

V0.05 By DeverosSphere

Origins

Gain **+500 CP** and select an origin to describe your past and grant you discounts.

Mentor
It is not always teaching that helps others learn, but also leading those in need to the lessons they need to learn for themselves.

Wanderer
Not all who wander are lost, but sometimes on a great journey, you may yet find things on the road that challenge what your heart holds deep.

Warrior
A battle is not always necessary, but should others come to you seeking to wet their blade, you will be ready.

Lord
Standing tall and raising others to build a tomorrow you prefer over yesterday, that is your duty; for ill or for good, that is your charge.

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Race

You may purchase one race before starting any Mini-Jump or Scenario, as well as purchasing one at the beginning of each trilogy or at the start of a Scenario.
Once a race has been purchased, it will be **Free** to use for all further race purchases.
Each time you take a race option, you will gain a slightly customisable **Alt-Form** (age, gender, skin tone) of that race.
You gain a one-time **+100 CP** bonus to spend in this section.

Hobbit -100 CP
Hobbits, also known as Halflings, are known for their innocent nature, quiet lives, and resilience to corruption, rather than possessing magical or extraordinary powers. They are skilled listeners, nimble, and adept at throwing stones.

Human -100 CP
Men, also known as the Atani or Humans, are not inherently magical but possess unique strengths like adaptability, resourcefulness, and the ability to learn and adapt.

Dwarf -200 CP
Dwarves are the oldest of the Free Peoples of the World, known for their exceptional skill in craftsmanship, particularly metalworking and stonework, and their great physical strength and endurance, with a notable resistance to heat and cold.

Ainur -400 CP (Discounted with "Limited Scope")
The Ainur, also known as Wizards or the Holy Ones, are beings encompassing both the Valar and the Maiar. They were the first and mightiest beings created by Eru Ilúvatar long before the beginning of the World.
If you have taken "**Limited Scope**", the Ainur are instead a native magical race, but with the appearance of humans.

Elf -400 CP
The Elves are immune to illness and not subject to age after reaching their prime. They could be killed only in violence or by extreme despair. Elves possess enhanced senses and a connection to nature, along with abilities like telepathy and a limited capacity to see into the future, making them a powerful and graceful race.



Pre-Jump General Perks

The Perks in this section can be purchased before starting any Mini-Jump or during any Scenario. Discounted Items are **50%** of their initial price, with **100 CP** Perks being **Free**.

Westron - Free

Westron, also known as the Common Speech, is the most prominent language of Middle-earth during the time of the War of the Ring.

Other Languages - Free/-50 CP/-300 CP

You may select a single language to have learned for **Free**, gaining the ability to read, write, understand, and speak the language as well as all of its dialects.

You may purchase additional languages for **-50 CP** each, or by paying **-300 CP,** you may learn all the following languages and their dialects:

Adûnaic, the language spoken in Númenor.

Black Speech, the language of Dark Lord Sauron, is used by people under his control.

Common Eldarin, the primordial tongue of the Eldar.

Dwarvish, the language of the Dwarves.

Entish, the language of the Ents, is long and sonorous.

Khuzdul, the secret language of the Dwarves.

Orkish Dialects, which Orcs use to communicate with each other.

Quenya, the ancient language of the High Elves.

Rohirric, the language of Rohan.

Sindarin, the modern language of the Elves.

Taliska, the Mannish language spoken by the Edain.

Valarin, the Eldest Speech, the divine tongue of the Ainur, and the oldest of languages.

Wolf-language, a language used by certain dogs, wargs, and wolves in Arda.

Wizard of the Colours -50 CP (Requires “Subtle Magic”, 1st purchase Free with “Ainur”)
By taking the title of a wizard of colour, you may gain power, a strength of purpose within magic, and a role that you can take up to face your enemies.
You may purchase this multiple times, selecting a different colour each time to become a wizard of many separate colours, but doing so will look foolish and susceptible to corruption.
You may also choose multiple colours in a single purchase to combine them into 1 of 26 equal-part composite colours, such as Brown, Green, Grey, Orange, Navy, or Pink.
Each colour combined will be diluted, giving only a proportional benefit of their colour components so that the composite colour does not exceed the original but will deepen the magic's connection towards the natural world, while your purpose shifts towards the protection of beasts, plants, and nature itself.

- **White**
  As a White Wizard, you have a deeper connection to justice and authority. The way this role leads to problem-solving is by taking on the role of the leader, making the hard decisions with the belief that the world can be just and structured, should the right mind be in charge. Your purpose is deeply tied to aiding the innocent, the vulnerable, and to ensure the continuation of order.
- **Black**
  As a Black Wizard, you have a deeper connection to ambition and freedom.
  The way this role leads to problem-solving is by taking on the role of the revolutionary, fostering new ideas to instigate change and progression, as long as the right ideals are used to guide them. Your purpose is focused on survival, growth, and the advancement of progression.
- **Red**
  As a Red Wizard, you have a deeper connection to conflict and your instincts. The way this role leads to problem-solving is by taking on the role of the warrior, preferring a straightforward solution-oriented approach. Your purpose often relates to great battles, invigorating courage, and ensuring decisive actions.
- **Yellow**
  As a Yellow Wizard, you have a deeper connection to light and comfort. The way this role leads to problem-solving is by taking on the role of the priest, encouraging a positive outlook, and reducing the difficulties that others must face. Your purpose is to provide support and healing as well as to invigorate hope when it is needed most.
- **Blue**
  As a Blue Wizard, you have a deeper connection to defence and preservation. The way this role leads to problem-solving is by taking on the role of the spy, investigating problems, and dealing with them as quickly and quietly as possible without being caught in order to prevent damage. Your purpose is to provide protection and concealment for those in need, as well as cleanse corruption.

From the Stars -50 CP (Free with “Ainur” if not taken with “Limited Scope”)
With this **Narrative Perk,** you can enter a jump as though born into a world like all Ainur falling from the sky like a star and awakening within a crater of your own destruction. You can choose the general area you will land, but not where you land.

Adaptability and Resourcefulness -100 CP (Free with “Human”)
You can adapt to different environments, allowing you to reduce the discomfort you feel in the area you are in. This also increases your resourcefulness, making it easier for you to find solutions to your problems.

Durable Feet -100 CP (Free with “Hobbit”)
This Perk makes the base of your feet ten times as durable. For a regular human, this would be enough to withstand thorns and hard surfaces barefoot as though they were boots.
You can also **Toggle** this Perk in order to have your feet covered with thick, curly hair.

Enhanced Senses -100 CP (Free with “Elf”)
You have superior vision and hearing, allowing you to see and hear things at four times the distances and with eight times the clarity.

Free Will -100 CP (Free with “Human”)
You are now protected from predetermined destiny; though fate can find you, it cannot force you to follow a predetermined path, and you can make choices to change destined outcomes.

Grace and Skill -100 CP (Free with “Elf”)
You now have an enhanced level of grace and beauty that surpasses the boundaries of nature, not just by physical attraction alone, but by other aspects and principles of beauty.

Light on their feet -100 CP (Free with “Elf”)
You are unusually light on your feet, allowing you to walk over unstable structures, including sinkholes and snow, without disturbing them and preventing you from leaving tracks.

Nimble and Quiet -100 CP (Free with “Hobbit”)
Your movements are now exceedingly quiet as you possess the ability to move quickly, stealthily, and with great agility.

Resting the Mind -100 CP (Free with “Elf”)
You are now able to rest your mind even while awake and walking. This allows you to overcome mental fatigue while only using the parts of your mind needed for the task at hand. Time spent in this state of rest is almost as effective as sleeping.

Simple Crafts -100 CP (Free with “Elf”, “Hobbit”, and “Dwarf”)
You understand the simple pleasures of crafting, giving you the knowledge and skills required to perform the basics of most types of crafting, including cooking, farming, faceting, smithing, woodworking, weaving, dyeing, and leatherworking. This wide variety of knowledge helps you to craft objects with the barest minimum of materials to make what you're after.

Subtle Magic -100 CP (Free with “Ainur”)
While not the powerful magics used by the Ainur, these subtle magics can be learned by mortals with magical potential, allowing you to perform interesting cantrips such as lighting a pipe or creating minor flashes of light and sound.

Connection to Nature -100 CP (Discounted with “Elf”)
You have a strong connection to nature, allowing you to understand and interact with the wind, soil, and trees, which grants you information as clearly as if it had been a road sign.

Dwarven Might -100 CP (Discounted with “Dwarf”)
You are skilled with hammers, axes, picks, and maces, as you have been trained for five years for each weapon in how to swing with the greatest amount of might, as well as how to use each weapon creatively in battle.

Elvish Crafts -100 CP (Discounted with “Elf”)
You are now a skilled craftsman, capable of creating objects of great beauty. This allows you to easily shape your crafting materials into intricate and beautiful patterns with exacting specifications for your intentions.

Hobbit Crafts -100 CP (Discounted with “Hobbit”)
You now excel in crafts common among rural peoples, producing high-quality products made from wood and leather.

Hobbit Stones -100 CP (Discounted with “Hobbit”)
You have learned the Hobbiting stone skills, allowing you to throw stones with impressive precision. When throwing a simple stone, you will hit with the level of accuracy and power as though the target were a tenth of the distance it actually is.

Learning and Skill -100 CP (Discounted with “Human”)
This Perk boosts your capacity for learning and mastering various skills, having them grow at an accelerated rate. This learning booster applies to combat, craftsmanship, and leadership.

Mortal Blade -100 CP (Discounted with “Human”)
You are skilled with swords, daggers, and spears as though you had spent five years of training and practice with each blade type, as well as having learned how to use variations of these weapons.

Mortality -100 CP (Discounted with “Human”)
While Elves and Dwarves have long lifespans, humans are mortal, meaning they age and die, but this also grants them the gift of experiencing a full life, allowing you to continue to grow and learn regardless of how powerful or intelligent you become.

Skilled Listeners -100 CP (Discounted with “Hobbit”)
You have a discerning ear for important details, as you are able to listen carefully at a distance to what others are talking about and pick up only the details that are important to you.

Stone Crafts -100 CP (Discounted with “Dwarf”)
You are an expert miner, smelter, and architect. With this knowledge, you are able to construct and dig a mine within a tenth of the time that you would otherwise require while sorting and processing the materials with ease. You are also capable of designing and building intricate, durable structures out of almost any material you understand.

War Crafts -100 CP (Discounted with “Dwarf”)
You are highly skilled at crafting weapons, armor, and siege equipment. From this, you know how to sharpen blades to perfection regardless of the materials they're forged from, how to reinforce armour, and pad it to soften most blows, and you know how to create scaffolding or mobile structures quickly and sturdily.

Númenóreans -100 CP (Exclusive to “Human”)
You are born from the lineage of humans, the Númenóreans, who are known for their long lifespans, beauty, and skills. With this Perk, the natural lifespan of all of your **Alt-Forms** is doubled.

