Tortall Jump

V1.2

Welcome to a world of fantasy. Of monsters and heroines, of knights and dragons, gods and chaos, and lords and ladies, where the fate of nations rest on the shoulders of those who stand up for what is right. To a world of action, adventure, and romance, with surprisingly detailed societal implications. The world of Tortall, so named for the central nation in which most of its more famous adventures take place, has been the setting of 18+ young adult fantasy novels, spanning over 35 years of real world time. Follow young heroes and heroines as they take the opportunities granted by the oddly well researched high Middle Ages setting, with the addition of lots of magic, gods, and strange beasts to serve as a backdrop, or lead them in fantastic adventures of your own making. With monsters to slay, evil to fight, and legacies to build, there's always something valuable and interesting here to do. Welcome, Jumper, to the world of Tortall!

First, let's prepare you for battle.

+1000 CP!

Places & Times:

Where do you make your mark? The stories of this world have ranged widely in location, both in space and in time. All, however, provide a true heroine the chance they need to really shine. Roll 1d8 to determine your starting point, or pay 50 CP to choose from any of the listed options.

1: Corus, Tortall, 430 Human Era: The capital of Tortall greets its new year of pages, as one brave girl prepares to change the course of history…

2: Fair at Cria, Galla, 439 Human Era: As rumors of strange beasts sweep the land, a young horsemage approaches a fair in Gall. Before your time is out, Immortals will once again walk the land.

3: Corus, Tortall, 246 Human Era: Though safe from external threats, the nation is on the brink of internal strife. As crime and treason mount, the fate of the kingdom lies in the hands of a trainee Dog.

4: Corus, Tortall, 452 Human Era: Finally following in the footsteps of Alanna, a new crop of pages prepare to make history as trouble once again brews along the Scanran border.

5: Rajmuat, The Copper Isles, 462 Human Era: In the Copper Isles, a slave revolt is brewing, helped by a lone god and a newly captured slave, soon to be spymaster.

6: The Far Side of the World, 450 Human Era: In a foreign land ruled by religion and separated by the sexes, a tree has just been turned into a man, and will change the nation as he passes.

7: The Black City, 2,754 Before Human Era: In a world ruled by the vampiric Ysandir, humanity serves as nothing but slaves. But with luck, and the assistance of the gods, humans may one day be free.

8: Free Choice!: You may select any of the listed locations and start dates, or choose to end up anywhere else in the timeline at your will!

Backgrounds:

You didn't just wake up here… probably. What life have you lived, in preparation for your moment of greatness?

Drop-In: Free!

Well, you actually did just wake up. You appear in a small shack or tent in your starting location, with no new memories to aid you, but no past to hold you back.

Hound: 100 CP

As one of the Provosts' Guards, your task is to hunt down those who violate the King's Justice and deliver the proper punishment. Depending on your age, you may be a trainee (a Puppy) or a fully-trained Dog; in either case, your skills will lie in pursuing criminals and ensuring their arrest.

Gifted Knight: 100 CP

A noble born with the Gift of the Gods, your talents were quickly noticed and you have been placed on the fast track to Knighthood. Though the training will be difficult, your talents, magic, and position will allow you to chart your own course through life.

Knight Commander: 100 CP

Not all those who aspire to Knighthood are blessed by the Gift. Some are simply great warriors and puissant leaders, with the will and skill to change history on the battlefield through the work of their arms and the strength of their minds. Complete your training, and you may become the commander of armies and the linchpin upon which wars rest.

Spy:100 CP

Some heroines are less suited for the clash and clang of battle; some pursue the subtle arts of information and sabotage. Your talents rest in these arenas, as a trained spy and assassin, with the skills to put down or incite a rebellion in but a few months.

Age and Gender:

Roll 1d8+9 to determine your age; for those Knights among you, know that Page training begins at age ten, with the Tests to determine advancement to Squire at age 14, and with the final Ordeal of Knighthood at age 18. You may instead pay 50 CP to choose your age between 10 and 17 years. Your gender remains the same, or you may pay to change to male for 50 CP or to female for free.

Skills and Perks:

Every heroine has some talents that elevate them beyond those they protect. What special skills and abilities do you have?

