Black Jewels - Version 3.0

By Kenainath

With aid from Cheesyme

Welcome to the three Realms of Terrille, Kaeleer, and Hell. This is a world of mystery, passion, violence, and ritual, ruled by the Queens of the Blood.

Each Realm is split into many Territories, which are further split into Provinces, which are then split into Districts. Each District, Province, and Territory is ruled by a Queen and her court, made up of the males of the Blood.

The Blood are those who possess the power of the Jewels, and are split into castes by their inherent nature. A Queen is meant to rule and gather a Court around her in order to do so, while a Healer is meant to mend the wounds of others.

To possess the power of the Jewels is to potentially have vast might at your fingertips, which can be shaped in whatever fashion you should desire. However, the Jewels require that your body is a strong vessel to channel that power, and if you expend the entirety of their power too quickly, you may very well break your Jewels. Each who bear the Jewels possess two sets, a Birthright Jewel, which they attain as children, and their Jewels of maturity, obtained when they become adults in the Offering to the Darkness.

The darker the Jewels, the more power you have available. A White-rank jewel has enough power to utilize basic Craft, the term for the use of power, through the day. Basic Craft is mostly mundane activities made easier. A Tiger Eye Jewel has enough to utilize some advanced Craft for larger projects through the day, but basic Craft is still largely the mainstay of their power. A Gray Jewel has the power to slaughter armies and level cities. A Black Jewel can wipe countries from existence. Those who possess no jewels at all, but are still Blood, can only use basic Craft. Those who are not Blood and cannot use Craft are known as Landens, and are something of second class citizens.

Among the Blood, precedence is determined by three things. Caste, Jewel rank, and social rank. There is no prejudice against someone gaining the power of the Blood without inheriting it, though they will be new to Blood society, and said power is usually inherited. Indeed, from now on your descendants will inherit the power of the Jewels.

In order to survive in this world, you shall be granted

+1000 CP

Location

You either roll 1d10 to choose, or pay 100 CP to freely pick your location. In almost all cases, you arrive when Daemon Sadi arrives in Chaillot.

1. Sadiablo Hall, Kaeleer. A relatively peaceful place, though it is the personal lair of a Black-Jeweled Warlord Prince who is fifty thousand years old and very interested in why you're on his property.
2. Goth, Little Terrille, Kaeleer. The capital city of the Territory of Little Terrille, this Territory in Kaeleer is a meeting point between the two Realms. You may move freely from one to the other here, if you can pay the fees for travel that is.
3. Shalador, Terrille. A Territory in Terrille, Shalador was destroyed three hundred years before the beginning of canon. However, you're now there a year before its destruction,

and must preserve it against the forces of Hayll, which destroyed it. Or flee before it can be destroyed, your choice.

4. Hayll, Terrille. Home to one of the three long-lived races, Hayll's people have conquered most of the Realm. This land is rich, decadent, and places high importance on social status. If an aristo, you can have a good life here. Just be wary of the Territory's ruler, Dorothea, and the Queens that serve her. They can have you killed, tortured, castrated, or enslaved, or any combination of the above, on a whim. And they are very whimsical people.
5. Askavi, Terrille. Home to Eyriens, Askavi is highly mountainous, and plagued by the Jhinka, a race of winged humans who are universally not of the Blood. Its ruler is a close ally of Dorothea, though somewhat more stable.
6. Ebon Askavi, Kaeleer. The Black Mountain, beneath which sits the Keep where Draca waits and from which Witch shall rule. Be polite and you'll have an opportunity to learn beyond any other. Be rude however, and you may not enjoy what follows. Note that the Keep's guardians are not always obvious...and they are very hungry. Your arrival is three years after the end of the first book in the main trilogy, shortly after Jaenelle awakens.
7. Hell. The home of the demon-dead, those Blood who decided that just because they stopped breathing, they didn't have to die. So they reanimated their bodies by force of will and feast on the blood of the living to restore their power. Also, all the fauna and flora are predatory.
8. Beldon Mor, Chaillot, Terrille. The home of Jaenelle Angelline, one of the major characters of the series. You arrive when Daemon Sadi first arrives in this city.
9. Greyhaven, Shalador Nehele. The capital of the Territory of Dena Nehele. You arrive two years after the main events of the series, after Witch has purged the Realms of the tainted Blood.
10. Dhemlan, Kaeleer. You arrive in a village near SaDiablo Hall, the seat of rule for the Territory, shortly after Jaenelle turns fifteen, and begins to gather her court.

Origins

Any caste may have Jewels of any rank. Age is 20+1d8. Gender may be chosen freely. Females can possess more than one female caste. Rank is the highest caste a female possesses.

Warlord (Male only) -The lowest caste of Blood males. Protective and powerful, but lacking the sheer aggression of Warlord Princes, Warlords are considered equal to witches in caste. In conversation, Warlords are addressed as 'Lord.'

+Natural combat instincts, but minimal instinctual resort to violence.
-Outranks absolutely no one that isn't a landen.

Prince (Male only) (50 CP) - The middle caste of Blood males. More aggressive than Warlords, Princes are considered equal to Healers and Priestesses in caste. In conversation, Princes are addressed as 'Prince.'

+Less instinctual than the other castes of males.
-Tend to find themselves less capable in combat than Warlords or Warlord Princes.

Warlord Prince (Male only) (100 CP) - The highest caste of Blood males. Violently passionate, and passionately violent. Warlord Princes are the reason the Blood have no law against murder, though the Queen whose territory the murdered person lived in can still demand a price of said Prince. A Warlord Prince, when enraged or threatened, steps to the 'killing edge,' where their tempers are allowed free reign, guided by cold calculation. Only restrained by the Protocol of the Blood, which governs their society, and by their instinctive protectiveness and submission to Blood females. However, if a female pisses them off enough, a Warlord Prince will forget about submission and unleash their temper just as readily. Most Warlord Princes will choose a Queen to serve and submit only to them, for the most part. Addressed as 'Prince' in conversation.

+High status, only below Queens.

+Natural instincts for combat.

-Slips into the 'rut' once a year, where instincts mostly take over for about a week and the rut requires either sex or violence to sate it.