Durability and Resistance -200 CP (Free with “Dwarf”)
Your body is now physically stronger with great endurance, allowing you to carry heavy burdens over longer distances without tiring. This also makes your skin and hair resistant to fire, becoming incredibly difficult to burn.

Dwarven Crafts -200 CP (Free with “Dwarf”)
You are now a master of smithing, metalworking, and masonry. You always know how to apply the exact amount of force you need in order to get the result you want, allowing you to work metals that other smiths are incapable of working and perform precise carvings on metal and stone without damaging their internals.

Shield of the Mind -200 CP (Free with “Dwarf”)
You are now far more resilient against outside threats to your mind. With this, you can block out attempts to read or control your mind as well as attempts to possess your body.

Corruption Resilience -200 CP (Discounted with “Hobbit”)
You are now far less susceptible to corrupting influences such as the One Ring compared to others. This allows you to block out any personality-altering or emotion-altering effects far better, reducing active forms of corruption down to 20% of what they otherwise would be and passive effects down to 5% of what they should be.

Elven Archer -200 CP (Discounted with “Elf”)
You have learned the Elven art of archery, as you gain the knowledge and experience that an elf would learn over 500 years of training and practice. This allows you to hit your targets with great accuracy and precision that would seem supernatural to most mortals.

Limited Foresight -200 CP (Discounted with “Elf”)
You have a limited ability to see into the future, though not with perfect accuracy. You can see some of the events that will take place over the next few days, but it may take some rumination to understand what you are looking at.

Magical Craft -200 CP (Discounted with “Dwarf”)
You now know a variety of ways to create magical objects. These methods include combining unique materials with your will and intentions, laying enchantments onto the object as it is being forged, and engraving the object with oaths written in powerful tongues.

True Magic -200 CP (Discounted with “Ainur”, Requires “Subtle Magic”)
Your power is no longer limited to tricks and showmanship, as you can now wield the magic of the "**Magia**" and "**Goeteia**". Through the magic of the **Magia**, you can produce evocations of magic, such as the creation of fire or the summoning of lightning. Through the magic of the **Goeteia,** you can produce illusory effects, to alter the mind, or fool the senses, be it for art or deception. These powers are not ordinarily capable of being learned but are instead an inherent ability of those races that can be considered "magical".

Music of the Ainur -300 CP (Exclusive to “Ainur”, Requires “Subtle Magic”)
You are now able to sing the songs of creation, allowing you to sing into existence various effects that bend the world to match your tune. With an exchange of words, you can influence the growth of life, change the weather, invigorate hearts, or raise mountains out of the earth.

Shapeshifting -300 CP (Discounted with “Ainur”, Requires “Subtle Magic”)
You can alter your physical form at will, taking on different appearances, changing how you want to be seen, or mimicking the appearance of your enemies. Be warned, these changes are skin deep and easily dismissed by those who know how.

Telepathy -300 CP (Discounted with “Ainur” or “Elf”)
You can communicate with others telepathically over short distances, holding conversations simply by looking into the eyes of another, allowing you to speak mind to mind.

Immortality -400 CP (Free with “Elf”)
You are not subject to the decay of time; after you reach your pinnacle of life, you will stop aging, and your body will never degrade due to time, making it so that old age can not take you, and you will not die a natural death. This does not prevent you from being killed or dying from diseases.

Divine Might -600 CP (Free with “Ainur”, incompatible with “Limited Scope”)
You now have power beyond your mere shell, as you can take on the form of your incorporeal spirit, derived directly from Eru Ilúvatar. This allows you to manipulate matter, create physical forms, and possess immense spiritual strength. This also boosts all of your perks and powers.

Pre-Jump General Items

The Items in this section can be purchased before starting any Mini-Jump and at the start or end of any Scenario.
Consumables restock once a year, and lost or stolen items will return to you once every 24 hours.
The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**.
Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Simple Clothing - Free
With this, you gain four sets of well-fitting clothing appropriate to your race that cleans itself once per day. You will gain four new sets of clothing every time you purchase a new race.

Coin - Free/-50 CP
For **Free,** you gain 1 copper coin once per day, once per week, you gain 1 silver coin, and once per month, you gain 1 gold coin.
For each purchase of **-50 CP**, this amount is increased tenfold, with **-200 CP** spent on this, increasing it to 10,000 coins per iteration.

Simple Weapons - Free/-50 CP
Through this, you can gain a simple weapon of steel and wood, such as a Sword, Ax, or Bow.
You gain one weapon for **Free,** but can purchase more for **-50 CP**.

Simple Armour - Free/-50 CP
Through this, you can gain pieces of simple armour crafted from mundane materials such as chainmail, a chestplate, or leather braces.
You gain one piece of simple armour for **Free,** but can purchase more for **-50 CP**.

Mythril -50 CP
With this purchase, you gain a gram of pure Mythril, a magical metal forged from silver bathed in magic for centuries. This can be purchased multiple times, with each purchase increasing the amount of Mythril tenfold, with six purchases giving you a ton of Mythril.

Personal Staff -100 CP (Free with “Ainur”)
You now possess a personalized magical staff that grows and shapes into a new form as you grow. When channeling magic into your staff, it will draw magic from the world to empower and strengthen your spell dramatically.

Ring of The Easterling -100 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you will be able to feel the presence of life in those around you; the closer they are and the more powerful the emotions they are feeling, the clearer their presence becomes.

Ring of The Dwimmerlaik -100 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you gain a dark presence that emits an aura of terror that makes anyone within range of you feel discomfort and fear, which you can empower through your voice.

Ring of The Shadow Lord -100 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you are able to take the form of shadows, hiding you in shaded areas and making you almost invisible to mundane eyes at night.

Barrow-blades -100/200 CP
The Barrow-blades are long, leaf-shaped blades made from light and strong metal, which are embedded with fiery stones in the hilt. Any undead struck with these blades will burn where they were cut or stabbed, making it difficult to restore the wound.
For **-100 CP,** you only gain one Barrow-blade, but for **-200 CP,** you gain all four.

Elessar -200 CP
This green gem is also known as the Elfstone, the gem is set in a silver eagle-shaped brooch. When held, it can emit the light of the Sun, and when looked through as a lens, it shows everything that is aged or withered as it would be if it were young again.

Ring of The Dark Marshal -200 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, any weapons you wield will be engulfed with a black miasma, making them function like a magical weapon with a corrupting effect.

Ring of The Betrayer -200 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you can tap into the minds of those you can see, allowing you to whisper and pull at their minds, allowing you to dominate the weak-willed at a distance.

Ring of The Tainted -200 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you can coat yourself in a toxic aura that burns those who come near you.

Ring of The Knight of Umbar -200 CP
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you no longer need food or water, as the power of the ring sustains you, keeping you in a state similar to as if you had eaten a good meal a few hours ago.

The Red Arrow -200 CP
By touching this arrow, you can activate it, causing the arrow to disintegrate and a force of setting-appropriate allies to appear. These allies will believe that they had already been nearby and coincidentally came to your aid when, in reality, they had been summoned by the arrow.

Troll's Purse -200 CP (Discounted with "Hobbit")
This strange sack is the size of a fully grown hobbit and has a few magical abilities. The inside of the bag is ten times the size of its outside, and even when full, the bag can be folded as though empty, and strangest of all, the bag can speak and sing while open, though it does not seem to have intelligence of its own.

Aeglos -300 CP (Discounted with "Elf")
The spear that wounded Sauron during The Siege of Barad-dûr was also known as "snow-point". The weapon is embedded with magic that allows the tip of the blade to pierce any armour or protection; however, the edges of the blade, though sharp, do not benefit from this.

Durin's Axe -300 CP (Discounted with "Dwarf")
This gilded golden axe imbues its wielder with the strength to keep fighting and ignore their wounds. So long as the user has not taken damage that would kill them, they can ignore any damage or wound that they take going beyond their body's limits.

The Golden Mallorn Sapling -300 CP
This small sapling is from the mallorn tree, the golden tree of Númenor. When planted and healthy, the tree will produce a passive magic that flows from it, invigorating all plants and magic users within its range.

Ring of The Undying -400 CP (Discounted with “Human”)
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While alive and wearing this ring, if you die through any means, you will be instantly resurrected as an undead. While you are undead through the ring's power, removing the ring will kill you, and while undead, you will suffer the weaknesses of the undead.

Túrann -400 CP
This Mithril forge hammer belonged to Celebrimbor, having been gifted to him by Sauron.

A Morgul Blade -600 CP
This ethereal sword is coated in a dark miasma, which acts as a spectral poison that corrupts the living and can kill the dead. Any living being wounded by the blade, if not healed, will slowly die and be transformed into a violent wraith, whereas any undead wounded will suffer and grow weaker until they either remove the poison or cease to exist.

Iron Crown -2000 CP (Discounted with “Ainur”)
The Iron Crown was forged by Morgoth in the First Age to hold the Silmarils, the three Jewels of Fëanor, and to emphasize his claim to the mantle of "King of the World".
While it may seem as though this crown has no power, so long as it bears all three gems, the crown will bestow its user a well of strength to the core of their essence in an almost indescribable way.

Jumpwide Companions

These Companions can be taken for every Scenario, and Mini-Jump with the **CP** gained at the start of the Mini-Jump or at the end of each Scenario. Companions cannot purchase Companions.

Import or Create -50/200 CP
You can import or create companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a payment of **-100 CP** per, you can import all companions who were imported into or recruited from the previous Tolkien Movie Mini-Jump into the active Mini-Jump.
Each companion retains their origin or gains the equivalent origin and then gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Jumpwide Drawbacks

These Drawbacks can be taken for most Scenarios, and every Mini-Jump with the **CP** gained at the start of the Mini-Jump or Scenario.
These Drawbacks can not be taken as part of **One does not simply walk into Mordor** or **The Lord of the Rings: Conquest** Scenarios.

Self Insert - Free
This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity. You can choose to replace any main character in the age that the films take place, taking their body as a new **Alt-Form**, while gaining their knowledge of their life so far, and any skills they have at that point. Imported Followers and companions may take this drawback.

Early Start - Free
This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity. You may choose to start this Jump up to 3 years before the start of a **Trilogy** or **Scenario**.

The lord of the Dice +100 CP
This Drawback can only be purchased before starting any Mini-Jumps or Scenarios, with it becoming **Mandatory** for every Mini-Jump and Scenario afterwards. Once taken, all Mini-Jumps and Scenarios will be forced to follow the mechanics of either **DND**, **Pathfinder**, **Shadow of the Demon Lord,** or another Fantasy Table Top Role Playing Game of your choice, with all characters having player levels and classes.

From Birth +100 CP
This can be taken once per **Trilogy** or **Scenario** and can only be taken once per identity.
You will no longer be capable of being a true Drop-In and will now be born into the Tolkien universe. You will be required to live from birth up until the completion of the corresponding Scenario or Mini-Jump.

Above all else, desired power +100 CP
You now have a deep hunger for power and strength, pushing you to take risky opportunities to gain power, even if it would be something you would otherwise be unwilling to do.