Hunter: 100 CP, Discount Drop-In

A master archer, your bowshots seem to never miss. With longbow or crossbow, you're lethal to prey at distances most archers wouldn't even imagine, even if your targets are on the wing. Uncanny accuracy, great rate of fire and draw (no matter your frame) and a sixth sense for the shifts of the wind will all combine to help give you a way to stay safe in this sometimes-hazardous realm.

The King's Terrier: 100 CP, Free Hound

As a member of the Watch, you've had training in all the skills needed to stop and punish crime. Time on the beat's made you an expert at spotting the telltale signs of a crime about to happen, and given you some serious brawling expertise, while your investigative training makes you good at searching a room. Further, the Cage Dogs have taught you a few tricks about interrogating both magically and by more mundane means. Your skills at accepting bribes… well, those are actually pretty good too.

Knightly Visage: 100 CP, Free Gifted Knight

You are gifted in looks, at the least! You have the kind of stunning attractiveness that will grant you a boon in all kinds of situations. While your precise looks are not set, expect to have at least one feature that everyone remarks upon, such as uncommonly vibrant copper curls or a beautifully fine-boned facial structure. Further, so long as you at least attempt to care for your wounds, you'll never scar (at least not in an unattractive fashion). Should you wish to purchase this perk multiple times to gain multiple noteworthy features, you may.

Preliminary Work: 100 CP, Free Knight Commander

Even before you begun your formal training at age 10, you have picked up many of the vital skills of a Tortallan Knight. You know how to handle yourself with a quarterstaff and sling, and can walk around in armor without looking ridiculous or falling over. Instruction in several other areas has achieved results, and you know the rules of chivalry, the various species of immortal and kingdoms of the realm, and many other vital skills, from bundling blazebalm to riding and caring for mounts in and out of battle. Somewhere in picking up your riding and combat skills, you've also gained an impressive pain tolerance.

Blademaster: 100 CP, Free Spy

The simple knife is one of the most valuable, and useful, tools in your arsenal. Anyone can walk around with a common tool, after all, and such a thing is hardly dangerous to a trained warrior… except in your hands. As a master of knife-fighting, the short reach of small weapons doesn't seem to stop you from being lethal to better armed and armored foes, whether you're in close or throwing your blades. You've also got an uncanny skill for hiding

the things, able to carry dozens around with you while appearing unarmed and without hindering your movement.

Wildmage: 200 CP, Discount Drop-In:

Gifted with rarely-seen and often-misunderstood Wild Magic, you have a great bond with animals. You can speak to them, and they to you. Continued contact with animals (or a concentrated effort of will) can greatly improve them, as well, raising animals' intellectual capabilities to an almost human level and allowing them to live much longer and heal much faster than normal. You can also heal animals, drawing from the reservoir of power inside you to knit muscle and strengthen bone. These abilities don't just function with "real" animals, either; the Immortals of this world that are based on animals (such as Griffons, Spidrens, and Coldfangs) can communicate with (and be healed by) you, even if they cannot speak normally.

Dust Spinners: 200 CP, Discount Hound

Sentient collections of dust, air, and noise, these odd magical anomalies form at intersections of air currents, particularly common at street corners. Most people, when walking through a spinner, will just notice an odd breeze and sometimes a fragment of sound. However, you can overhear whole conversations held by the wind for weeks, and can even sometimes glean visions and emotions carried on the air. They can even physically hold people for you if you ask nicely and the target happens to step into the spinner's area. These spinners will like you a lot, and tend to form a lot more around you, wherever you go.

Ordeal-Tested: 200 CP, Discount Gifted Knight

In Tortall, the greatest test every prospective Knight must face is the Chamber of the Ordeal, a powerful elemental which forces squires to face their worst fears and continue fighting. Only those with great willpower can survive, much less pass. With your iron sense of self, however, your success was never in doubt. You have the courage and fortitude to carry on when others would shirk in fear, and to never stop fighting on even the darkest day. The Chamber also tests flexibility, so you can retreat and change when doing so is needed, but mere terror will never force your choice.

Commander: 200 CP, Discount Knight Commander

Personal combat ability is not the only skill that matters on the battlefield, no matter what your colleagues may think. Strategy and tactics are your areas of expertise, and you have the personal charisma and commanding presence to encourage those under your command to stick to your plan. When the blazebalm is bursting and the arrows are flying, your men will stand firm. Further, you're an expert at all of the little things non-commanders take for granted, from proper logistical trains to exercises in siegecraft (both in assaulting and in constructing fortifications).