-Temper of a….Warlord Prince the rest of the year. Yes, the temper of a Warlord Prince sticks around if you take that Origin. It has become a part of you, and yes, that temper is volatile. Post-Jump, you can toggle these instincts, turning them on and off as you choose.

Witch (Female only) - The lowest caste of female among the Blood. No special gifts besides the Jewels. Like all females, addressed as 'Lady' in conversation.

+As a female, you hold a natural degree of respect in the matriarchal culture of the Blood, which allows a certain amount of social leeway.

-You lack the natural combative instincts possessed by all Blood males, making it slightly harder for you to figure out the martial aspects of Craft.

Black Widow (50 CP for females, 100 for males) - Healers of the mind, seers, and mistresses of poison. Above a Priestess or Healer in rank, but below a Warlord Prince and a Queen. Males can become Black Widows, though it is rare. Possess a poisonous 'snake tooth' under the nail of their right ring finger. The poison gets more deadly the darker their Jewels are, and though darker-Jeweled Blood can survive the poison, that is uncertain and by no means easy. It is possible to learn to become a Black Widow in-setting without buying this Origin, but you will not become a natural Black Widow if you choose this path.

+High status and the ability to divine the future to some extent.

+Nigh-immune to poison due to the poison that they naturally produce, and which flows through their blood.

-Walks on the edge of madness due to ability to see the future.

-If not a natural Black Widow, need to imbibe poison regularly to live and produce your own poisons that are delivered via the snake tooth

Queen (Female only) (100 CP) - The keepers of the land and rulers of the Blood. Highest ranking and rarest caste. Protected and honored by the males of the Blood.

+Accorded territory to rule and the service of Blood males in the Court.

-Natural need to rule and reckless when protecting those under her dominion.

Backgrounds

Drop-in (Free)
You just appeared in this world out of nowhere. You have a caste, a Jewel, and that's about it. You know nothing more than your own knowledge from the books, if you read them. The mental changes of the Blood will not affect you, however you will find that lacking what to, the other Blood, are natural instincts may cause you to miss several cues from others of the Blood and rub other people the wrong way, potentially bringing you trouble.

Commoner (Free)
You were born of the Blood, but to a family with low social rank. You grew up without much in the way of luxury, but did receive schooling and training in Blood Protocol.

Aristo (50 CP)
You were born of the Blood, to a family with high social rank. You have plenty of money, and received the best schooling and training.

Long-lived race (100 CP)
You are either from Dhemlan, Hayll, or Askavi, the home of the Eyriens. The three races in those lands live to be five thousand or more years old naturally, and age slowly. If Eyrien, you have bat-like wings you can use to fly, and spent your childhood training to fight in the mountain camps of Askavi. If Hayllian, you grew up in Terrille, in the center of Dorothea SaDiablo's power. Dhemlan has that particular long-lived race split between Dhemlan Terrille and Dhemlan Kaeleer, so you may choose to have grown up and lived in either Realm, with corresponding differences in your education and youth. All long-lived races have bronze-colored skin and golden eyes. Can also buy aristo background. Age is 1000+20d8.

Kindred (100 CP)
You are an animal, but you're still Blood. Equipped with both arcane might and a body that has the potential to surpass humans, you are either a kindred tiger, a wolf, an Arcerian cat, or a unicorn. Note that if you're an Arcerian cat, you are eight to twelve hundred pounds of muscle and temper. In all of these cases, you are fully sapient. Social rank is immaterial so far as you and everyone else are concerned. Especially if you're an Arcerian.

Kindred Dragon (400 CP)
Dragons are the origin of the Jewels. The eldest of all the Blood. Naturally living for thousands of years, when they die, their scales become new Jewels. The most powerful dragons can live for far longer, with the very strongest being effectively immortal. Given time, you'll be able to learn to take on a human form as well, though you can automatically know how for an extra 50 CP. Note that leaving the Fyreborn Islands, the Territory where your kind lives, might not be the best idea. Dragons are considered very impressive trophies by some hunters among the Blood, and there are those who seek to harvest their scales in (mistaken) beliefs that they can get stronger Jewels out of doing so. Your body is that of a traditional Western dragon, and your Jewels are about half again as strong as normal.

Jewels

Now let's get on to the good part. The powers you can possess. You begin with a White Jewel for free, and may upgrade it for 50 CP per rank it's upgraded. Everyone receives a single

uncut Jewel, and may purchase extra Jewels to provide extra reservoirs to store power in and channel your power through for 100 CP apiece, with each extra purchase increasing the power you can store and use, and with those Jewels being replicas of your Jewel of rank. The darker the Jewel is, the more power it can hold. Largely, their abilities are similar to a cross between psychic abilities and enacting the will of their bearer on the world.

The light Jewels are White, Yellow, Tiger-Eye, Rose, Summer-Sky, and Purple Dusk.The dark Jewels are Green, Sapphire, Red, Gray, Ebon-Gray, and Black. Opal can be either a light Jewel, if less powerful, or a dark Jewel, if stronger. Note that the darker the Jewel is, the more you need to eat to sustain yourself. A feast for someone with a White Jewel is starvation rations for someone with a light Opal. Additionally, due to this heightened metabolism, you acquire resistance to poisons that is truly impressive, burning them away quickly. The strongest of the Blood are nigh-immune to all but the strongest poisons.

Jewels are the physical vessel for the power of the Blood, taking the form of a...jewel. Craft is worked through them by focusing the will of their bearer on what they want done, and if within their power, the Blood can largely enact their will as they desire.

Blood have two Jewels, their Birthright Jewel and their Jewel of rank, and receive the Jewel of rank upon entering maturity by conducting a ceremony known as the Offering to the Darkness. Birthright Jewels are free for all. If you purchase Ebony as your Jewel of Rank via the Perk, you get Birthright Black in place of any other Birthright Jewel. Your Birthright Jewel, unless you buy Ebony, can be no darker than Red, and will be by default three ranks lower than your Jewel of Rank. As such, someone bearing a Red Jewel will have an Opal Jewel as their Birthright at the very lightest. If you wish to have a darker Birthright than the default one, you may pay 50 CP per rank to upgrade it, to at most the same power as your Jewel of Rank, though again, Birthright may not be darker than Red without buying Ebony, in which case it must be Black.