It betrayed Isildur… to his death +100 CP
You will not remember taking this drawback, and one of the items you purchased will have a dark sentience of its own as it plots to betray you.

One Ring to rule them all +200 CP
Anyone who wears The One Ring will have the power of suggestion over you. Anything they tell you, you will be compelled to follow.

My Precious +200 CP
You are now drawn to an object of power and feel the deep and desperate desire to hold it and own it.

Our Precious +200 CP
You now have a split personality, as your second personality is far more aggressive and selfish than you are, desiring to get what it wants regardless of your opinions, but unable to take control over your body.

Tailwind +200 CP
This can only be taken for Mini-Jumps and prevents you from spending **CP** gained in that Mini-Jump until the end of that Mini-Jump.

The world is changed +300 CP
This can be taken once per Mini-Jump and Scenario. At the end of that Mini-Jump or Scenario, you must participate in an alternative fanfic setting of that Mini-Jump or Scenario. Sometimes these will be better, and sometimes these will be worse; regardless, they will be different.

I feel it in the water +300 CP
All of your Out-of-Jump Perks, Powers, and Abilities are locked out of this Mini-Jump or Scenario.

I feel it in the earth +300 CP
Your warehouse and all of your Out-of-Jump items are locked out of this Mini-Jump or Scenario.

I smell it in the air +300 CP
All of your Out-of-Jump Companions, Pets, and Followers are locked out of this Mini-Jump or Scenario.

Much that once was Is lost +300 CP
You may only use in-jump perks and items gained from either the general section or gained in the selected Mini-Jump or Scenario.

For none now live who remember it +300 CP
You forget all of your Out-of-Jump knowledge about Lord of the Rings for this Mini-Jump or Scenario.

Something happens that the ring did not intend +300 CP
This Drawback can only be purchased before starting any Mini-Jumps or Scenarios, with it becoming **Mandatory** for every Mini-Jumps and Scenario afterwards. Canon has completely broken as you are now within a strange hybrid of the books, movies, comics, games, and fanfictions.

Barnabas the Pink +400 CP
It seems there is another **Ainur** within Middle-earth, as a straightforward and earnest seeming fellow who seems to effortlessly slip into positions of authority. However, despite his jolly demeanor, Barnabas the Pink is a Dark Wizard determined to take over the world and kill anyone who gets in his way. His pleasant personality makes it incredibly difficult for others to imagine him ever performing evil, and when caught in the act, his silver tongue can often come up with beautiful explanations that seem to make his vile acts seem justified or even heroic. Should he deem anyone to be a threat to his plans, he will happily arrange their death and step in to take up any responsibilities they leave behind.

History became legend, legend became myth +500 CP
This drawback can only be taken once.
The next jump you take after completing **The Lord of the Rings: The Return of the King: Mini-Jump** must be set on a variant of mundane earth. This variant may have magic, but regardless of what jump it is, the events you take part in during this jump will be the Ancient history of the selected Jump's world.

Limited Scope +500 CP
This Drawback can only be purchased before starting any Mini-Jumps or Scenarios, with it being active for the duration of every mini-jump and scenario in this Jump-Doc.
The power level of this setting is more "Grounded", limiting the power of all individuals and entities within the world to the scale of power shown in the movies.
This makes the world itself more mundane by making it so that it was always round and did not become so during the second age; it retroactively erases powerful entries normally hidden, disinterested, or absent from the war of the rings such as removing the nameless things normally consuming the pillars of the world from within the depths of Arda and vanishing Underhill along with Tom Bombadil and his wife Goldberry.
This also retroactively alters the divine cosmology so that those known as gods, such as the Valar and Morgoth, are merely powerful beings deified for their actions rather than being true Divinity, and it makes it so that the Ainur are merely powerful magical beings rather than the Angel-like creatures restricted in power and form.
While the strength and power they possess are still extraordinary, the powers that good and evil can wield within this setting will be far less impressive than those shown within the tales of The Silmarillion.

Pre-Trilogy Scenario



You can only take this Scenario before starting any Mini-Jumps or Scenarios in this Jump-Doc. In this Scenario, you will be placed within an identical copy of Middle-Earth as it was the moment the Fellowship of the Ring started, but this world is empty of all creatures, undead, and lifeforms, besides non-sentient plants. You gain **+500 CP** to purchase anything from any section of this Jump-Doc at its flat price, bypassing origin discounts in Mini-Jumps.

You must purchase a race to use for this **Scenario,** which functions as a **Gauntlet**, disabling all Out-of-Jump Perks, Powers, Items, and Companions other than Body Mods.

You will start this scenario in the Hobbit Hole of Bilbo Baggins with the One Ring in your hand. To complete this scenario, you must travel to Mordor and drop the One Ring into the lava of Mount Doom.
If you die or can not complete this Scenario within 10 Years, it will count as a failure.

Rewards:
For completing **One does not simply walk into Mordor,** you gain **+500 CP** to save or spend in this Jump-Doc and the **Ring of The Stonefoots**.

Ring of The Stonefoots
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can envelop your feet in cushions of air. While this makes it so that your body never tires from walking and each step is soft and comfortable, its main function is to let you walk through the air as though stepping on stones.

The Siege of Barad-dûr



When taking this Scenario, you will awaken the night before the Siege of Barad-dûr starts at the end of the Second Age. Unlike the canonical events in this Scenario, Isildur and his father have both died before the story began. You may purchase a race or select a previously purchased race, becoming a soldier of your selected race.
To complete this scenario, you must remove the One Ring from the hand of Sauron, severing his spirit in the process. Though the canonical Siege lasted seven years, you end the battle sooner or take longer; however, taking longer than 10 years will count as a Scenario Failure. These events will not be canon to your Mini-Jump's.

Rewards:
For completing **The Siege of Barad-dûr** and defeating Sauron, you gain **+500 CP** to save or spend anywhere in this Jump-Doc, the Perk **We are both, Elves and Men, in Arda and of Arda,** and the **Ring of The Ironfists**.

We are both Elves and Men, in Arda and of Arda
When you start a Jump, you can use this **Narrative Perk** to enter as both a **Drop-In** and a **Character-Insert** as two separate bodies who are mentally connected through a hive mind. If a jump has multiple entrance points, such as in a Mini-Jump Compilation, you may only use this Perk once per continuity.

Ring of The Ironfists
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can envelop your flesh in the power of the ring. This makes it so that any blows your body takes are reduced as though wearing steel armor, and any unarmed strike you make is reinforced as though using a magical weapon.

The Sacking of Erebor



In this Scenario, you will awaken within the depths of the Lonely Mountain, within the public area furthest from all exits, as Smaug descends upon the mountain.

This Scenario functions like a **Gauntlet,** disabling all Out-of-Jump Perks, Powers, Items, and Companions other than Body Mods, though you may purchase a race or select a previously purchased race to become for the duration of this Scenario.

To complete this Scenario within ten years, you must escape the Lonely Mountain with your life and reach the Iron Hills.

While Smaug will not target you specifically, he will slaughter any Dwarf he comes across.

Both Smaug and Thorin Oakenshield will possess a form of Plot Armor that will protect them from changes to canon, but you can choose if the events you participate in will be canon to the events of the later Mini-Jumps.

Rewards:
For completing **The Sacking of Erebor,** you gain **+500 CP** to save or spend anywhere in this Jump-Doc and the **Ring of The Firebeards**.

Ring of The Firebeards
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can envelop your body in flames. These flames, though not magical, cannot harm your body but can be used to harm your enemies. These flames are also a type of armor protecting you from heat, cold, and all manner of flames.

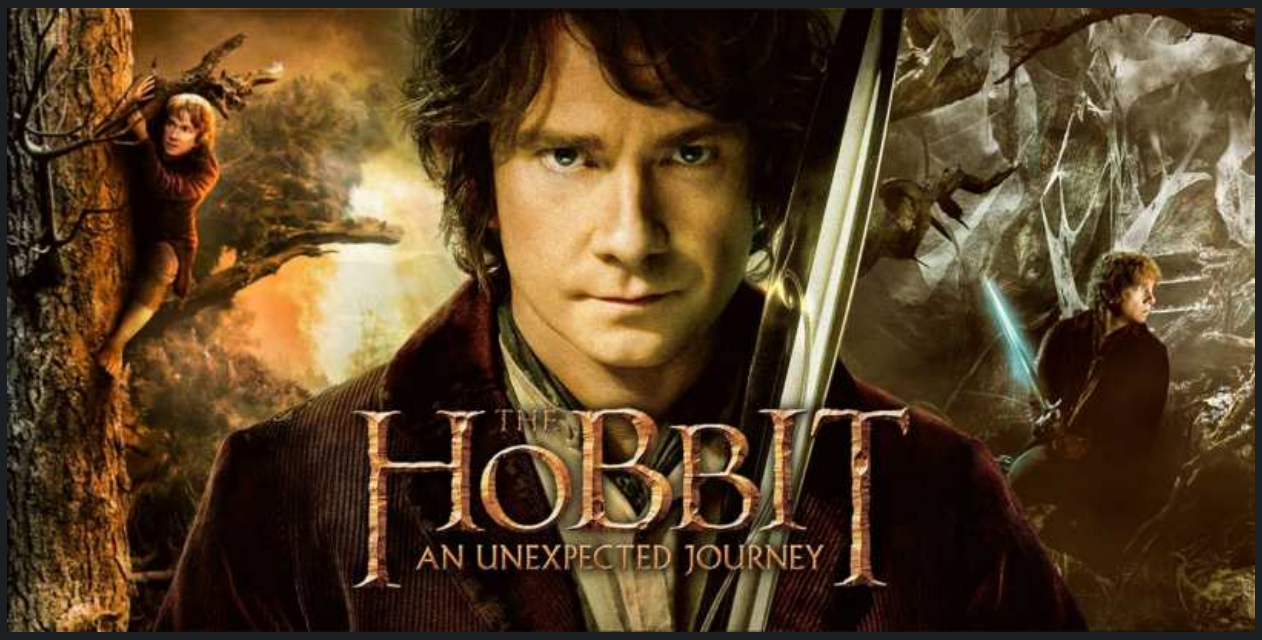


The Hobbit Trilogy

You gain **+500 CP,** which can only be spent in the Hobbit Trilogy section.
You may choose to start in the Shire, Bree, or Rivendell, unless your background drawback has you starting somewhere else, and you will stay in this setting for a minimum of 5 years up to when Bilbo Baggins returns Home.
You may also purchase a race, select a previously purchased race, or create a new identity for this Trilogy. These Perks can only be purchased and used before starting **The Hobbit Trilogy**.

It began long ago -100 CP
When starting a Jump, you can use this **Narrative Perk** to start a Pre-Jump event within the Jump's History. When using this Perk, you can select a historic event or time period, such as The Rings of Power TV-Show and enter that time period as a Drop-In. You will exist within that time period for a minimum of ten years and can leave whenever you wish after those ten years. When starting the main Jump, you may choose if your historic events are canon to the story.