Whisper Man: 200 CP, Discount Spy

A master spy and a master of spies, you are a genius at covert intelligence gathering. Knowing who to bribe and how much, how to organize recruits and cutouts to create a network, and just enough personal sneakiness to get the job done. Whether it's personally infiltrating a naval dock by swimming through the harbor or running a string of operatives to carry out an assassination that could never be linked to you, your skills are impeccable.

Warrior of Shang: 200 CP

In the far lands, there is a tradition of the Shang Warriors, great fighters who prefer to use only those weapons nature has provided them. They travel the world honing their skills, and you have been trained in their arts. Shang warriors name themselves after various beasts, with forming a hierarchy of skill; the Shang Goat, for example, would be weaker than the Shang Horse, who would in turn be surpassed by the Shang Lion. The most powerful warriors name themselves after immortal creatures. While your skills now place you around the level of the Shang Ostrich, you may eventually reach the heights of the Dragon, able to dispatch squads of fully armored soldiers with your own fists and nary a scratch.

Eyes of the Goddess: 200 CP

A god or goddess is watching you, and has blessed you with an interesting fortune. The most obvious sign of this attention is your eyes, shaded in some unnatural hue (bright violet, for example) or always milky-pale. In time, you may realize that the attention of these beings will grant you great luck, ensuring that things turn out just a bit better for you than the unaware would expect, and often ensuring that you run into interesting people themselves fated to change the world.

Shapeshifting: 400 CP, Discount Drop-In

A gifted user of some form of magic (either the Gift or, more commonly, Wild Magic) you can change shape to gain animal abilities. While at the start you will simply change parts of your body to resemble animals and gain their qualities (such as gaining a bat's ears or a wolf's nose) you can quickly learn to shapeshift completely into an animal's form, and to do so extremely quickly. These shifts can even be used to heal yourself, though doing so will cause fatigue. While you may eventually be able to shift into an Immortal's form, beware; such magic is always only one-way.

Blessed by the Black God: 400 CP, Discount Hound

The Black God takes all those who die to the Peaceful Realms, to pass away eternity quietly. However, some of the dead who have unfinished business can stay in the mortal realms for a time, typically by riding along with the souls of pigeons. For the most part, these souls are totally undetectable… but some can still interact with them. You are one of these "lucky" few, able to hear the whispers of the dead and question them. While you'll have to convince the soul in question, this can provide information and opportunities no other living soul could discover. And if not… well, at least pigeons and the spirits like you more than normal?

The Gift of the Gods: 400 CP, Discount Gifted Knight

The Gift is the most common form of human magic. While it can appear in various forms, yours is among the strongest and most broad. From creating light and speaking through fires to making temporary simulacra and throwing blasts of magical force, you have many abilities both utilitarian and violent. You can even heal people, though this is one of the more draining forms. All of your powers come in a visible spectrum of color that somehow matches "you," and are used with a combination of gestures and spoken incantations which become less and less necessary as you grow in strength.

Iron Champion: 400 CP, Discount Knight Commander

On the battlefield, you have the skills to cut a swathe through the foe. Constant daily training for years has left you a master of combat, lethal with dozens of weapons. From your deadly ability with common swords and longbows to expert training in warhammer, lance, glaive, and crossbow techniques (among many others), you can take any weapon and smash your way through common soldiery without breaking a sweat. Thanks to your long practice in full armor, you also can move faster in full plate than most can unencumbered, and even a simple

punch from your mailed fist is a fatal blow. You are an unassailable dreadnaught on the field of open combat, able to dispatch whole squad on your own with lethal efficiency.

The Sight: 400 CP, Discount Spy

A more rare and covert form of the Gift, you have a number of abilities relating to your vision. You can see in the dark, increase the magnification of your eyes to see at a distance or see microscopic things easily, see magic (even invisible things) and detect poison, and even magically see when people lie (or try to). You can also detect gods, even when they try to hide from you. For some strange reason, this power also includes the ability to avoid truthspells that would otherwise force you to speak honestly.