Final Jewel prices and power levels:
White: Free (Daily life level)
Yellow: 50 CP (Daily life level)
Tiger-Eye: 100 CP (Daily life level)
Rose: 150 CP (Street level)
Summer-Sky: 200 CP (Street level)
Purple Dusk: 250 CP (Neighborhood level)
Opal: 300 CP (Neighborhood level)
Green: 350 CP (Low-city level)
Sapphire: 400 CP (City-level)
Red: 450 CP (City-level)
Gray: 500 CP (High city-level)
Ebon-Gray: 550 CP (Low-country level)
Black: 600 CP (Country-level)
Ebony: See general Perk (World-level)

Perks

All 100 CP Perks are free to their Origins, and other Perks of that Origin are discounted by 50%. If you possess multiple Castes, you do not get discounts beyond one Caste, except on the 100 CP Perks.

General Perks

Basic Craft (Free)

You have a basic understanding of the Craft of the Blood, being able to apply those powers in all the manners expected of an adult among the Blood. Craft is one part psychic capabilities such as pyrokinesis, terrakinesis, telepathy, etc., one part low-level enacting the will of their bearer upon the world. Basic Craft covers pretty much all the utility an adult will require in daily life in a society built around the ability to use Craft.

Efficient (100 CP+)
You're remarkably efficient in the use of your power, using perhaps ninety percent of what others do to achieve the same task. This can be purchased multiple times to further the efficiency of your power usage, reducing power usage by a tenth each time, up to fifty percent of what others would use for the same task. This affects all supernatural powers.

Spiritual Counselor (200 CP)

The role of a Priestess in the society of the Blood is to help others find their path through life. Similarly to them, you have a knack for determining what weighs on a person's spirit and troubles them mentally, and for getting them to speak about it. You also have an instinct for how best to help them through their troubles.

Altar Keeper (200 CP)

Though they often serve as counselors, Priestesses are also the ones who take care of the Altars to the Darkness. They perform the religious rituals of the Blood, and they open the Gates between the Realms, and with this purchase their knowledge is yours.

Political Manipulator (400 CP, discount long-lived races)

You have had years, perhaps centuries, of navigating Blood politics. Your silver tongue can enchant and persuade anyone you might need to persuade, so long as you aren't proposing ideas that are completely anathema to them. Note that this is not supernatural persuasion, and that if people are given time to think about the ideas you're proposing, they may reject them if they believe those ideas are not in their best interests. In the future, you will have a similar understanding of the politics of whatever societies you are exposed to.

Ebony (1500 CP, requires Land to Rule at Territory level, and either Queen or Warlord Prince Origins)

You have gone deep, deep, deep, into the Darkness. You can lay waste to entire Territories with a thought. Realms are merely a matter of a little preparation. Only one had ever had this power before. The Blood bow to you and acknowledge your supreme precedence, though if you press

them too far, you will find others defying you. Also, the Ebony is extremely draining on even an enhanced body, requiring enough food to feed a dozen people just to keep your body from wasting away. If you mean to actively use the greater functions of the Ebony, you will need a very strong body and access to large quantities of food. Ebony becomes your Jewel of Rank, and grants world-level power.

Witch Perks

Caretaker (100 CP) (Free to Kindred)

At their most basic level, the Blood are caretakers of the land. You are now the same, and possess the knowledge to revive and heal even the most barren, blighted, cursed land. In more fertile lands, you know what purposes the land might be best used for, and how to design dwellings such that there is little clash between humanity and nature.

Hearth skills (200 CP)

Some witches find themselves skilled in the arts of the hearth, putting Craft to practical use in a variety of manners, though often geared towards maintaining or protecting the home. You now have similar skills, able to apply even the most absurd and fantastic powers to a practical, efficient use, with the best results coming when you turn those powers towards benefiting your home or family. You also find yourself with a wide variety of skills useful to maintain, repair, upgrade, and tend to a home and family.

Unnoticed (400 CP)

Witches are the lowest caste of Blood female. The most common. As such, few really notice them unless said witches make an effort to stand out. You benefit from this now, going unnoticed unless you make an effort to stand out. People will speak freely around you, perhaps offering valuable information that you might use to your own ends. But for all intents and purposes, they don't notice that you are there, watching, listening, gathering information. If you take hostile action, or make some other effort to stand out, people will notice you. But so long as you don't make a special effort to get people paying attention to you, you go practically unseen and unheard. You may, of course, toggle this as desired.

Witch (600 CP)

You aren't merely *a* witch. You are *Witch*. Dreams made flesh. Your coming has been prophesied for millennia. Now, you are come, and the dance of the Blood finds a new fulcrum to revolve around. Your skills in Craft increase to levels near absurd by the standards of others, with you able to discover uses for Craft that most would consider impossible, rapidly taking even the most basic skills of Craft to heights beyond even the darkest-Jeweled's capability to grasp. However, in turn, you are shaped by those around you. Here, and in future Jumps, choose an idea or concept, or group of ideas and concepts. These ideas become part of the core of your being, rooted at your very center.

So long as you remain true to those ideas, you enjoy similar rates of growth in skill in all supernatural powers you possess. In five years, you might attain such capability that you exceed the abilities of someone who has spent fifty millennia refining and practicing their skills, if you are diligent about your work and cleave closely to the concepts that make up the core of your being. If you stray from those concepts, you will rapidly find your skills fading away. From Jump to Jump, you can change those concepts without a loss in skill or power.

Black Widow Perks

Natural Black Widow (100 CP)

You are a natural Black Widow, possessing the 'snake's tooth,' a retractable fang of sorts beneath your right ring finger. The fang naturally produces a potent venom, which grows more lethal the stronger you are. The venom needs to be milked regularly, in order to keep from causing you pain. If you are a Black Widow and do not purchase this Perk, you need to drink poison every few days to provide the toxins your body needs to sustain itself.

Weaver of Tangled Webs (200 CP)

You have learned one of the fundamentals of the Hourglass' Craft. How to weave a tangled web of dreams and visions. While your visions often come as a jumble of images and sensations, you can, with time, learn to make sense of them. In any event, there is no way to block your visions, no matter what countermeasures your enemies may employ. However, you may still misinterpret a vision.