While I can honestly say I have told you the truth, I may not have told you all of it -100 CP
When starting a Jump, you can use this Perk to select a historic event or time period within that jump, such as the events of The Hobbit, the war of Grindelwald in Harry Potter, the creation of the Four Lord Souls in Dark Souls, or the events of the Franco-Prussian War. You will then gain a DVD box set of multiple movies that will show you the events and hidden details of those events, giving you historic details that occurred before they began the important events within that were never revealed to the public, as well as the secret manipulations and betrayals of those involved.



The Hobbit: An Unexpected Journey

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 2941 of the Third Age.

Perks

For each Origin, the **100 CP** Perk is **Free,** and the others cost **50%** of their initial price.

True courage is about knowing not when to take a life but when to spare one -100 CP
You have an unconscious awareness of the fated consequences of killing or sparing someone. This will unconsciously inform you of whether they will seek revenge, if they will kill someone innocent, or if they are going to save lives.

That is beautifully balanced -200 CP
Whenever you are combining ingredients, you always know the best ratio to get the best results, such as a superior flavour, optimal concoction, or alloy with the best properties for your needs.

To seek the company of the only one around here who's got any sense -400 CP
You can use magic to create a perfect illusion of yourself. This illusion will be able to speak to you and move about, but will only possess the knowledge that you do. When the illusion is dismissed, you will gain the memories of the illusion.

And if I win -600 CP
Whenever you make a bet with someone, they will not be able to accept the bet if they can't keep their side of the bet. Additionally, if they accept the bet, they will be forced to keep their side of the bet if you win, regardless of their intentions.

Mentor

Well, that's decided -100 CP (Free with "Mentor")
Whenever you think of an activity and a person, you will be able to tell if that activity will be good for their personal growth and if it will be entertaining for you.

It's undoubtedly a trap -200 CP (Discounted with "Mentor")
Whenever you enter a location or cross a corresponding boundary, you will become aware if you are walking into a trap. This won't tell you what the trap is or how it will be triggered, but you will become aware if you exit outside of the trap's range.

It was the beginning of an unlikely friendship -400 CP (Discounted with "Mentor")
At the start of each jump, you can select a specific character, and so long as it's possible for this Perk, you will gain a form of Friendship plot armour that alters events to increase the likelihood of you becoming friends with the selected character.

If I say Bilbo Baggins is a burglar, then a burglar he is -600 CP (Discounted with "Mentor")
Whenever you vouch for someone's capabilities, this perk will activate, giving them a type of plot armour that, so long as they work towards completing the objective, will protect them until they have done so and will slightly alter events in their favor towards completing the task.

Wanderer

Can I help you? -100 CP (Free with "Wanderer")
Whenever you come across someone, you will be able to tell how you would be able to help them. This won't give you any context on how your help benefits them, but it will make their life better.

I was always on time -200 CP (Discounted with “Wanderer”)
Whenever you mentally select a location and the limitations of travel you have available, you will gain the knowledge of exactly how long it will take you to get there if you left immediately. This will take into account anything “unexpected” that would occur to make you late, but would not let you know what those events are.

Ever, they delved deeper down into the dark -400 CP (Discounted with “Wanderer”)
Whenever you are exploring, this perk will act as a form of minor plot armour to protect you from various dangers. This would protect you in ways such as giving you a bad feeling when you are about to enter somewhere dangerous and reducing the odds of being noticed by something bad.

I don’t suppose you’ve seen a wizard -600 CP (Discounted with “Wanderer”)
Whenever you are searching for someone, you will be able to use this perk to gain their exact location relative to you. You can also use this to search for any type of sentient being, such as a woman, a goblin, or a demon, and learn the closest example of that type.

Warrior

He said there'd be food and lots of it -100 CP (Free with “Warrior”)
A hungry warrior is likely to make mistakes. With this active, you will have a type of Plot Armour that makes it so that whenever you are hungry, you will be able to find something edible. This can be set to filter what type of food you find, such as fruit and vegetables, but if there isn’t anything edible around, you won't be likely to find a good meal.

Sharp enough for both of us -200 CP (Discounted with “Warrior”)
You can make any weapon you hold a decent blade, as you can alter any weapon you hold so that its edge gains a blade-like sharpness. If used on a stick or blunt weapon, you can add a temporary edge to make it function like a blade while you wield it; if used on any blade, its edge will be sharpened to a fine point regardless of the material it's made from.

Dead? No, only between his ears -400 CP (Discounted with “Warrior”)
This Perk functions as a **1-UP,** making it so that once per jump or once every ten years if you are killed, this Perk can be activated to return you to life; however, until you regain the 1-UP from this perk, you lose your hearing, making you deaf instead of dead.

He Stood Alone -600 CP (Discounted with “Warrior”)
Whenever you challenge one or more opponents to a battle of any type where you will fight alone, they will always accept your challenge, and anyone on your side of the battle will not intervene in the battle. Once you begin the battle from this challenge, your physical capabilities will be multiplied by the number of opponents you are facing, reducing accordingly when each opponent is removed from the battle.

Lord

Looks more like a grocer than a burglar -100 CP (Free with “Lord”)
You have an effective talent as a leader, as whenever you look at someone, you will be able to activate this perk to gain an instinctive understanding of whatever occupation they would currently best suit and what jobs they have the most potential for.

For his line lay secure -200 CP (Discounted with “Lord”)
This Perk will act to continue your line, as whenever you have a child or descendant, either through birth, creation, or willful adoption, this Perk will auto-activate to give them a form of Plot Armour which will protect them from random accidents and severe bad luck until they reach adulthood.

When I called upon them, they answered -400 CP (Discounted with “Lord”)
You can activate this perk to send out a call for aid that all of your allies will receive. Your allies will gain a subconscious awareness of where you are, that you need aid, and the severity of what you are facing. You can alter the signal sent out to exclude groups or individuals from this call or reduce the range of the signal.

Others will have read them too -600 CP (Discounted with “Lord”)
You now have an active awareness of knowledge, as whenever you learn something or deduce something for yourself, you will be able to activate this perk to find out who else possesses the same knowledge. The larger the number of people who possess this knowledge, the more structured the results of this perk become, with a smaller group knowing and giving you their names and when they found out, but larger groups giving you generalized information about them, which you can delve into to gain specific details of who in each group knows what.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Quill and ink - Free
This simple inkwell and quill will perpetually repair and refill themselves, making it so that you will always have writing materials available. Additionally, the inkwell will never leak ink should it be tipped over or turned upside down, and will only allow ink to be taken out on the tip of a Quill.

Tubers -50 CP
This seemingly empty bag contains an unlimited supply of root vegetables that you can remove from it one at a time by putting your hand in and thinking about a specific root vegetable, such as a potato, a yam, or a cassava, and you will pull it out of the bag all nice and firm.

Secret Apple -50 CP
Whenever you are looking after an animal, you will be able to summon a food perfect for them to eat as a treat; however, this food will be inedible for anything besides the creature you have acquired it for.

Ear Trumpet -200 CP
When this mental trumpet is pressed against someone's ear or head, they will hear the noise this trumpet picks up within their mind, allowing them to bypass any non-neurological deafness that they are restricted by.

Ring of The Broadbeams -300 CP
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you will be able to alter and shape wood as though it were clay, allowing you to craft tools and craft from wood with ease. By channeling magic into the ring, you will also be able to accelerate the growth of trees and most plants.

Mentor

Cup of Chamomile -100 CP (Free with “Mentor”)
This simple china cup will fill with chamomile tea whenever you hold its handle and tap the inside of its rim.

Pinecones -200 CP (Discounted with “Mentor”)
These simple-looking pinecones hold the potential to become fairly powerful explosives. By setting the tip of these pinecones on fire, they will begin to burn. When the fire reaches the base of the pinecone, it will explode in all directions, sending burning fragments of the pinecone everywhere.

Binding Contract -400 CP (Discounted with “Mentor”)
By default, this piece of paper is blank; however, when you wish to set up a legally binding contract with someone, it will fill in the details of your agreement with them. When finished and signed, both parties will receive a copy of the contract. So long as one of the copies of the contract continues to exist, both sides will be magically bound by the contents of the contract.

Moon Runes table -600 CP (Discounted with “Mentor”)
This crystal table is able to alter documentation so that anything written on top of it will become invisible, making it so that the text is only readable when the moon is in the same lunar phase as when it was written.

Wanderer

Combat Buttons -100 CP (Free with “Wanderer”)
This purchase makes it so that any clothing you wear can now contain additional buttons. Whenever you are in combat and are grabbed by an opponent, these buttons will fly off and hit whoever is grabbing you in the eye.

Portable Hobbit Hole -200 CP (Discounted with “Wanderer”)
This item gives you a simple half-meter square of wood with a handle attached. When the square is attached to any surface, the handle can be pulled open like a trapdoor. Within the trapdoor is a simple, comfortable, hobbit-sized house with all the comforts of home, including chairs, beds, and even a functional fireplace. Removing the square of wood will reset the location of everything inside and cause everything brought inside to fall out the back of the square. Whenever anything is taken out of the house, it dissipates and is returned to its original location.

Wooden Sword -400 CP (Discounted with “Wanderer”)
This simple wooden sword is both indestructible and unable to do any physical damage, making it almost completely harmless; however, it does not prevent the one hit from feeling pain. This makes it so that you can strike someone with all your might without worrying about damaging their body.

Keep out sign -600 CP (Discounted with “Wanderer”)
This functional sign can be added to any property you own, allowing you to add any variant of a keep out message, so long as it has a viable exception. This sign will prevent anyone who does not meet this exception from entering the property or causing any damage to it.

Warrior

Combat Ladder -100 CP (Free with “Warrior”)
While standing on this ladder, you will have perfect control over its movements and be able to use it to strike others as though you were throwing a kick or punch, depending on how you wield it.

Bundle -200 CP (Discounted with “Warrior”)
A stick with an attached patch of cloth; when the cloth is unrolled, it is a square meter. When you roll up the bundle, all objects that the edges of the cloth can cover will seem to fold into it, appearing to shrink until the bundle becomes no larger than a loaf of bread and weighs about as much.

Oak Shield -400 CP (Discounted with “Warrior”)
This wooden shield has a special protection, making it so that whenever it blocks a blow, the force of the strike is perfectly distributed into the ground underneath its wielder. If the force of the strike is strong enough, this will disturb the wielder's footing and could cause them to fall.

Orcrist -600 CP (Discounted with “Warrior”)
This beautiful Elven-smithed blade has an incredible sharpness; whenever it is pulled out in the presence of Goblins, it will cause them to feel a deep and terrible fear. At the start of each jump, you may select one species native to that jump, and the fear effect of this blade will activate for that species.

Lord

Precious Gems hewn from rock -100 CP (Free with “Lord”)
This small sack fills with Gemstones of various types once per week. The quality and variety of gemstones contained within will depend on the varieties available within the local setting.

Warning Horns -200 CP (Discounted with “Lord”)
This simple horn contains the ability to perfectly transmit messages through a simple monotone sound. Anyone who hears you blowing this horn will instantly understand why you are blowing it, but not any details.

