrown noticeably, restoring enough damage to fallen pawns when raising them that it puts them into a still damaged but easily fighting state, hardening your body for unarmed melee and increasing damage done through it enough that a baseline human could easily beat an armored human to death, or upgrading a single vocation skill of your choice in power as if the difference between a basic and an advanced one.

Customized to you, and you may import whatever would be appropriate into this. You can find a new copy of whatever that gets destroyed in your Warehouse after a day.

Secret of Metamorphosis (400CP) (Discounted: Pawn) – A set of papers that will allow those who use it to completely and mostly superfluously (weight could change functionally but not much else) physically remake themselves. Time doesn't stop while you use this, but the effects are instant if you know what you want to look like, and otherwise takes as much time to figure it out as it would take you to think it. Early conceptions of the world suggest that Elves may exist, and none are known in Gransys, but as such are limited to what they could reasonably look like in addition to the various peaks of humans. You could go from looking average to comparable to a god or goddess with this.

Bitterblack Weapon Set (400CP) (Discounted: Arisen) – Dragons do not heed the toothless, but I dare say your teeth now outstrip their own. With this you will have a weapon for each vocation type (a sword, mace, longsword, warhammer, two daggers, stave, archistave, shortbow, longbow, magick bow, shield, and magick shield). There is nothing that can hold up to these in this world. Every melee strike is a cleaving masterstroke, almost every skillfully placed arrow capable of being a killing shot regardless of the target, magick being turned from even just simple bolts to blasts capable of leaving small craters, and all but the strongest strikes sliding off your shields.

You also get to pick one enchantment to place on each of them. It doesn't have to be the same for each. They could be wreathed in one of the five elements (fire, lightning, ice, dark, holy) while also debilitating the target in someway as would make sense (fire lowering defense, ice lowering magick capability, lightning lowering strength, etc), trading all of your physical defense for magickal defense, trading all of your magickal defense for physical defense, charging your magickal power by striking enemies with it and then losing the charge after spellcasting, giving it a bane so that does a few times more damage to them (such as one-eyed and or giant monsters, those that are dragonlike, or even gods), emitting a glow when treasure is near, growing in power with each successive strike but draining the stamina of the user proportionally once hit themself, making it so that you take a noticeable amount more damage and use an almost debilitating amount more stamina but every so often do around nines time as much damage, making it so that you take a noticeable amount more damage but also healing from any human healable injuries in about a day but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), sapping the life of unaware foes when hit proportionally healing the user for the amount taken, making it so that enemies drop more money when killed with it, giving the user boundless stamina but also making them the near exclusive target of enemies, or drenching even large foes like cyclopses almost entirely in oil on impact. Bows lend their enchantments to fired arrows so that are able to utilize them.

Customized to you, and you may import whatever would be appropriate into this. You can find a new copy of whatever that gets destroyed in your Warehouse after a day.

The Tainted Mountain Peak (400CP) (Discounted: Dragonkin) – The summit crater. It is said to be the center of creation. A Warehouse attachment. Big enough to have a climatic battle, or there is plenty of room to do something else in this hundreds if not over a thousand feet across space. There are a few broken castle towers, but one stands enough that a decent enough dwelling could be made from it. Beware, its edges are sheer cliffs.

Curative Items Crate (800CP) (Discounted: Drop-In) – A robust and seemingly indestructible box with a myriad of curing and or enhancing items able to be pulled out from it when you reach inside. These only exist once you pull them out, and as such will be as new as possible. They cannot be put back. Everything from a medicine that gives you infinite stamina until it wears off hours later, a panacea that fixes any debilitations and most injuries regardless of what they are, to petrified dragon blood that would heal any level of injuries regardless of what they are but not debilitations. Everything seen in-game and then some. Hundreds of items. This primarily covers the less lasting things (foods and organs, herbs, potions, etc) used in the making or improving of various items, and doesn't include anything that could otherwise be acquired from this Jump.

Some items like the various panaceas and petrified dragon's blood is something you will only get roughly tens of due to their rarity, and all items are regulated to a similar degree. You'd have enough food for ten years easily, and would have enough curatives to help heal hundreds, but could easily make thousands more. All items in this restock at the start of a new Jump.