Dreams made Flesh (400 CP)

On a certain island in Kaeleer there lives a race of spiders, they who taught the first of the Blood who would be called Black Widows, yet they are dedicated to something no other Black Widows can do, until you. Theirs is the ability to listen to the hopes and dreams of others, slowly weaving the desire and power into a tangled web. That wouldn't be much, but with time and size, that web will one day call the Dream forth and make it Flesh. After all, that's how *Witch* came to be.

Walker of the Twisted Kingdom (600 CP)

You are a Black Widow. A mistress of the Hourglass. You walk a road of visions and dreams...and you walk in a kingdom of madness. The Twisted Kingdom is the term the Blood use for madness. For those of the Blood, when their minds break and they retreat into themselves, they suffer as madness ravages their minds. But not you. No matter what insanity may grip you, you walk the roads of madness with a sure step and a steady hand. Even if driven into insanity, you retain enough control to guide yourself through the dark paths of madness, and back into sanity...should you desire. If you walk those roads, though, you will find a power there that lets you defy what limitations reality presumes to inflict on you.

Queen Perks

Self Control (100 CP)

A Queen's self control is different from that of a Warlord Prince, but no less valuable...or vital. You are able to mask your true feelings in any situation, and control yourself under any stress. No matter how much effort others put into getting you to lose control of yourself, you look on with mild amusement as their efforts are frustrated by your perfect composure. When you do decide to show emotion, however, you may control which of your emotions you show, or even reveal emotions the exact opposite of what you are currently feeling, with no one but you any wiser as to your true feelings.

Mastery of Protocol (200 CP)

You know all the traditions and customs of the Blood, anywhere. You can use those customs and traditions to move through society without issue or incident, and keep yourself from being slaughtered as collateral damage by a furious Warlord Prince. In future, you will have a natural grasp of the formal etiquette of the highest tier of whatever society you find yourself in, and you will belong to that tier of society.

Judgment (400 CP)

A Queen is the final arbiter over her lands. Her word is law. She commands her Court, and they enact her will. She is the last word in justice for her people, and as such, all look to her to lead wisely and well. From now on, you will instinctively know how best to rule whatever lands and people you watch over, and will be able to put that knowledge into action effectively. Under your hand, your lands will prosper. You will also always be able to deliver just, fair rulings when hearing legal cases, which will satisfy both the letter and spirit of justice, and will be accepted as legal rulings in any court in future Jumps.

The Queen is the Land, the Land is the Queen (600 CP)

The Blood were made to be keepers of the land, and in no caste is this so obvious as the Queens. They rule to nurture their realm and their people, and their power reflects this, as the stronger they are, the healthier the land, the richer its resources, the more prosperous its people. All benefits from a strong and capable Queen's rule.

Warlord Perks

Guard training (100 CP)

You've gotten the training of a guard in a Queen's court. You have perhaps twenty years of experience with using swords, bows, knives, and Jewels in combat. You know how to defend a person or location most effectively, or how best to subvert such defenses.

Trade skills (200 CP)

Not all Warlords serve in a Court. Most don't, in fact. Those that choose other paths in life learn to wield their Jewels in various manners, as dictated by their trade, with only their imagination, their power, and their time to practice restricting what they can do. You now have similar skills. Pick a job of your choice, and you now know how to best apply the Craft of the Blood to that job, as well as having all the mundane skills of a master in that particular trade. In other settings, you may change which job this Perk applies to, as not all settings have the same types of jobs.

Court skills (400 CP)

Most Warlords don't serve in a Court. As such, most don't learn the advanced Protocol and the like necessary to interact on a daily basis with those who serve a Queen directly. You, however, have. And more than that. You didn't just learn the etiquette and Protocol expected of a lower-Circle guard, but that of someone who serves in the high Circles of a Court, ranging from the lowest Circles where children preparing to serve in Courts as adults are training all the way to the First Circle, the Queen's closest subordinates. In future, you will understand the etiquette of every level of society that you are exposed to, and will be able to apply that understanding effectively. Additionally, you are able to pass this understanding on to others in short order.

Master of the Guard (600 CP)

You aren't just a guard. You're the Master of the Guard, responsible for overseeing the training and assignments of a Court's guards. Or at the very least, you have the skills of such a Master. You can quickly, effectively train people in how to fight, especially if you are training them for the purposes of defending something or someone. You will also be able to create near-flawless plans for defending a location or person. While overwhelming force can still get through such defenses, if you meet with equal opponents, even enemies who outnumber you a thousand-to-one will find themselves thwarted. Similarly, you know how to subvert such defenses, if needed.

Prince Perks

Speaker of Law (100 CP)

Princes lack the sheer aggression and killing temper of a Warlord Prince. As such, they often seek more mild occupations than Warlord Princes. Those who serve in courts might take on some administrative role, for example. In your case, you have an encyclopedic knowledge of Blood law, and may apply it with an expert's precision. In future, you will have a similarly encyclopedic knowledge of the law of other Jumps, able to cite even the most obscure precedents and make convincing arguments as to how they apply to a case.

Treasurer (200 CP)

A Queen's Court collects tithes from those they rule in order to fund the Court, and you've developed no small amount of skill in the matters of economics due to this practice. You can quickly assess a person's income through a short conversation about their work, or a look

around their home. You can also tell precisely how much tax they can afford to pay without beggaring them, how much tax they *will* pay, and how high a tax would be reasonable. You also gain significant skills in economics, gaining near-prescient skills as to what investments will pay off, and you know *why* they will pay off. Further, any business you take a hand in will prosper so long as you put work into it, with you able to go from a corner lemonade stand to a corporate superpower worth tens of billions of dollars within half a decade if you make an effort. This effect scales with the Jump setting, so in settings where interstellar travel is possible, you could easily create a galaxy-spanning business empire.

Harmless (400 CP)

Just because Princes lack the volatile temper of Warlord Princes, does not mean that they are harmless. Of course, many people forget this. You can take advantage of this to lethal effect. Even if others have heard of your fighting capabilities, unless they have seen it for themselves, they won't believe that you have any capacity to harm them or others. As such, yours is the first strike...and they will have absolutely no expectation of that strike. Their defenses will be entirely down around you. Even your bitterest, sworn enemies will be taken in by this facade, no matter how many stories they have heard of your might. Even those that have sworn everything that they are to killing you, no matter the cost, will drop their defenses around you, at least until they've seen your might for themselves.