Key Point -400 CP (Discounted with “Lord”)
At the start of each jump or once every ten years, depending on which is first, you will gain a setting-appropriate key. You won't necessarily know what the key is for, but it will be to a lock that will contain something you will want. You won’t know any details initially, but every day you touch it, you will gain some information about how or where to use it.

Map of the mountain -600 CP (Discounted with “Lord”)
At the start of each jump or once every ten years, you will gain a map of an area with a prophecy attached to it. The contents of the map will be perfect for you to follow, and the prophecy will always work out to your benefit.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Pony - Free
This little pony is strong and tough, being able to go long distances without tiring.

Sebastian - 50 CP
This hedgehog can ward off hexes and curses in an area and refresh any nature magic. Strangely, should they ever gain the power of speech, they will gain a Jamaican accent and a powerful desire to sing.

Warg -100 CP
This muscular breed of wolfhound is able to act as a steed for hominoid races, as they can travel long distances at high speeds; however, they have short tempers.

Radagast the Brown -300 CP
This strange hedge wizard is highly in tune with nature but often considered to overindulge in mushrooms. Radagast is an **Ainur** and gains the **Mentor** Origin and **+300 CP** to be spent on this Mini-Jump, and each future Mini-Jump when you do them.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

A dragon could be used to terrible effect - Free
With this Drawback you will have some control over the appearance of Smaug. While this won't allow you to alter their power you could use it to choose if they have 2 legs or 4 what type of dragon they appear to be and how clear the scarring of their scale is.

I wasn't expecting company +100 CP
People keep showing up when you least expect them and expect you to host them.

It still smells of troll +100 CP
Something you own keeps randomly giving off the wretched smell of troll.

I've quite forgotten their names +100 CP
You have a terrible memory for names and can not seem to recall anyone's name after you meet them.

Horse Hair +100 CP
You are allergic to horses; whenever you go near one, you will sneeze uncontrollably.

That's not an elf maid +100 CP
You are now gender blind, as you can't seem to tell a man apart from a woman without at least looking at their genitals.

We appear to be one dwarf short +100 CP
It seems that one of the thirteen members of the dwarven party never showed up at Bilbo's house. What happens to them and which dwarf has gone missing will be random; however, it will never be Thorin Oakenshield or Glóin.

We Loves Games +100 CP
A lot of your opponents will challenge you to mental games before they are willing to fight you; you can not refuse.

Bad things will follow +200 CP
It seems that you have been cursed, as every day at least one thing will randomly show up and attack you. This could be an Orc, a Troll, a Snake, or just an overly aggressive robin.

Dragons covet gold with a dark and fierce desire +200 CP
Tiny Dragons will randomly show up to take any gold you have; the more gold you gain, the bigger the dragon.

Is it lost +200 CP
You have a terrible sense of direction, as you keep getting lost and ending up in the wrong locations.

I am a Baggins of Bag-End +200 CP (Requires "Hobbit")
To take this drawback, you must have selected the Hobbit race for this trilogy. You will be forced to take the place of Bilbo Baggins within the Hobbit Trilogy as a Baggins of the Shire.

I know you doubt me +200 CP
Everyone who is allied to you does not think you will be able to survive or continue the quest to take the Lonely Mountain.

Look what's come out of me hooter +200 CP
You have very bad luck when it comes to snot, as most things you come across will seem to sneeze or blow their nose in your direction. The bigger they are, the larger the chances that they will cover you in snot.

They think you're becoming odd +200 CP
You now have a lot of eccentricities that you unconsciously do; while they are harmless, they are very noticeable.

What do you mean? Do you wish me a good morning? +200 CP
There is a chance people will willfully take offense at almost anything you say.

How friendships between peoples can be lost +300 CP
You will forget you have taken this drawback, and during this Mini-Jump, you will grow to trust someone who will betray you.

Out of the frying pan +300 CP
You will forget that you have taken this drawback, and whenever you resolve a problem, another issue will occur as a result of your fix. This will not occur should you fix a problem caused by this drawback.

They've got parasites +300 CP
You actually do; for the most part, this will have little effect on you beyond making you feel hungrier and giving you very uncomfortable bowel movements.

Night raid by orcs +400 CP
The Orcs are after you; every night, they will gain an awareness of your location, and those nearby will seek you out in hopes of ending you themselves.

The likes of which you would not find in the world today +400 CP
The monsters of the ancient past are not quite as extinct as you would expect. This quadruples the odds of you coming across the ancient monsters on the level of the Balrog.

The only ill-will in this valley is that which you bring yourself +400 CP
You have a bad habit of attracting bad things and drawing them to you. Even in peaceful locations, it seems that the worst of things nearby will seek you out.

End of Mini-Jump

This Mini-Jump ends when you start the day, Gandalf and his group canonically rest at the home of Beorn, the skin-changer. Any relevant Mini-Jump-only drawbacks end.

Take a Break:
You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **The Hobbit: The Desolation of Smaug** Mini-Jump.



The Hobbit: The Desolation of Smaug

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump, with its start date being in the year 2941 of the Third Age on the day Gandalf and his group canonically rest at the home of Beorn, a skin-changer.

Perks

For each Origin, the **100 CP** Perk is **Free,** and the others cost **50%** of their initial price.

He's under no enchantment but his own -300 CP
With this perk, you can choose to disable and potentially remove any magic that alters you. This can include curses such as disabling the werewolf curse, removing any eldritch forced mutation, or disabling spells like haste without suffering the slowness that comes from deactivation.

The very air of the forest is heavy with illusion -300 CP
Whenever you are under the effects of an illusion or are faced with false images, you will gain a growing awareness of whether they are fake, the longer you look at them.

He's a skin changer -600 CP
With this Perk, you are able to choose a mundane animal, and you are able to magically transform into a magically enhanced version of that chosen creature.

Mentor

Which is why we're going to need a burglar -100 CP (Free with "Mentor")
Wherever you face a problem, you will know exactly who with you would be the best at resolving the issue.

This will require some delicate handling -200 CP (Discounted with "Mentor")
You know when an action you are about to take is going to need a delicate touch and how much pressure will be needed to cause negative effects.

You're not the same Hobbit who left the Shire -400 CP (Discounted with "Mentor")
If partway through a Jump, you wish to change your identity, such as altering your name or race, you can activate this **Narrative Perk** to change your identity. This will retroactively change everyone's memories of your previous actions and activities to make your new identity the one who has done them.

He is summoning his servants -600 CP (Discounted with "Mentor")
When your enemy has reinforcements on the way, you will gain awareness of how far away they are and how long it will take to reach you.

Wanderer

A good family and unimpeachable reputation -100 CP (Free with "Wanderer")
Whenever you meet someone for the first time, you will always succeed in putting your best foot forward, allowing you to have your best chance at having a good reputation with them.

Quiet as a mouse -200 CP (Discounted with “Wanderer”)
Your feet are now muffled, so they only produce 1% of the noise they otherwise would.

This forest feels sick -400 CP (Discounted with “Wanderer”)
You can feel nature and any unnatural corruption, allowing you to find the source of any corruption or pollution that is harming it, as well as anything that heals it.

We must stay on the path -600 CP (Discounted with “Wanderer”)
You now possess a form of GPS, as this allows you to see a glowing path in front of you that guides you towards your objective. If you have multiple objectives, you will see multiple glowing paths in different colours. The route plots balance the shortest distance, the safest obstacles, and the most stable paths, traveling through any terrain, building, or complex areas to reach your goal. This can sometimes lead to locked doors, unstable structures, or difficult-to-pass spaces, making it useful for navigation, but it can be difficult to travel the way it expects you to proceed.

Warrior

And do you call six a troop -100 CP (Free with “Warrior”)
Whenever working with a team, any discomfort or disorder that the team would normally have, either due to different styles or personal conflict, will be toned down, so you have improved teamwork.

But orcs I hate more -200 CP (Discounted with “Warrior”)
Whenever you share an enemy with someone that they hate more than they hate you, this will make it so that they will consider their hatred for that enemy a bigger priority than their dislike for you.

I have seen the world fall away -400 CP (Discounted with “Warrior”)
You are able to bestow anyone with a single **1-UP** that will last up to a maximum of ten years. When activated, this **1-UP** will revive the target one and give you back the bestowable **1-UP.** The same person can only be bestowed this **1-UP** once per jump or once every ten years.

I could have anything down my trousers -600 CP (Discounted with “Warrior”)
You now seem to have unlimited space just out of sight, as through this perk, you possess a Hammer-Space. You can use this to store anything that you could reasonably carry on you within this hammer space so long as when you store it no one has direct line of sight on where its being stored, you can then carry the contents of your hammer space without discomfort and pull it out whenever someone does not have direct line of sight on where you are pulling it from.

Lord

Not our only hope -100 CP (Free with “Lord”)
Whenever you are stuck or trapped within a dangerous situation, any allies you have nearby will gain a type of plot armor that protects them and increases the odds of them rescuing you.

This is no chance meeting -200 CP (Discounted with “Lord”)
You can see through the false coincidence that others put forward, allowing you to tell when someone has gone out of their way to meet you and by how much.

By my life, he shall not take my son -400 CP (Discounted with “Lord”)
You can use this Perk to stake your life on the well-being of your family, allowing you to use your life as a shield for others. Should a family member of yours be in a life-threatening situation you can activate this perk in order to switch positions with them in order to move them to safety at the expense of your own.

We make our own Luck -600 CP (Discounted with “Lord”)
With this Perk, you are able to passively devour the Luck of your enemies, making it so that whenever they would normally benefit from good fortune, they will no longer gain that advantage, and instead, you will be able to stockpile their luck for yourself. When you wish to use the stolen luck, you can use this perk to activate it and use as much of it in one go as you wish.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Fish selection -50 CP
This barrel fills once per day with a wide selection of fresh water fish.

You call these weapons -100 CP
This bag contains a number of pathetic tools that barely count as weapons, including fishing spears, hammers, and hooks. This bag fills up at the start of each jump with setting appropriate weapons that even desperate people would consider sub-par.

Ring of Longbeards -200 CP
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, your body will actively soothe, allowing you to relax and gently repair muscles and some wounds. While it is passively beneficial to its wearer by channeling magic through it, the effects can benefit everyone in range.

Molten gold statue -400 CP
At the start of each jump, you can gain a cask that is molded into any customised statue. When opened, the inside of the statue will be superheated, making the pure gold statue melt and explode in scalding hot liquid gold.

Mentor

A Promise of Payment -100 CP (Free with “Mentor”)
This simple piece of paper will update every time a bounty is placed on you, showing what the bounty actually says, where, and how much is up for your capture, dead or alive.

Messenger Horn -200 CP (Discounted with “Mentor”)
When blowing this horn, you can send a message that will only be understood by those you want to understand it. This can be a secret status report, a message of greeting, or details of a complex plan, with anyone else only hearing the horn tone.