Gold Idol (800CP) (Discounted: Noble) – The cultural practices surrounding commerce here is quite strange with some of the greatest of the greatest perpetuating questionable at best traditions. Someone dealing with a merchant while having this would get them to practically give their wares away by having a default discount of almost forty percent. It won't effect things you sell, but you could always buy and sell things while managing to make a killing. No one will think this is weird, and if you choose to pay the actual price when appropriate you'll just be seen as tipping. As long as you own this it will work, and as such do not require to bring it everywhere with you to get its effect.

Riftstone & Rift Crystals (800CP) (Discounted: Pawn) – A large chunk of obsidian-like stone that links to the infinite blackness between worlds that is the Rift. Those who purchase this will be able to come back to life once per Jump. It will also let them travel into the Rift of other Jumps when in them. You won't be connected to this world and as such will not be able to travel to others through another Rift Crystal, but you will have that world's infinite Rift for your own use, or this may lead you to a very different rift depending on the world. Putting this in your Warehouse would be best if you wanted to use it for storage as when you move to another world you will leave that part of the Rift behind. Lastly, it will allow you to revive and summon your "Main Pawn" if you have one and or at least two somewhat random Pawns an infinite number of times. Regardless of having a "Main Pawn" or not it can still summon two somewhat random but deathly loyal Pawns that don't count as companions. They will only have memories up until you would have summoned or entered into a contract with them the first time if they die, and as such will not remember you, but will remember you if they leave your service at your request if not in a death state. The strongest of these Pawns will be about the level of "Infinity" and with appropriate gear, but the only ones to appear to you will be roughly your level of strength. See the "Infinity" option in the perks section for more information.

You also get hundreds of thousands of Rift Crystals. These can potentially be used to hire much stronger Pawns, can be used in Rarifying and Purifying, or there is enough here to fashion a whole other Riftstone. You can teleport between Riftstones by traversing the Rift if they're in the same Jump, but they will not extend to the worlds of Jumps until you've stopped Jumping.

Bitterblack Armor Set (800CP) (Discounted: Arisen) – You were born without fur, without hide, without scales. So you fashioned them from monsters, in wyrmfire, and then into alchemical mails. Fully metal armors with be all but immune to anything less than repeated direct strikes from something like the dragon, and even then it would take an effort to dent in your protective shell. Everything else like hides being similar in strength but malleable due to their nature. This is a full set of armor, but whether or not you want it to cover you completely is your discretion. It also includes a single cloak, cape, mantle, or wrap of your choice, but this doesn't include surcoats as they are actually armor in of themselves. This is made up of five (helmet, cuirass, gauntlets, greaves, and your cloth accessory) different pieces of armor. When worn together they make you immune to the thirteen most "common" debilitations (blindness, curses, lowered strength, lowered magick, lowered defense, lowered magick defense, petrification, poison, possession, magick canceling, skill impairment, sleep, and slowing/paralysis).

You also get to pick one enchantment to place on each of them. It doesn't have to be the same for each. They could variably extend the effects of used skills, boosting your strength noticeably when you've been outnumbered, reducing the damage taken from range projectiles noticeably, healing from any human healable injuries in about a day but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), healing any Pawns within a few dozen feet of you from any human healable injuries in about a day but also have unnatural healing (will heal back lost parts to a point depending on how bad the damage is), recovering from debilitations noticeably more quickly than normal, extending the duration of attribute (strength, magick, defense, etc) boosts applied to you noticeably, replenishing a noticeable amount of stamina when you deliver a killing blow, raising your maximum item-carrying capacity noticeably, speeding up movement speed noticeably while spellcasting, preventing wind and the sort from being able to hamper your movement, fortifying the defense and boosting the power of magickal shields noticeably, or using so little stamina when lifting objects or grapple-holding opponents that it basically takes no effort for you to do so.

Customized to you, and you may import whatever would be appropriate into this. You can find a new copy of whatever that gets destroyed in your Warehouse after a day.

Jumper Isle (800CP) (Discounted: Dragonkin) – Your very own personal island beyond space and time. A useable prison Warehouse attachment. There is very little actual space above the appropriately large body of water (which may optionally be filled with brine upon your taking this) that conceals the lower workings of this place. It is always night with a full moon, almost always storming and raining, has dozens of floors, and more. It can be themed to your wishes to a point, but only the lowest level which will formed from your memories will truly be designed by you. Your actions here will not leave you wanting for time outside of this place for while it does pass it does so convolutely slow.