Steward (600 CP)

Queens, and occasionally Warlord Princes, rule the Blood. But Princes will, at times, serve as Stewards in a Queen's court, attending to the matters of administration in her name. You gain a knowledge of how to administrate lands to get the best results from them while maintaining the approval of the people. This capability scales with the lands you oversee, and helps you train subordinates to assist in your work. As such, if asked to do something like create a galaxy-wide bureaucracy and administrative organization, you would find this Perk making you extremely effective in doing so, such that the organization would be able to run itself indefinitely even after you leave with no observable drop in efficiency or capability.

Warlord Prince Perks

Hunting Camp Education (100 CP)

You've been educated in the Eyrien hunting camps of Askavi. Given a first-rate education in both wilderness survival skills and the art of utilizing weapons and Jewels for combat, you have the equivalent of a century of training and practice in utilizing swords, knives, bows, and other weapons in combat, along with utilizing your Jewels in tandem. In the future, you will find it simple to pick up similar skills with other weapons, and easy to blend other powers into your fighting style to develop a cohesive whole.

Self Control (200 CP)

Perhaps one of the most valuable traits a Warlord Prince can have. You can actually control your naturally murderous temper, no matter how much effort others make to provoke you. If you

do decide to give your fury sway, though, you can control precisely how much it effects you, allowing you to apply an apocalyptic rage fit to reduce entire solar systems to smoldering ashes with the precision of a stiletto, all the while showing nothing but cool, measured calculation and efficiency.

Passion (400 CP, discounted for Warlord Princes)

Passionately violent. Violently passionate. These words describe and define Warlord Princes, whose tempers are sharply honed, always ready for violence. If you take this, you receive two bonuses. In battle, you find yourself honed to a lethal edge, anticipating attacks in an almost prescient manner, and finding gaps in the defenses of your foes with similar ease.

Off the battlefield, you know how to move to incite passion and lust in others. You can get others lusting after you by walking past them, if you decide to do so, and if you make an active effort to seduce them, you will swiftly find others becoming receptive to your advances. Even someone totally asexual, or with negative interest in your gender, can be seduced if you put in some effort. You also get the skills of Daemon Sadi in the bedroom, a man who spent centuries as a pleasure slave in the depraved courts of Hayll.

Prince of the Killing Fields (600 CP, discount Eyrien and Warlord Prince)

You took especially well to your training and became a master of dealing death with Jewel, blade, and bow. You can move through a killing field easily, living and breathing slaughter. You possess an instinctual knowledge of how to kill anything, even that which would normally be unkillable. And if you put in the effort, you can ensure that even things which would normally treat death as an inconvenience die permanently. When turned to combat purposes, your powers operate more efficiently, taking up less energy and functioning on a higher level.

If female, you are one of the rare Blood females that received combat training. If female, for +200 CP, you attain the same degree of mastery as Blood males, despite your lack of the natural killing instincts they possess.

General Items

Bag of money (50 CP, 1 free to aristo)

Enough money to survive for a year or so in reasonable conditions. Aristo get enough to survive for five years, or live well for one.

Attire (50 CP, first free, discount Aristo)

You get a basic wardrobe, suitable to work in. Further purchases expand your wardrobe and give you more options regarding clothing.

Healing supplies (100 CP)

A set of supplies to attend to injury, sickness, and other medical issues. It refills automatically if anything in it is depleted, and will always have the means to attend to whatever injuries you or others accumulate.

Ring and pendant (50 CP, first free)

A basic ring and pendant setting for your Jewels. Normally, a Jewel is cut into two pieces, one set in the ring and the other in the pendant. They serve as focuses for power, as uncut Jewels are less reliable and harder to direct when it comes to power use. If desired, can be more ornate, and the form can be altered as you desire. Further purchases can provide you with alternate settings for your Jewels, or settings if you have Jewels beyond the one everyone gets.

Ebon Askavi (800 CP)

The Black Mountain. The lair of Witch. Present in all three Realms. The keystone of the Winds that let the Blood travel the Realms with great speed and where all records of the Blood are stored. It is the home of Lorn and Draca, and the most powerfully defended stronghold of the Blood in existence. Records of ancient and esoteric Craft are here for study, as are histories, cultural studies, and more, dating back to the very dawn of the Blood millions upon millions of years before. Absolutely saturated with the power of the Darkness.

Now a copy of the Black Mountain follows you in your adventures. Its archives update with the recorded histories of each world you go to, dating back to the very dawn of civilization. Its defenses grow stronger as you do, incorporating new ones as necessary to ensure that the Black Mountain remains nigh-impregnable against attackers. Any supernatural powers you may have will be stronger than ever within the Black Mountain, amplified to new heights, and the Mountain will always be a suitable location for any ritual-based magics you may care to utilize. If the rituals have specific conditions, the conditions will be considered met within the Mountain.

Ebon Askavi also comes with Ebon Rih, the Black Valley. A Province-sized, somewhat mountainous holding which supplies Ebon Askavi with food, goods, and labor as its tithe, and whose people answer to you. In whichever setting you are in, Ebon Rih will have a setting-appropriate population and people, who will be under your rule and supply you with the tithes due to the ruler of the Black Mountain.

Witch Items

Fitting clothing (100 CP)
You get a basic wardrobe, suitable to work in. These clothes however can either aid you in standing out if you wish to be noticed, or fade into the crowd helping you in being just another witch or warlord.

A stocked pantry (200 CP)
It is sometimes a struggle to feed oneself as their jewels drain one, yet its always nice to return home to a good meal. With this purchase any house you consider home always has a food and spices, more than enough materials to make a splendid meal. Provided you know how to cook at least.

A Comforting Home (400 CP)
A home large enough for you and a reasonably-sized family of perhaps six people, decently furnished and outfitted with various conveniences that make it roughly equivalent to any modern home in terms of comfort. In future Jumps, you will always have a similar home in your name, with all the reasonable conveniences of the setting available to you. You will not have to pay for any utilities, taxes, or mortgages on the house, and you will strangely find any acts to improve or maintain it to be vastly more effective than they should be.

An Exquisite Library (600 CP)
Located in your home you now have a sizeable library. It's walls covered in bookshelves with texts on Craft, webs, history, and any other subject an inquisitive witch could want. This library will update its contents in future jumps, but it'll never include anything unique or that a determined buyer couldn't find.