Items:

Of course, ones' talents aren't everything; even the bravest knight will fail if she is sent into battle unarmed. Equip yourself wisely.

Bladed Staff: 50 CP

This long wooden stick appears to be nothing but a walking cane, but is perfectly balanced for use in battle by those skilled in staff-fighting. Should bludgeoning not achieve the results you require, a simple twist of the handle causes well-honed blades to spring out of either end (or both), to the surprise of your opponents. These blade are also surprisingly well-suited to cutting rope, slicing through even the most complicated knot in but a single swipe.

Bruise Balm: 50 CP

A godsend for trainees, this balm is made with a combination of hers, ointments, and magic that help reduce tension and ease sore muscles, as well as rapidly healing bruising painlessly. While it cannot perform miracles or heal more serious wounds, this salve will nonetheless help make your days much easier as you remove the minor aches of a life of combat. Though you only have a small tin, it never seems to quite run empty.

Slave Collar: 50 CP

Though illegal in recent Tortallan history, these collars are still used to restrain slaves through much of the world. The iron is spelled by powerful mages to remain unbreakable, and is impervious to many forms of pick and file. Further, the enchantments on the collar help ensure the slave's obedience; if they get too far from the collar's set "master", or if the master orders, the collar can tighten until decapitation occurs. You have six of these cruel devices, with the plans to construct more if you need them.

Shukusen: 50 CP

A beautifully decorated silk ladies fan, this ornate accessory conceals a deadly use. The tines of the fan are made of steel, and their tips are razor-sharp. They can easily be used to chop or stab to lethal effect, and a skilled user can easily defeat "better-armed" opponents. While some shukusen are better concealed than others, this one will pass unremarked even at the most unusual occasions, ensuring that you can always have a means to defend your virtue.

Enlightened Steed: 100 CP, Discount Drop-In

This horse has been raised by divine Wild Magic to the very precipice of sapience. It (your choice of mare, gelding, or stallion) is far smarter than other beasts, and is so attuned to your movements in combat that you need only make imperceptible motions to direct it, forsaking need of reigns or spurs. Further, this horse is battle-trained and at the peak of equine physique, making it a dangerous ally on the battlefield. While other horses may be terrified of immortals, usage of the Gift, or other strange events, this one will never attempt to throw you. It may also translate for you, if you ever feel the need to communicate with other horses.

Hunting Dog: 100 CP, free Hound

Loyal, eager to please, and with a very sensitive nose, this dog will serve you well in any task. It is uncannily good at tracking scents, whether hunting beasts for sport or food or men for law or profit, and will pick up even the faintest of possible trails and follow them through the most difficult obstacles. This dog is also blessed with great endurance, ensuring you'll tree your prey eventually, and when you do corner your target the hound will leap into battle

with you, sharp teeth ready to bite. You'll quickly be able to bond so well you can hunt together with no more than single-word orders for extremely complex tasks.

Black Opals: 100 CP free Gifted Knight

The Black Opals that can be mined here are ideal for use with the Gift. They somehow store and amplify magical energy, allowing them to serve as an extra reservoir for mages to recharge their strength, or can be used in models, simulacra, or other workings to greatly increase their strength. While these opals are incredibly rare (and a crime for a mage to possess without the Crown's approval) no one will question your small (and slowly replenishing) supply.

Weapons and Armor: 100 CP, free Knight Commander

All the weapons, tools, and armor needed by a serving Knight of the Realm, from the best possible suppliers. The blades included (at a minimum longsword, dagger, axe, and a polearm) are all of the best mortal make (perhaps by Raven Armory, or the Imperial smiths of Yaman), the bow is of strong yew, and the tack is exactly as ostentatious as you'd wish while being extremely durable. A full suit of plate is included, as well as the necessary accoutrements to wear half-armor or mail, and a reinforced leather jacket for those times armor is inappropriate. All in all, you have a complete armory most nobles would envy, all fitted to your weight and style.

Darkings: 100 CP, free Spy

This bag contains eight Darkings, a brand-new (or possibly future) species of immortal. Each of these amorphous black creatures, roughly two inches in diameter when spherical, is totally loyal to you. They have total control of their shape and texture (though they retain their

mass) and are completely willing to serve as spies or messengers-what one darking knows, they all know, and they can show what any sees as a reflection in their body. While not quite as intelligent as your average human and astonishingly naïve, they are quick learners.