Beorninghús -400 CP (Discounted with “Mentor”)
This beautiful home is placed within your warehouse and can be placed in the jump setting once per jump. The house comes surrounded by oak trees and an inner thorny hedge connected to a high, broad wooden gate on the northern side. This combination of plants is marked with living glyphs that together act as a powerful shield. While within the property, anyone who means you harm or intends to break in will become confused and temporarily forget about you and the property, even if they are chasing you as you enter it.

The High Fells of Rhudaur -600 CP (Discounted with “Mentor”)
This dilapidated fortress acts as both a dungeon and a grave. Whenever you kill someone, you can choose to incarcerate their soul here, preventing them from moving on to the afterlife or becoming fully dead, even if they lack a soul. While the cells will let you choose to release the souls or move them into private cells, it lacks the implements of torture needed to harm the dead.

Wanderer

Keeper’s Keys -100 CP (Free with “Wanderer”)
At the start of the Jump, you will gain a set of 20 black keys attached to a singular large key ring. You can summon this set of keys to you at will, and when a blank key is inserted into a mundane lock of any variety, the key will alter its shape to fit the lock and function, allowing you to unlock it. After ten years or at the start of the next jump, whichever is first, the Keys will reset to their blank state, allowing you to use them on a new lock.

The Elven Gate -200 CP (Discounted with “Wanderer”)
This beautiful wooden entrance way can be put at the edge of any complicated landscape, including cities, forests, deserts, and mountain ranges. When you pass through it, the Gate will create a simple distinguishing pathway that will lead to the opposite side of the obstruction.

Bard's Barge -400 CP (Discounted with “Wanderer”)
This fairly large and bulky barge looks large enough to hold about twenty people comfortably. It also has a central storage area that can be used to hold far more cargo than would be expected. Whenever you pull a lever by the helm, anything stored within the marked central space will disappear as it is shifted into a pocket dimension. Anything within the pocket dimension will not experience time; the lever can only be used to toggle what is in the cargo area and what is in the pocket dimension.

Sting -600 CP (Discounted with “Wanderer”)
This Elven short-sword by the standard of the Elves would be little more than a dagger. This blade, if any Orcs or Goblins are near, will shine out with a cold light that allows the blade to become magically sharper. At the start of each jump, you may select two species native to that jump, and the magical effects of this blade will activate for that species.

Warrior

Milk Jug -100 CP (Free with “Warrior”)
This large jug is able to fill with 1 liter of chilled milk once per minute if you want it to do so. This will allow you to access an unlimited supply of milk, though at a limited rate of access.

Barrel Boat -200 CP (Discounted with “Warrior”)
This fascinating water-tight barrel can act as a simple vehicle, allowing you to move it at the walking speed of an Elf so long as someone is inside it. This movement is not limited to the land, as you can maneuver it while in the water.

Morgul Bow -400 CP (Discounted with “Warrior”)
This Bow is tainted by the Poison of the Morgul-blades of the Ringwraiths. The bow can taint any arrow it fires to inflict those wounded with an ever-growing pain that can eventually cause them to die from the agony, but will not cause them to turn into a wraith if not saved.

Lake-town -600 CP (Discounted with “Warrior”)
This vast and complex settlement of Men is constructed entirely of wood and stands upon wooden pillars. This town can be summoned once per jump onto the surface of any water source, giving not only housing and a trade hood but also an army of homunculus peasants who will fight for your cause. They may fight poorly, but they will fight for you.

Lord

Family Tapestry -100 CP (Free with “Lord”)
Whenever you enter a Jump, you can set this tapestry to target any family that exists within the Jump. When selected, the tapestry will update to show a full genealogical record of that family, including all living descendants.

Wooden Crown -200 CP (Discounted with “Lord”)
This intricate wooden crown is crafted from the twigs of many magical trees. While wearing this crown, you will be able to alter your face with Illusions. By default, this will simply hide any blemishes or wounds, but you can use it to alter your appearance into anyone you can think of.

Dwarvish Windlance -400 CP (Discounted with “Lord”)
This Dwarvish weapon is a turret of Dwarvish make with the capabilities of firing spears-like Arrows. Whenever you place an aerodynamic throwing weapon or projectile within the ammunition zone of this weapon, it will fire it at high speed as though it were compatible ammunition.

Elven king's Halls -600 CP (Discounted with “Lord”)
This cave system is a shell of stone that contains a perfect copy of the decadent elven Halls in northern Mirkwood. Once per jump, you can insert this fortress into any mountain large enough to contain it. While you are within the throne room, you will be able to maneuver the halls through stone like a submarine through water. The halls can move at a maximum speed of 30 mph, but the only part of the halls that can surface from the stone are the canonical entrances to the halls.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

White Stag -100 CP
This majestic equine possesses potent magical properties, and its hair is as white and bright as freshly fallen snow. While being friendly with this creature, it will be able to lead anyone through dangerous and hazardous environments safely.

Tauriel -300 CP
Tauriel is a Wood-elf of Mirkwood and the captain of the Elven guard of Thranduil's Woodland Realm. Tauriel is an **Elf** and gains the **Warrior** Origin and **+300 CP** to be spent on this Mini-Jump, the previous Mini-Jump, and each future Mini-Jump when you do them.

Smaug -1000 CP
This powerful magical beast is considered the last "great" dragon of Middle-earth. He was drawn to the enormous wealth amassed by the Dwarves of the Erebor during King Thrór's reign. Smaug possesses the physical strength to crush stone with ease, is able to fly, and can breathe streams of searing hot flame and vapour from its mouth and nostrils.

Drawbacks

You may take as many drawbacks as you wish, but the points can only be spent in this Mini-Jump. After this Mini-Jump is completed, these drawbacks will be removed, but history will not change to undo any events they cause.

I hear your breath +100 CP
Something must be wrong with your lungs, as whenever you breathe, you will give off the sound of gasping and wheezing in an almost rhythmic, mechanical pattern. This won't cause you any discomfort, nor will you even be able to hear it, but everyone else will.

If he had a name, it has long since been lost +100 CP
You and everyone you have already met within this continuity have forgotten your name; you all know you had one, but can't remember what it was.

It looks completely abandoned +100 CP
You have some strange object blindness, as you can't seem to tell the difference between a derelict building and a well-kept manor. Everything looks old and worn out to you, almost as if you have impossible standards.

Not just a thief but a liar as well +100 CP
Well, it seems that you have a dishonest face, as whenever you try to say something honest to someone, they will believe that you are untrustworthy and take whatever you say with a lot of skepticism.

What signal would that be +100 CP
Any type of cue or signal you set up will be misconstrued or misunderstood, causing those who are supposed to take action to act too soon or too late.

Your hunters are not far behind +100 CP
A new group of Orcs is hunting you; what's more, they have a magic compass that leads directly to you. They will not stop hounding you until either they or you are dead.

Fell things creep beneath those trees +200 CP
There must be something in the soil, as most bugs and insects you come across will be more aggressive and vicious. While this won't make them more dangerous, expect to get a lot more bug bites.

He's very sick +200 CP
You have been poisoned. It's going to be painful and burn, requiring you to get medical attention, as while your perks can stop it from killing you, they won't be able to remove it.

On no account come after me +200 CP
Well, it seems someone has followed the ideology of falling behind left behind as now your allies will abandon you should they lose sight of you.

That's not the worst of it +200 CP
Whenever you are given bad news, there will always be something unpleasant that will be added to the end of the statement that makes it even worse.

We've lost the light +200 CP
It seems that darkness has come, or at least for you it has, as now you can not see the light that has come directly from the sun. You can still see moonlight and torchlight, but day might as well be night for you.

He will help us, or he will kill us +300 CP
Whenever you meet someone for the first time who would otherwise help you, a coin flip will occur. If it lands on heads, they will help you; should it land on tails, they will take actions to kill you. You will not know which side the coin lands on.

Fell things are drawn to his power +300 CP
It seems you have some unnatural attraction, as Monsters are now drawn to you and not in a good way.

I started this. I cannot forsake them +300 CP
Well, it turns out that he can. With this drawback, Gandalf has decided to abandon the events of The Hobbit after the battle of Dol Guldur, instead focusing on preventing Sauron's return.

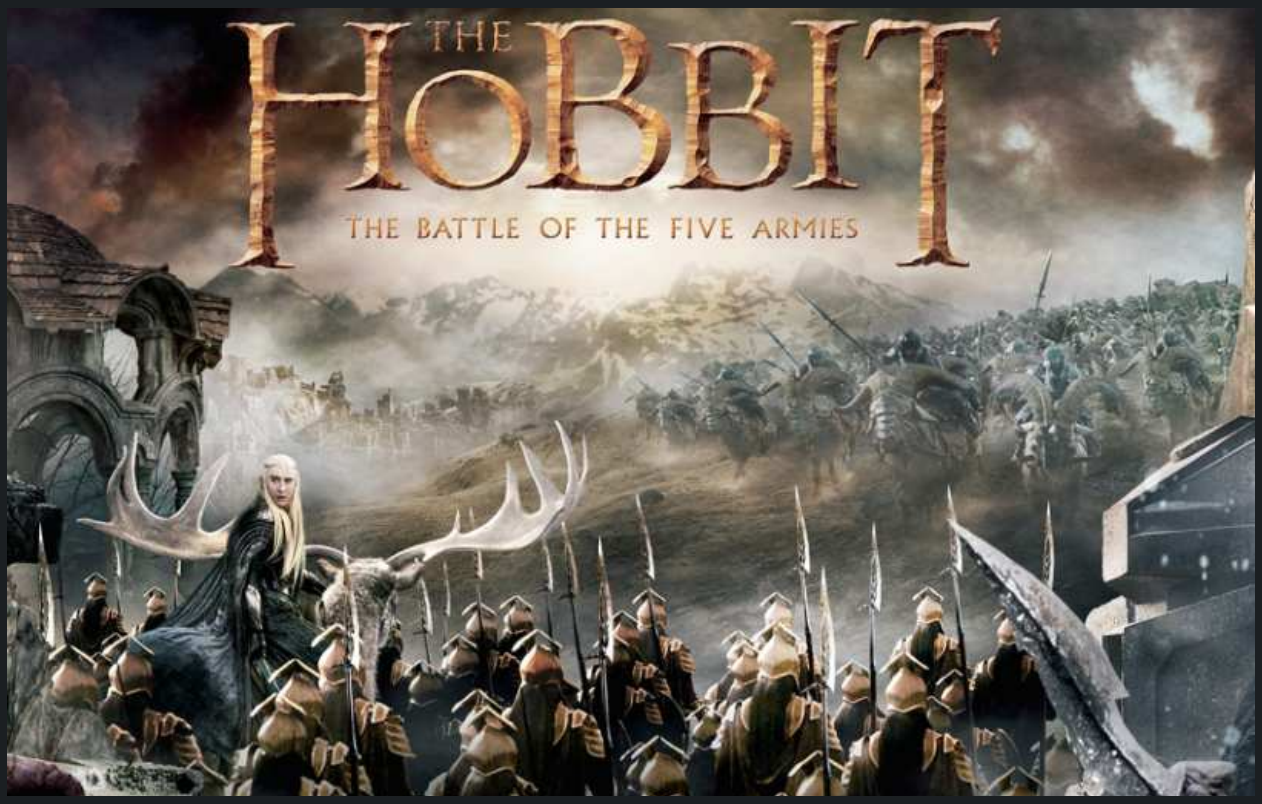
My armour is iron +300 CP
All of your enemies' armour will be improved, making them all far more durable. This will even cause some enemies' skin to become as strong as treated leather.