If you purchase this along with Ebon Askavi, the Library expands, both within the Black Mountain and the Exquisite Library itself. Now, the subjects covered are more in-depth, and rare, forbidden, or near-impossible to acquire tomes, including ones long since lost or destroyed by the march of years, can be found within the Library, removing certain limits on what the Library might include. Also a search system of sorts will be added to both areas, bringing to you whatever books fit the topics you are currently interested in. Finally, you will also find your academic pursuits proceeding more swiftly and fruitfully within either the Black Mountain or the Exquisite Library.

Black Widow Items

Hourglass supplies (100 CP)
All the supplies a Black Widow could need to ply their trade of dreams, visions, mind healing, and poisoning. In Terrille, possessing this can get you killed if you aren't one of Dorothea's pet Black Widows.

A Detailed Library (200 CP)

Kept for your own improvement as a Black Widow, this purchase grants you a small but in depth set of books. Covering metaphors ideas and dreams, this library exists to make interpreting one's visions an easier matter. In addition, descriptions of any other webs you've seen or prophecies you've heard will be kept here for perusal.

Golden Spider (400 CP)
One of the golden spiders of Arachna, the original Black Widows, and the greatest masters of the weaving of the tangled webs in the world. Also the weavers of dreams, who create the webs that result in Dreams Made Flesh. This spider is willing to be a tutor for you in the arts of the Black Widows, and while they will not teach you the most advanced arts, they will provide you with hints that will let you, if you are sufficiently studious and motivated, uncover those arts for yourself. Keep in mind though, that the path of the Black Widow can be a dangerous one to walk, if you are not mindful of your steps.

Secure Retreat (600 CP)
Perhaps one of the most important things a Black Widow could have is a safe location from which to weave their webs in peace and secrecy, and this certainly qualifies. With this purchase you'll now be able to reach a stunning workshop. Perhaps its a Cave seemingly located in the wilderness, or Study somewhere in the depths of your home. All that matters is that it's perfect for your work and the only way anyone else will enter it is through intensive effort or your invitation. Even better, it is strangely easy to wander into and once more out of the Twisted Kingdom within this place of safety.

If purchased along with Ebon Askavi, you will find that both locations share Ebon Askavi's qualities regarding rituals. Further, in both locations, rituals will be made significantly easier and more effective, with any negative consequences of the rituals to yourself or those you care about being significantly diminished, while any and all benefits are notably magnified.

Queen Items

Regal Accessories (100 CP)
Exotic gowns, beautiful rings, fanciful jewelry and royal crowns, all are available with this purchase. Their quality will grow with the land you rule over. While they have no power of their own, beauty and the illusion of power they help you project have their own benefits.

An Ebon Throne (200 CP)
When the Court comes together members will pay their respects to the Queen, but does she not require a place of respect. With this purchase whenever you sit down for official business you will find yourself seamlessly planted upon a throne of renown and splendor. It will not control others, but the awe it inspires in any who behold you will certainly find themselves more willing to listen to and obey your decisions. This can be toggled off if you desire.

Royal Manse (400 CP)
A personal mansion, used by generations of Queens who ruled over the Blood. The power of the Darkness has suffused the manse over the course of several centuries, and the grounds of

the manse are filled with flourishing gardens, forest, and wildlife. A staff of servants comes with the manse, who maintain it without your input being required.

Land to Rule (300 CP+) (Discounted for Queens)
You now rule a District. A few villages and their tithes for you, answering only to the Province Queen and Territory Queen above you. For 400 CP, you rule a Province. A city or two, plus a couple dozen Districts. For 600 CP, you rule a Territory. Twenty or more Provinces, and the wealth of their tithes. Your rule is unquestioned, unless you really screw up. In future Jumps, you will own and rule over similar amounts of land and people, and your rule will remain similarly unquestioned.

Warlord Items

Personal Blade (100 CP)
A good, sharp blade, taking by default the form of a long knife. Balanced both for use as a fighting knife and a utility blade, it is just as serviceable when being used to cut your food as it is as a combat weapon. It grows slowly stronger as you grow stronger, always remaining useful in your hands, whether as a primary weapon or backup blade. Additionally, people will generally not comment on you carrying the blade, or attempt to take it from you, with it passing unnoticed, ensuring that this weapon always remains at your side.

Personal Business (200 CP)
Whatever craftsman's skills you may have developed, this small workshop and store consist of a suitable venue to practice them. Roughly the equivalent of a cottage business or journeyman's shop, with attached living quarters, this business contains the general tools and some specialized tools for whatever crafts you practice, though some of the more specialized or advanced tools you may need to acquire by other means and add to the workshop's stocks. It contains the tools for one type of craft at a time, but you can cause it to reconfigure itself for a different craft at will. Configurations not currently in use will be in 'stasis,' as will any projects in progress in those configurations of the workshop. Tools added to the workshop by your own efforts, and expansions to it made by your efforts, will remain fiat-backed once added.

This business will be able to bring in a reasonable income for you to live on.

The Realms Armory (400 CP)
In a location of your choice you'll find this locked and barred room, within which is a reserve of high quality arms and armor, enough to outfit a hundred soldiers when they're needed. This armory will update both over time and with each jump, always being considered good equipment for the setting at that time.

The Queen's Guard (600 CP)
It is the purpose of the Master of the Guard to secure their Queen, yet how could someone do this without guards to direct and place in harm's way? Thus, this purchase grants you a group of ten guards, each of which scales to forever have 10% of your combat abilities for the purpose of protecting their charge. Lead them well, and they shall serve faithfully.

Prince Items

Personal Wealth (100 CP)
With a bit of seed money and sufficient acumen, an intelligent person can find themselves prospering. This isn't a fortune, but with some thought, it may be the seed of one. Beyond that, this is connected to a small source of income that provides you with a little more money, enough to live on for a month or so, each year.

Cottage Industry(200 CP)
Knowledge of business and trade is all well and good, but first you need a seed to start growing from, and so you may purchase a stake in a small family industry, to serve as an initial business.

Courtly Contacts(400 CP)
Life is so much simpler when you have friends and "friends" in many places, and with this option you may have such. A network of contacts, some closely tied and happy with you and others less so, but they'll give you a foot in the door in most places and perhaps they'll pass on some rumors.