Stormwing Feathers: 100 CP

A race of Immortals made to increase human's fears of battle, Stormwings have the head and torso of a human with the talons and wings of a gigantic bird of prey. Their feathers and claws, however, are made of metal, harder and sharper than any other known to the mortal realm. A Stormwing feather will cut through anything in this world, including magic, and a Stormwing-feathered arrow will pierce through spells used to defend a mage. You have a small pouch of these feathers, and are guaranteed a continued supply.

Griffon Feathers: 100 CP

The presence of a Griffon inspires true honesty, preventing lies and illusions. These feathers are imbued with some of their virtue; when held over one's eyes, they will allow you to see through illusions and deceptions. They can also be used as arrow fletching, allowing the arrows to seek their target unerringly and strike vital points at distances unknown to most archers. You've gained a pouch of such feathers, and can easily replenish your supply without suffering through the blood, sweat, and tears often caused when hunting down a molting Griffon.

Killing Device: 100 CP

This metal abomination is designed to bring terror to the battlefield, and will gladly kill and destroy for you. 7 feet tall and made of metal-coated giant bones, a killing device is powered by the soul of a child but with only the intelligence to improvise in war. So long as the

construct's iron head is not breached (allowing the soul to escape) nothing can stop the device, and its sword-bladed tail and knife-like fingers, teeth, and toes will reap a fearsome harvest of its foes.

A Friend Upon The Path: 150 CP

Even the greatest heroines have allies upon which they can call. You have a few such friends. You may either bring along up to eight of your previous Companions to join you on your adventure here, gaining a background and skills to match your own, or you may recruit a new ally, an existing human character from your time to help you on your quests or a new friend of your own creation (who will, again, have a history and skills similar to yours). After this jump they will likewise join you as a Companion.

Immortal Ally: 200 CP

Basilisks, Coldfangs, Spidrens, Stormwings, Hurroks, Centaurs… there are a lot of Immortal races here, and many of them are in search of new realms to explore. You can select an ally of a race of your choice (though no dragons) to become a Companion. Even if the Immortal Realms have not yet merged with Tortall again, your ally may be found, having hidden away in some forgotten corner of the world. Beware, though they are called Immortals, this merely means they do not die of age or sickness; mortal magic or fate can still kill such beings, though obviously your Companions are likely to be protected.

Godbow: 300 CP

Though the gods may hunt, they do not use mortal implements to do so. Weiryn, God of the Hunt, has granted you the boon of a bow. It will fit itself to you as you nock it, to always require the perfect draw weight for your strength, and it will give you a hint as to when you

must loose for the most accurate shots; hitting the bull at over a thousand feet is relatively common, even with standard shafts. The bow is also surprisingly easy to care for, so easy for you to string it's almost self-stringing and undamaged by even the harshest care and conditions.

Old One Sword: 300 CP

Forged by the beings predating humanity, this blade may be the one thing beyond fire that the Ysandir fear. Extremely light, strong, and sharp for its size, these relics are valuable beyond compare. In addition to its obvious use as a blade, such weapons may interact with the user's magic to produce unusual, but invariably helpful, effects. It is also of use against some of the tougher varieties of Immortal, from giants to krakens.

Drawbacks:

Should you wish your time in Tortall to be a little bit more difficult, you may select up to two Drawbacks to gain more CP. Remember, these Drawbacks will override perks!

Acrophobia: +100 CP

You have a nasty and debilitating fear of heights. Anything higher than a set of stairs will set of an instinctual reaction leaving you quivering in fear, and possibly undergoing traumatic flashbacks. While one wouldn't expect a medieval setting to have too many heights, you'd be surprised by how often one needs to climb trees, cliffs, or castle walls….

Maimed: +100

By an early battle or the ravages of nature, you are crippled. Most likely one of your limbs is warped and useless, damaged beyond all use or healing; at the least you will have to make use of a crutch to retain some element of mobility should your leg be so damaged, and good luck attempting combat with a useless arm. Instead, you may be permanently blinded, again beyond all repair, or suffer some similarly impairing indignity.