Companions: New allies and old ones. Having more than one "Main Pawn" isn't a thing, but perhaps your force of will is so great. Companions may not purchase others, or drawbacks. Discounts are 50%.

Foreign Recruits (100CP) – Unusual individuals which are sure to stand out, and which you have an ever-rising bond with. You may import eight. They get any one origin for free (beside "Arisen" or "Dragonkin"), a basic vocation, their free origin perk, their free items, and 300CP to spend.

Local Recruits (100CP) – You may designate eight people already here to be companions, create eight custom companions, or split the difference. Their relation and personality is also up to you. They could be your romantic childhood friend, your trusty but incompetent acquaintance, or loving liege lord. Wank it out. They get any one origin for free (beside "Arisen" or "Dragonkin"), a basic vocation, their free origin perk, their free items, and 300CP to spend. Those that you designate as companions must ultimately want to come with you to be able to leave with you. You could befriend them, mind control, or whatever you'd rather. They do not get the boons as everyone else.

Main Pawn (200CP) (Free: Arisen / Discounted: Drop-In, Arisen, Dragonkin) – A malleable and ultimately expendable immortal being born of the Rift, and which can be summoned back to life to strictly serve their Arisen master should they die. A Pawn is a humanlike being that lacks any real willpower or soul of their own acting only as their Arisen desires. To the point that they look and act as their master prefers down to the smallest detail upon being first summoned. Though if you tell one to act stoic, explain what that is thoroughly enough, and give it some time, they'll be like a rock. "Main Pawn"s get a basic vocation for free, and will learn in addition to master their advanced version before you leave this world. They get their entire perk tree as corresponding to their origin ("Pawn"), and their free items. You may import a companion from outside of this world into this role. See the notes.

Chosen Arisen (200CP) (Discounted: Pawn) – An exceptional if lowborn person before being risen by the dragon. Whatever that drives them forward, their relation and personality is also up to you, but are extremely capable. They have both a basic and advanced vocation of your choice, all of their freebies as corresponding to their origin ("Arisen"), and 300CP to spend. "Pawns" who take this may feel free to wank this as their Arisen. You may import a companion from outside of this world into this role. See the notes.

Fallen Arisen (200CP) (Discounted: Drop-In, Pawn, Dragonkin) – In other words, one of several other dragonkin. The specifics of their existence is also conjecture, and they don't really have a personality,

but are as loyal to you as any Pawn. They get all of their freebies as corresponding to their origin ("Dragonkin") and type (which is up to you), but with no CP to spend. There is little in this world they couldn't defeat given that they have the ability to fly. You may import a companion from outside of this world into this role. See the notes.

Drawbacks: You can take as many as you want. If you would receive more than 600CP, reduce the amount to 600CP. They will be removed in 10 years, or upon your death. They precede other choices.

Progress (+0CP) – Dragon's Dogma Progress is a manga based on the Dragon's Dogma (not Dragon's Dogma: Dark Arisen) series. It follows an Arisen named Karol and his Main Pawn, Elise. Taking this means you're now in their world.
The Ever-Turning Wheel (+0CP) – Your own Arisen and Main Pawn are out there, somewhere. This lets you start in their world. Taking this with "Progress" above means that one or the other Arisen of your choice is now already the Seneschal. Taking neither is assumed to result in the standard default presets as there is no actual canon Arisen and Main Pawn for this series.

Fisher Knight (+100CP) – Your perks, items, and Warehouse are now all locked away while you're here. Everything you use must be purchased here or acquired in-world. Body Mod and companions are unaffected, but companions likewise lose their things.
Solitude (+100CP) – No one here wants to love you, but you could still be good friends or companions. Not even with an Arisen's Bond can you make someone fall for you. The dragon will be stumped by this if you're an Arisen, and you'll likely end up with someone completely unrelated to you as your "beloved". That at that very least should be funny, and he will be 100% sure he knows what he's talking about.
In-Feste'd (+100CP) – You're a person of diminutive size. Not necessarily a midget, but with a soft face could easily be mistaken for a child despite potentially being an adult man who is capable of growing facial hair. Maybe you can pull off looking like a fantasy dwarf. People are sure to think it's strange, and your size may or may not get in your way or help you.