End of Mini-Jump

This Mini-Jump ends at the time the dragon Smaug canonically starts his attack on Laketown. Any relevant Mini-Jump-only drawbacks end.

Take a Break:
You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **The Hobbit: The Battle of the Five Armies** Mini-Jump.



The Hobbit: The Battle of the Five Armies

You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being in the year 2941 of the Third Age on the day Smaug canonically sets Laketown ablaze.

Perks

For each Origin, the **100 CP** Perk is **Free** and the others cost **50%** of their initial price.

Magic rings should not be used lightly -200 CP
With this Perk you will always know the consequences of using an item within a situation. This could be knowing how the change will affect your social position, it could be knowing who else will be interested in using the item after seeing you use it or it could be in knowing what type of retribution will be taken against you for using the item.

I will put the next one between your eyes -300 CP
By selectively **Toggling** this perk you will be able to let others know the validity of your threats. With this activity you can make others know with certainty that you can make good on your threat and that you will make good on your threat. This won't tell them if this is not true unless you wish for them to be aware of it.

We'll live to fight another day -400 CP
When you are defeated in battle and your odds of death are above 50% you will be aware that you can activate this **Perk**. When the **Perk** is activated as you gain a large amount of Plot Armour that protects you while you are trying to escape. This Plot Armour will stay active until you reach safety.

If you don't like my burglar, then please, don't damage him! -500 CP
With this Perk you can label someone as yours, thus making others aware of how powerful their backing is even if they don't know of you. You can scale how powerful you will appear to be from this Perk ranging from your maximum power with all perks, powers and items to your minimum without any of them.

Mentor

This was their plan all along -100 CP (Free with "Mentor")
Whenever you experience events that negatively affect you, you will know these events were planned out. This won't tell you who made these plans but it will tell you if you were the target of these plans or if the events were expected or unexpected side effects of the plan.

You just have to twiddle with the top -200 CP (Discounted with "Mentor")
Whenever you interact with a broken, malfunctioning or decrepit supernatural object you will be able to use this perk in order to figure out how to jury rig the object in order to get it working. This won't necessarily fix the object, though it may be able to, however it will at least get the object functional for a short period of time.

You should have stayed dead -400 CP (Discounted with "Mentor")
With this Perk the dead are no longer immune to pain should you be the one to dish it out. While this perk won't necessarily allow you to destroy the dead, anything you do to them will cause them as much pain as though they were a living being, with some undead being destroyed if they experience too much pain.

To cut the head off the snake -600 CP (Discounted with "Mentor")
By activating this Perk you will gain a mental list of the leadership of any group you designate as well as the leadership's current location. The list you gain will only include the current leadership of the group when you activate it, not showing you who the previous leadership was and in order to gain knowledge about replacement leadership until you reactivate the Perk.

Wanderer

I like to think I'm an honest one -100 CP (Free with "Wanderer")
When you make a statement you know to be true you can activate this **Perk** in order to make it so that anyone who hears what you say will know that you are telling the truth. This perk will not activate if you are spreading misinformation such as if your memories have been falsified or if you have been given false information that was intentionally false somewhere in the chain of distribution unless you specified that it is to the best of your knowledge.

Their all up there -200 CP (Discounted with "Wanderer")
Whenever you are working with others in a team or as a group of allies this perk will allow you to know where they all are. Within your mind this will be both a vague understanding of their positions and a visual outline of them within your mind allowing you to see them through walls so long as they are within distance of what you would be able to see if there were no obstacles between you.

I'm glad to have shared in your perils -400 CP (Discounted with "Wanderer")
You can selectively activate and or Toggle this Perk in order to guarantee that things outside your control line up for you to put you into that position where you can interact with events of interest. If you use this to select specific canon events before they happen this Perk will tell you if they are still going to occur and if so lead you to those locations in time for the event to occur. If you **Toggle** this Perk on you will find yourself frequently being pulled into interesting things including non-canon events, and those that take place in another media such as a spin off Book, Comic or Video Game.

They won't see me -600 CP (Discounted with "Wanderer")
With this Perk you will gain the academic and practical knowledge required in order to become a covert operative. Additionally this will give you a form of plot armor that makes you much harder to spot as events concede to better hide you, such as objects seeming to perfectly hide you from whoever is looking for you, a crowd full of people who look similar to you arriving while walking in the street or a distraction occurring when someone is about to search where you hiding.

Warrior

I saw them at the market -100 CP (Free with "Warrior")
When you ask someone about something or someone else, they will always know who you are referring to, if they have seen what you are on about they will unconsciously express where and when they had last seen them.

His arrows cannot peirce it's hide -200 CP (Discounted with "Warrior")
Whenever you know of or see a weapon and know of and see a target you will always know if the weapon is able to harm them and if so how the weapon would need to be used in order to harm them.

I want this fortress made safe by sunup -400 CP (Discounted with "Warrior")
Whenever you start working to reinforce a structure you will gain a supernatural restorative capability as any actions you take to repair or reinforce it will strengthen and repair any internal aspects of the structure. From this you can repair fractured bricks within a building by stacking stone where a gap exists or by plastering the wall.

All hail to the Dragon-Slayer -600 CP (Discounted with "Warrior")
Whenever you kill or defeat a beast, monster or creature of any type those who see you will gain a passive awareness of your accomplishment and you will be better able to harm that type of entity. From this should you kill or subdue a dragon everyone who meets you will subconsciously know you as a dragon slayer and you will do superior damage to dragons should you battle one again.

Lord

He does not command my heart -100 CP (Free with "Lord")
While this Perk is active you will know when your emotions are being altered or manipulated as well as if the manipulation is intentional as well as how they are being manipulated.

Have you not had your fill of death -200 CP (Discounted with "Lord")
Whenever tensions are high you will know the words most likely to desescalate the situation in order to prevent bloodshed and further resentment.

Lord Under the mountain -400 CP (Discounted with "Lord")
With this Perk you gain the unconscious respect of everyone you meet. This will make it so that should you meet someone they will never think of you as being of a lower social status than them this will allow you to talk to them without impunity or creating a situation.

I am not my grandfather -600 CP (Discounted with "Lord")
With this Perk your mind will constantly try to heal itself from any corruption while building up a resistance. The more powerful the corruption the longer your mind will need to heal but the longer your mind spends healing itself the better a resistance against that type of corruption your mind gains.

Items

Consumables restock once a year, and lost or stolen items will return to you once every 24 hours. The first purchase of a discounted Item is half price, with **-100 CP** Items being **Free**. Further purchases of an Item are full price, with Items marked **Free** costing **-50 CP**.

Combat Cart -100 CP
This simple wooden cart can be used either as a setting area for a number of people while it is attached to a beast of burden, however when not attached to an animal it can be launched forward as a high speed projectile striking your target as a weapon.

Lucky Coin -100 CP
This simple gold coin has a small amount of control over luck increasing your luck by 5%. Additionally whenever you flip this coin it will always land on the side you want it to land on.

Boombarag Ax -200 CP
This simple Dwarven Ax when thrown at an enemy will always seem to bounce back to you regardless of how far you throw it.

Twirley-whirlies -200 CP
This strange ballista seems to be the best anti projectile weapon as whenever the bolt is fired a special cable threads out of it and spins. This cable automatically grabs any projectile fired in its area of control, preventing them from passing it.

Talisman -400 CP
This simple stone rune is engraved with information about the people you love. This stone can function as a **1-UP** resurrecting you and anyone holding it when they die. This item will return to your warehouse once per Jump or once every ten years whichever is first.

Vilya The Ring of Air -500 CP
This Ring is a copy of Vilya, an Elven Ring of Power, with a Sapphire set in a golden band. This ring of power is disconnected from the One Ring and while wearing this ring, your spirit will be invigorated keeping your body and mind well rested. The ring will also boost your ability to wield wind oriented magic and by channeling your magic through the ring you will be able to cleanse and restore the wounded and corrupted.

Mentor

Dextrus Chain -100 CP (Free with “Mentor”)
This tool looks like a simple spiked iron metal chain however while touching it you will have full control over its movements having it bend to your will as if it was an extension of your body.

Box of Troll Treasure -200 CP (Discounted with “Mentor”)
This Box restocks once per week filled with a small hoard of goods, including brass buttons, pots, gold, jewels, food, and weapons. Unfortunately everything inside of the box will stink of trolls requiring some form of deodorisation to be of any use if you have a working nose.

A Borrowed Staff -400 CP (Discounted with “Mentor”)
This staff by default acts as a simple magical conduit but has another power beyond that. Whenever you lose a tool that is personal to you be it a sword, a wrench or even a vehicle you will be able to activate this item causing it to transform into another of that object. However the replacement will often not be as good as the original.

Glamdring -600 CP (Discounted with “Mentor”)
Also known as the "Foe-hammer” this blade was once worn by the King of Gondolin, it has a beautiful scabbard and hilt engraved in runes of the Cirth script. This blade has an unnatural sharpness and durability, when the blade strikes Orc’s, Goblins or Trolls it’s user will gain an enhanced strength as the power behind each strike in tripled causing those who survive the blade to be knocked back. At the start of each jump, you may select three species native to that jump, and the strength enhancing effects of this blade will activate for those species.

Wanderer

Acorn -100 CP (Free with “Wanderer”)
This Acorn holds many memories and when planted and grown the tree of these seeds will be able to hold your memories. By touching this ring you can revisit and show others your memories as you saw them without deceptions.

Deadshot Rock -200 CP (Discounted with “Wanderer”)
This simple rock seems to have a supernatural accuracy as whenever you throw it this rock will always hit its mark so long as it is possible.

My 1/14th of the treasure -400 CP (Discounted with “Wanderer”)
It seems you have fulfilled your contract and now can gain the spoils as you now gain 1,189,018 metric tons of gold coins that are added directly to your warehouse.

The White Gems of Lasgalen -600 CP (Discounted with “Wanderer”)
This Mithril and Gemstone necklace will protect its wearer with a thin see through bubble from a number of forms of harm. This bubble will bestow clean air for safe breathing even within poisonous gas and underwater. The bubble will also solidify to block attacks, but if it is struck too hard it will pop, requiring some time for the necklace to recharge and the bubble to return.

Warrior

War horn -100 CP (Free with “Warrior”)
When wearing this wrap-around horn and blowing it you will be able to transmit simple information to your allies and clearly designate a target of attack for any of your allies.

Warning Bell -200 CP (Discounted with “Warrior”)
When danger is happening this bell will be heard from a thousand miles away with everyone who hears it knowing where is under attack

Hanging rope -400 CP (Discounted with “Warrior”)
This strange rope seems to act as though it were a snake. While it is friendly and perhaps even affectionate to you, when an enemy attacks it will always target the enemies throat wraps around the neck and a point of leverage in order to hang them should you wish it.