A Knight Is Pure: +200 CP

Especially you. You find it literally unthinkable to violate the code of chivalry. Failing to provide comfort and protection for the innocent, being at all discourteous to a lady (no matter whether or not she's trying to kill you), breaking a vow, and the like are so totally anathema that you do not even consider them as courses of action, much less undertake them. This can leave you very vulnerable when those for whom underhanded tricks are the first port of call come to visit…

Biased Society +200

Even if it wasn't before, society (not just whatever nation you've landed, but essentially all of them) is completely and totally prejudiced against your (gender/ethnic group/favorite food/accent/magical ability/etc). While it will take an outside spark to push people into open violence against you, expect nobody to ever take you seriously, to be put on probation for occupations which you've already mastered, for prices to be raised for you and wages lowered, and to be the first to be blamed for any ill fortune, at a start. While you can push through the hate, they'll simply never think you're good enough. And nice try with that attempt to hide; somehow, they always know who you are.

Feminist Narrative +200

This world doesn't quite seem to make sense anymore. If you're female, then you are suddenly the only one who can competently accomplish anything; even your most gifted allies seem to make amateur mistakes without you to point out there errors, and your constant assistance is needed to get any success to stick. Your enemies, of course, don't seem to have this problem. If you're male, or something else entirely, you seem constantly shown up; no matter your accomplishments, some new young heroine will appear out of the woodwork to do you one better (or to undo your work). While they may not actively oppose you, expect to get outshone a lot.

Unleash the Hound! (And Rat, and Hyena) +300:

For some reason, Uusoae, the Queen of Chaos, has a thirst for your demise. She will begin with subtle tricks, like dream messages to your enemies warning them of your weaknesses and powers, but will quickly escalate. Soon, she will release altered immortals to assail you, chaos-touched to ignore the rules that bind their kind (such as Stormwings with human magic

or other creatures with abilities against their nature). Should such efforts fail, she will set the Three Sorrows, Slaughter, Starvation, and Malady to bring you down. In addition to their divine power, these beasts will cause great plagues of their namesakes to rise up throughout the land. Fortunately for you, Uusoae cannot act directly… unless she thinks Father Universe and Mother Flame aren't watching….

Trickster's Chosen +300:

One of the great trickster gods has an eye on you, and has made you a deal. Your survival is just such an uninteresting goal, so you've agreed to wager on something greater, with your failure costing your return. You have been placed as a slave (Magical collar and all) in your starting location, in service to a minor noble house. By the time your ten years are up, the house must rule your location's kingdom, and must be seen to have done so through their own efforts. Now, that would be easy enough, but there are a few more obstacles; none of the family you serve may die, and the current rulers of the nation are powerful, wary, and ruthless, willing to do anything to retain their throne. Should you succeed, not only will your adventure continue, but you will receive a very shiny necklace.

A Note on Immortal Races:

The Ysandir are basically Faerie. Inhumanly beautiful, powerful mages, live off the spirits of humans, got in a war with the gods and eventually got wiped out. Afraid of fire and weapons forged by the Old Ones, and nothing else.

Dragons are fairly standard, but on the top end of dragony power (they hold up pretty well against the setting's Greek-equivalent gods).

Griffons are fairly normal, except that they invalidate all lies near them for some reason; you just can't tell lies and they see through illusions.

Hurroks are basically flesh-eating pegasi, otherwise standard; Kudarungs are standard pegasi.

Coldfangs are... some weird huge raccoon-rattlesnake that radiates cold. Basilisks are bipedal komodo dragons that are 9' tall, eat rocks, and can turn things into rocks by yelling at them, and are human-intellect.

Tauros are essentially minotaurs; large, bull-headed humanoids who live to rape women.

Skinners are Chaos-touched beasts that remove the skin of anything they touch; they can only be killed by transmuting them into something else, as anything else just makes more of them.

Sun-Birds are standard phoenixes.

Unicorns, Centaurs, Giants, Merfolk, and Ogres, and the Kraken are pretty standard.

Stormwings are... like centaurs, but with the lower body of a giant steel eagle, and they live off fear.

Wyverns are large, winged lizards without legs, who are subordinate to dragons and basically exhale weak mustard gas.

Spidrens are giant spiders with human heads and steel teeth.