Family Fortune (600 CP)
Your contacts and investments, and perhaps those of others who came before you, have paid off. You find yourself in possession of a substantial personal fortune, enough to live among the upper class in comfort and style, with sufficient incomes from whatever stakes you have in businesses to maintain such a lifestyle, so long as you remain intelligent about it.

Warlord Prince Items

War Blade and a Longbow(100 CP)
A nice, sharp blade, ready to carve through flesh and bone. A powerful longbow, ideal for combat at range. In the hands of a trained fighter of the Blood, there is very little they can't kill. You also get the skills to these weapons, and They increase in strength as you grow, always remaining suitable for your use.

Warband(200 CP)
Some Warlord Princes gather retinues of other Blood warriors around them. This warband consists of a dozen experienced, capable Warlords, the strongest of whom wears an Opal that would be considered a dark Jewel. They will follow your orders, so long as you don't give any particularly stupid commands, and could be capable lieutenants for commanding larger forces. Each of them is loyal, and in future worlds, they will be replaced with setting-appropriate equivalents.

Court Ring (400 CP)
Sometimes members of a court will signify their allegiance with finery or symbols, and when you dedicate yourself to a group this ring will change to display such. But that's not all of its powers, no, when you are severely injured this ring will deploy a barrier around you as strong as you

could make and send out a call for aid, one all other members of your faction will feel, and likely come to your call.

Jumper's Hall (600 CP)
It is not unknown for a Warlord Prince to rule a region on his own, and how could one do so without a fitting place from which to rule? Thus you may purchase a home, one akin to SaDiablo Hall, large enough for entire courts to live within and encased within layer after layer of defenses which will scale with your power, such that it'd take all your might and entire days to forcibly enter, or escape. Of course, this does little to protect against those who you invite, so be careful who you bring within Jumper.

If purchased along with Ebon Askavi, the Hall and Mountain will have its own staff of defenders, trained warriors of the Blood with training equivalent to the hunting camps of the Eyriens, and some of those defenders will have Jewels as dark as the Red or the Gray. As you go through future worlds, this staff of guards will pick up whatever new skills or powers they need to be considered similarly formidable by the standards of that setting. The defenses of the Hall will also grow somewhat stronger, extending the period necessary to forcibly breach the Hall, even if the defenders are not present. Finally, both locations will be able to maintain suitable supplies of food, water, medicine, and other necessities to resist siege if either location comes under attack, ensuring that an enemy cannot force you out by means other than force.

Companions

Court - 50 CP per person

You can import up to twelve of your Companions, each of whom receives 800 CP and can take up to 800 more from Drawbacks. Each one receives the free Background appropriate to their gender, which can be upgraded as normal, and they may choose Origins as normal.

Canon Companion - 100-300 CP per person

One of the canon characters will accompany you on the Chain. Each of them receives 800 CP after this Jump is over, to upgrade their canon capabilities as necessary. Lighter Jeweled canon characters cost 100 CP, darker jeweled but above Red cost 200, and anyone with a Red Jewel or darker costs 300, with Twilight's Dawn counting as a Black.

Drawbacks

You can take however many points from Drawbacks as you desire...but this is a dangerous world, and if you take the wrong Drawbacks, you may not survive it...the Blood do not, after all, have any law against murder.

The Years Pass… (100 CP+)

And you'll be here to witness more of them. Every time you take this Drawback, the length of your stay here doubles, up to two thousand, five hundred and sixty years. You might want to be of one of the long-lived races, or become demon-dead, if you plan to live out your full stay. After all, dying of old age is just as much a failure of this Jump as dying in battle.

Inexperienced (100 CP)

You're young and partially trained. For those of the short-lived races, reduce age to 8+1d8. For those of the long-lived races, reduce age to 500+10d8. Females have not yet had their Virgin Night. The Virgin Night, where they lose their virginity, is necessary for a Blood female to undergo their Offering to the Darkness. If botched, they will lose their Jewel-based powers entirely.

Rut (100 CP)

Like Warlord Princes, you enter rut once a year, for a week or so. If a Warlord Prince, this doubles the length of time your rut lasts. If female and taken with Vulnerable, you have absolutely no capacity to protect yourself from breaking during the period of rut. Rut is a period when the passions of a Warlord Prince consume them, and requires either sex or violence to sate it.

Vulnerable (Female only) (200 CP)

Most Blood females are only truly vulnerable during and before their Virgin Night. Once they are no longer maidens, their Jewels cannot be so easily broken and their capability to use power crippled. If the proper precautions are taken during their Virgin Night, they're fine, and may make the Offering to the Darkness without issue. You, however, are nowhere near so lucky. Every time you get penetrated, you're in just as much danger as you were before your Virgin Night. If taken with Inexperienced, your first partner had better be much, much darker than you, in order to protect you from breaking your Jewels. If you break your Jewels, you lose access to Jeweled power, reduced to Basic Craft. At the end of the Jump, if your Jewels were broken, they will be restored and you will no longer be vulnerable to breaking under any circumstance.

Savage (Male only) (200 CP)

Like all males of the Blood, you have a temper. However, for you it's worse than most. If you don't have someone who can reign you in, you are likely to kill or maim people for bumping into you. You rise easily to the killing edge, and don't come down easily. Good thing there's no law against murder among the Blood...though a price can be demanded for a lost life.

Landen (200 CP)

You know those fantastic powers of the Blood? You don't have them. At all. Instead, you're a bog-standard human, a commoner, and it takes hundreds of people like you to kill the weakest of the Blood.

Forgetful (200 CP)

Any memories from outside this Jump? Gone. You remember nothing about the series or about being a Jumper.

Twisted (200 CP)

You dance on the edge of madness. Slip even once, and your sanity will shatter. Your madness will ravage your mind and body alike, and you will need the help of others to find your way out of the Twisted Kingdom.

Short-tempered (300 CP)

Not you. Everyone around you. When in your presence, even the most mild-mannered Healer will find herself a step from riding the killing edge and doing her best to put an end to you. Without an utter mastery of Protocol, and perhaps a few Perks for keeping the peace, you will find that many, many people are going to try and take your life during your stay here.

Everything has a Price (300 CP)

And the price in this case is all of those shiny out-of-Jump powers you have. If you want power here, you're going to have to pay for it.