Black Arrow -600 CP (Discounted with “Warrior”)
This extremely sharp black arrow is enchanted so that it will always penetrate through any organic matter including scales, leather, gelatinous ichor and shells regardless of how durable it is. While the arrow can break through armor and shields if a durable enough form of inorganic protection lies between the Arrow and the target it may protect them.

Lord

Horn of Confusion -100 CP (Free with “Lord”)
When blowing this large person sized horn you will be able to sow disorientation and confusion to any who hear it. Those with a stronger mind will be able to resist or completely ignore this mental attack and you can selectively exclude groups or individuals making it a normal sound to them.

A Cart of Aid -200 CP (Discounted with “Lord”)
This simple cart restocks once per month with enough Food, Water and Medicine to satiate 20 people for a month. Each time it restocks it will also stock whatever resource you need most including blankets, craft-pieces, stone or specific types of plants and herbs.

The Kingdom of Erebor -400 CP (Discounted with “Lord”)
From this you gain the Lonely Mountain itself and the Dwarven city contained within it. Once Per future Jumps you can import this mountain into any location having it sprout from the ground as though a geological abnormality, with the ruins of Dale being attached to it. The Kingdom contains the deep mines of Erebor and the complex foundry hidden within.

The Arkenstone -600 CP (Discounted with “Lord”)
The Arkenstone of Thráin, also known as the Heart of the Mountain, is a great and wondrous jewel that was the family heirloom of the Kings of Durin's Folk. When this gem is embedded within any type of stone it will strengthen the land around it making it more durable and regenerating any ores or minerals allowing it to regenerate even pure mythril should it be minded within the range of this gem.

Companions

Import Companion and **Canon Companion** are in the **Jumpwide Companions** section. Companions cannot purchase Companions.

Qildare -100 CP
These Giant bats are large enough and strong enough for most mortal races to ride like steeds. While these large flying creatures prefer to travel at night and prefer to roost in caves or dark forests they are capable of flying in daylight.

Thorin -300 CP
Thorin is the leader of the Company of Dwarves who aim to reclaim the Lonely Mountain from Smaug the dragon. He is the son of Thráin II, grandson of Thrór, Thorin is a **Dwarf** and gains the **Lord** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Bilbo -300 CP
Bilbo Baggins was a hobbit of the Shire in the Third Age. He was hired by Gandalf to aid Thorin and Company in the Quest of Erebor. Bilbo is a **Hobbit** and gains the **Wander** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Were-worms -400 CP
Also known as the great earth eater this giant beast is known to inhabit the Last Desert, to the far east beyond Mordor, Tunnels dug by these creatures are large enough for an army to easily travel through. They look somewhat like colossal rainworms with rock-like skin and massive jaws. They are among the largest of creatures within Middle earth with Smaug, being slightly longer in length.

Drawbacks

Gold beyond measure +100 CP
You have lost your power of estimation as you can not guess how meny of something there is if there is more than ten of it.

My goat riding days are over +100 CP
You can't ride any kind of animal, at most you could be a passenger on a cart that someone-else is driving but will feel motionsick.

Open this door +100 CP
Whenever you are in the middle of something someone will always try to barge their way into the room you are in.

The gold in that mountain is cursed +100 CP
The gold of the lonely mountain now burns you. Touching even a single coin would be like grasping hot coals as it would you.

Since when has my council counted for so little +100 CP
No matter what you say, everyone will seem to ignore your advice as though you had said nothing sensical, even if they decide to do what you suggest it will have nothing to do with you.

He doesn’t sleep he barely eats +200 CP
You are now suffering from insomnia and a case of anorexia as the idea of eating or sleeping becomes unpalatable to you.

I will have war +200 CP
It seems you have woken up and chose violence as you feel rage and every time you make a decision you seem to be pulled towards making the most confrontational option.

Not every man if brave enough to wear a corset +200 CP
You are stuck in an uncomfortable corset that makes it difficult for you to move comfortably and difficult to breathe deeply.

The town is lost save the gold +200 CP
You have lost interest in the value of human lives, in comparison to the value of gold. So long as you can gain a gold coin you will happily let dozens of people die.

If this is love I do not want it +300 CP
You will fall in love with someone and they will permanently die with no perk, item or power of any type ever allowing you to revive them.

One of them is false +300 CP
There is an imposter in your group, they will be a shapeshifting creature working for Sauron with the intention of killing you and your allies.

You can not fight shadows +300 CP
For the duration of this Jump 3 shadow beings will be sent out to kill you. They are ethereal to any non-magical weapons and will not die even when wounded. They will have great discomfort when in direct light but will be stronger in darkness. They will not willingly stop trying to kill you.

Dragon sickness +400 CP
You have caught a bad case of dragon sickness as you have a fierce and jealous love towards gold and treasure of all types making you far more paranoid and prone to erratic behavior.

He will burn +400 CP
Before this Jump begins you will be put into an empty space where you will be burned alive by Smaug's flames, it will be quick but it will also be very painful. After you have died you will be brought back to life and start this **Mini-Jump**.

End of Mini-Jump

This Mini-Jump ends at the end of the day that Bilbo canonically returns home. Any relevant Mini-Jump-only drawbacks end.

Take a Break:
You can go on another jumpchain adventure while time in this jump is paused. If/when you return, you must select either "**Next:**" and continue onwards with the next section of this Jump-Doc.

Long Road:
If you select this option you will stay in this jump setting for approximately 60-years until the start of **The Lord of the Rings Trilogy** for taking this option you gain **+600 CP**.

Next:
You continue into **Mid-Trilogy Scenarios**.

Mid-Trilogy Scenario:

The Scenarios in this section can only optionally be taken after completing the Hobbit Trilogy, and can not be taken after starting the Lord of the Rings Trilogy.

Middle-earth: Shadow of Mordor and War



After Talion, a ranger of Gondor responsible for guarding the Black Gate of Mordor, is killed by the armies of Sauron, however unless you select to insert as Talion you will be revived and possessed by Celebrimbor in Talion's place.

You may purchase a race or select a previously purchased race to become for the duration of this Scenario.

For the duration of this scenario you will gain Talion "wraith-like abilities" but will not keep them post-scinario.

To complete this Scinario you must Kill; the Hammer of Sauron, the Tower of Sauron, the Black Hand of Sauron, the Witch-king of Angmar and seize Minas Morgul.
You can choose if the events you participate in will be canon to the events of the later Mini-Jumps.

If you have taken **Long Road** you may either have the body that you're living during the 60 year gap take Talion's place or have an independent copy of yourself gain a new body with your Perks, Powers and Items, then take on the Scenario and merge with you when this Scenario is completed.

Rewards:
For completing **Middle-earth: Shadow of Mordor and War** you gain **+500 CP** to save or spend anywhere in this Jump-Doc and the **Ring of The Witch-king**.

- If you have purchased **Aeglos** and **Túrann** you will also gain **The Ring of Celebrimbor**.
- If you have purchased **Simple Crafts**, **Hobbit Crafts**, **Elvish Crafts**, **Dwarven Crafts**, **War Crafts**, **Stone Crafts**, and **Magical Crafts** you will also gain **Power Crafts**.

Ring of The Witch-king
This Ring is a copy of the lesser ring of man and is disconnected from the One Ring. While wearing this ring, you will become the bane of all weapons as any time you are struck the weapon that hits you will shatter most likely wounding it's weirder.

The Ring of Celebrimbor
This Ring is an intentional inverse of the One Ring taking on a silver and cold blue in opposition to the One Ring's gold and fire red. This ring was crafted by Celebrimbor without Sauron's imbued power thereby leaving it free of the Dark Lord's influence. While wearing this ring, you will be able to see and interact with the Wraith realm. This allows you to see souls, through walls, teleport to nearby locations within sight and even grasp souls from a distance in order to pull their bodies toward you.

Power Crafts
With this you gain the crafting knowledge of Celebrimbor, Sauron and even Fëanor as you can now craft objects that are imbued with power beyond mere magic. You can craft new rings of power going so far as to imbue them with magical stones to create new masterpieces. Should you use **The Arkenstone** as a gem you could use it to craft a ring of power that complements the three Elven rings, **Nór** a ring that strengthens the land which supports you and boosts your ability to wield earth oriented magic. By channeling your magic through the ring it can reinforce the wills and bodies of those you target.

Middle-earth: War in the North



You may also purchase a race or select a previously purchased race or create a new identity for this Scinario. Due to the events overlapping with the story of The Lord of the Rings you may choose for these events to be set in a separate canonical continuity from the Mini-Jumps or have it that the you in this scenario is an independent copy of you with your perks who will merge with you when this Scenario is completed and you both will it.

This Scenario will begin a few days before Frodo set off on his quest as you, alongside Eradan a human, Andriel an elf and Farin a Dwarf arrive at the Prancing Pony in Bree, to meet with Aragorn.

To complete this scenario you must complete the accomplishments of the Trio such as distracting the orcs of Fornost, slaying Bargrisar the Stone-giant, decimating the Orc army at Mount Gundabad and kill Agandaûr

Rewards:
For completing **Middle-earth: War in the North** you gain **+500 CP** to save or spend anywhere in this Jump-Doc and the **Ring of The Stiffbeards**.

Ring of The Stiffbeards -300 CP
This Ring is a copy of the ring of a Dwarf Lord and is disconnected from the One Ring. While wearing this ring, you can shift your form into stone allowing you to strike with more force and when pressing against rock allowing you to travel through the land at half your regular walking speed without unsettling the earth.



The Lord of the Rings Trilogy

You gain **+500 CP** which can only be spent in the Lord of the Rings Trilogy section.
You may choose to start in the Shire, Bree or Rivendell, unless your background drawback has you starting somewhere else. You may also purchase a race or select a previously purchased race or create a new identity for this Trilogy. If you have already destroyed the One Ring at this point then you will be set to a copy of the canon events of The Lord of the Rings.
These Perks can only be purchased and used before starting **The Lord of the Rings Trilogy**.

My own adventure turned out quite different -100 CP
When continuing a Jump based on a Multi-Part story you can use this **Narrative Perk** to start a side Jump allowing you to re-enter the story's events as they occurred in canon. For example should you destroy the One Ring within the events of the Hobbit Trilogy you can use this Perk to pause that timeline and enter into a copy of the canon events of the Lord of the Rings with your **Narrative Perks** applied.

Full of strange creatures beyond count -100 CP
When starting a Jump you will be able to use this **Narrative Perk** to import species from any previous jumps you have visited into continuity.
This import can be done in one of two ways:

1. First is to import setting appropriate equivalents of the species without really altering the continuity. You will have some control over the implementation, such as making Tolkien Incursion's hominoid frogs similar to Tolkien Goblins or spirits like Tolkien Merpeople.
2. Second is to retroactively import the selected species as they are within the original story, this may alter the events of canonical story resulting in a drastically different setting.