Ur-Dragon (+200CP) – You must kill the first dragon. The one that just gets mad when you hit it with a Maker's Finger. The online variant. Your only reprieve is that it is still in it's own little dimension locked behind the Riftstone in Starfall Bay, Cassardis. It is roughly 30,000 times more powerful than the dragon. At least that much so, but likely more. You're very, very unlikely to kill it with things just from here. You'd literally have an easier time temporarily killing Death. Failure to kill it in the ten years and you're sent home as if you had died.
Bitter and Broken (+200CP) – At best, civilized people will treat you neutrally. At worst, civilized people will react without killing intent but may very well may mean to scar you. Besides that, any and all companions are locked away until the Jump is done. Additionally, all Riftstones are now broken with no way to fix them. Hopefully you don't go too crazy because of just having your own thoughts to keep you company for the next ten years.
Seeking Salvation (+200CP) – You're now a nihilist with a death fetish. You may not actually be apart of Salvation, but you want the end of the world and all things much the same. You oddly enough don't want to die yourself. Go figure. You're cartoonishly evil. At least you'll have fun with it.

New Game Plus (+300CP) – You must now slay the dragon, proceed through the Everfall, and then fight the Seneschal as you've done once before. Wait, you haven't? Well, I have bad news for you. You must now fight everything and everyone you've acquired Jumping including yourself. On one side, you're completely as strong as each other. On the other side, this could be really bad depending on your choices. Failure to kill them in the ten years and you're sent home as if you had died. Almost certainly suicide with "Fisher Knight" unless this is your first Jump.
Post-Game (+300CP) – The standard game and world is often referred to as "pre-dragon". This refers to the state of everything before that death of the dragon which from then on is basically the apocalypse. All the monsters become incredibly powerful, new ones show up, and the Everfall to the Seneschal appearing in Gran Soren. Your arrival in this world has put this place into that state permanently. Perhaps

you can make yourself up to be a hero, but almost everyone who is human is probably going to die. Oh, and the dragon is still about somewhere. Good luck with that.
Cheat Death (+300CP) – You're now even more so haunted than the half-immortal Arisen who find themselves to Bitterblack Isle. By who? By Arthacos. By Death. No matter how many times you fell it, if you can fell it, it will always come back in at most a day. Its lantern causes those in its range to fall asleep, and a single swing of its scythe is enough to kill anything. You may not take either from it. It will never stop hunting you, and it can teleport.

Endgame: The last bits besides notes. It becomes relevant when your 10 years here are up.

Peace (Stay) – Whatever your reasoning, you have decided to take peace in an illusion and stay.
Closure (Go Home) – You decide to go home of your own accord.
Freedom (Move On) – You continue an endless cycle of a different sort.

Notes: Not relevant to all. Informing on magick, Pawns, dragonkin, Arisen, and then the Seneschal.

- Magick takes stamina and is spent sort of like in D&D. There is never any mention of mana.
- Pawns and dragonkin are assumed not to require eating, sleeping, and cannot have children, but can do the first two if they so wish. There is reason to suspect that this is the case of the first two for Arisen as well, but there is also reason to suspect this is not the case. Arisen additionally may not even be able to have children for some reason. There is evidence to support such speculation it. Wank it out.
- Pawns can't understand Wyrmspeak when spoken but Arisen can, but neither can speak or read it.
- It's almost guaranteed that only Arisen can become the Seneschal regardless of other factors.
- Any that become the Seneschal will not be allowed to leave until they renounce their powers and anything else acquired directly because of their ascension. Not doing so before your ten years is up will result in their staying here, and anything acquire from them stripped away upon leaving this Jump. If their willpower is completely drained, they decide to suicide, or if they deem another worthy enough to take their place they may consult the Endgame section whenever they decide is best.
- If you choose to suicide as the Seneschal while having a "Main Pawn" you may optionally choose to give them whatever exact perks and items you took in this Jump aside from "Duke Dragonsbane", they will take on your appearance (including gender), and get a copy of your soul as it would have been if you Jumped only this world. The aforementioned would make them no longer a Pawn (aging, with wants and desires of their own, losing their Pawn mark on their right hand, etc). Pawns cannot under normal circumstances acquire a hybrid vocation, but one with the soul of an Arisen can as they inherit some of their potential. It is unknown if they can still traverse the Rift once this has been done, and you can wank it either way. This is a packaged deal. No picking and choosing. Only one "Main Pawn" should be able to get this, but hey, you're God, you'll get away with more if you have them.
- Becoming the Seneschal will not circumvent drawbacks, and you cannot use said power to do so.