Demon-dead (300 CP)

Well, Jumper...you found yourself in above your head this time. You make your entrance as one of the demon-dead. As such, your body is a corpse, animated by your willpower and the strength of your Jewels. You don't naturally recharge your strength, instead requiring the blood of the living, preferably that of the Blood, in order to replenish your power. You also don't heal naturally, so any injuries you take are going to last, unless you have some way of repairing a dead body's injuries. However, so long as you don't run out of power, you'll last indefinitely.

Loyal to Hayll (300 CP)

You were raised to follow and serve Dorothea, High Priestess of Hayll. You are blindly loyal to her, and consider her excesses and cruelties as nothing of note. Even if she decides to have you tortured to amuse herself and her court, you will merely consider it her right to do so. No matter what she tells you to do, you will do it without a second thought, or even a first thought, no matter how much it goes against your normal morals.

Ring of Obedience (300 CP)

You got unfortunate enough to be caught by a Ring of Obedience. Now, you have been sold as a slave somewhere in Terrille, and if you attempt to disobey your owner's orders or break the Ring, you will suffer crippling, mind-breaking agony that gets worse the longer you attempt to defy them. Additionally, your owner may inflict said agony on you at will, for whatever reasons they might have. The Ring can be broken by Jewels Red or darker, but expect it to hurt, and that you will need a significant amount of time to recover. You are also likely to have people looking for you during the months necessary to recover, intending to recapture you. By default, your master is Dorothea SaDiablo. You cannot escape the Ring by shapeshifting, teleporting out of it, phasing through it, or by other such options from outside this world. Instead, you need to either break the Ring or have it removed by either the controller or someone with Jewels at least two ranks darker than those of the controller. Self-mutilation would also work, but the injury will not heal during your time in-Jump.

Long Haul (300 CP+)

You're in for it. You get inserted just before Daemon Sadi is born. In other words, over 1700 years before canon starts. For 600 CP, you can instead be inserted 50000 years ago, back when Saetan was young and Hekateh was still married to him, long, long before Jaenelle Angelline was born. In either case, you're stuck here until Jaenelle Angelline has cleansed the Realms of the tainted Blood, and you cannot do anything that would alter circumstances such that she won't be born. Additionally, Jump-Chan and local fate are enforcing circumstances such that you cannot prevent canon from coming about and the prophecy that involves Jaenelle from coming to pass.

As this is a Drawback, Jump-Chan will be holding you in stasis, much as Saetan SaDiablo remained largely in a static state during that period. Your skills may be refined, but your power, your knowledge, and your followers shall not experience growth during this period, nor will you be able to tech up.

Marked Man (300+ CP)

You've done something to piss off Daemon Sadi. Now the most powerful Warlord Prince in the history of the Blood is hunting you down. A Black-Jeweled Warlord Prince, Sadi is known as the Sadist for good reason. Also, he knows all of your powers and how to counter them. For +100 CP apiece, you may add his father, Saetan SaDiablo, the lord of SaDiablo Hall and a fifty-thousand year old Black-Jeweled Warlord Prince, Andulvar Yaslana, a fifty thousand year old Ebon-Gray Eyrien Warlord Prince, and Lucivar Yaslana, another Ebon-Gray Eyrien Warlord Prince. They will always know where you are and how to get to you most quickly. You also cannot have a final Jewel higher than Red. If you take this Drawback for 1200 CP, you also get Jaenelle Angelline, an Ebony-Jeweled Queen, with all the Perks from the Queen, Warlord Prince, and Black Widow Perk trees, after you, with the intent to kill you.

Alternatively, you can choose to instead make enemies of Dorothea SaDiablo, a Red-Jeweled Priestess who rules most of Terrille, and her mentor, the fifty-thousand year old Red-Jeweled Priestess Hekatah for 300 CP. While not as powerful, they make up for the lack of power with armies of Blood loyal to them, treachery, cunning, and the willingness to sink to the lowest depths possible to get what they want. You may not have a higher Jewel than Sapphire if you pick this scenario. Daemon, however, and the others mentioned in the first option for this

Drawback, are likely to be far more amenable to getting along with you if you're Dorothea's enemy, however.

Note that no matter how many points you get from this Drawback, any out-of-Jump powers are limited to a level where you actually have to fight to stay alive against these enemies, rather than effortlessly curbstomping them. It's fully possible to win that fight, but you're going to have to work for it.

Ending

Go home - Take your powers and get the hell out of here. All Drawbacks you took are no longer affecting you.

Stay - You've decided that the dance of passion and violence suits you well. You've carved out a place here, and decided to fight to keep it. Again, all Drawbacks cease to affect you.

Continue the jumpchain - Onwards you go, Jumper. Take your powers, and continue on your way. Any Drawbacks you took will not follow you further.

Changes

- 3.0
- Organized the Notes section
- Edited the Black Widow Perks
- Edited Queen Perks
- Edited Items section to include Items for Warlord, Prince, Warlord Prince, Queen, Black Widow, Witch, and General Items.
- 2.0-2.6
- Added the Companions section
- Added to the Marked Man Drawback
- Added the 'Savage' Drawback
- Added the 'Ring of Obedience' Drawback
- Changed prices for Jewels
- Cleaned up descriptions in multiple Perks and Drawbacks
- Split up the original Perk tree by Origins
- Fleshed out the various Perk trees
- Deleted Priestess and Healer Origins
- Added Demon-dead Drawback
- Clarified several descriptions
- Altered several Origin and Background costs
- Clarified several descriptions
- Added to Gear section
- Edited formatting
- Added power levels for Jewels
- Altered Backgrounds to add dragon race separate
- Added clarifications to the Notes

- Added more to the Notes about the world itself, clarifying several points about the world and the culture of the Blood, based on questions asked by people looking at the Jump.

Notes

-Races

- Eyriens have bat-like wings. Like the other long-lived races, they tend to produce some of the more notable among the Blood, due to their long lifespan allowing a greater amount of time to hone their Craft and fighting skills. All long lived races are marked by bronze skin and golden eyes.
- Dragons are Western dragons, in terms of body shape. When they die, their scales become new Jewels, which is why it is somewhat advisable to remain in their Territory, in case of people who feel like taking a hunting trophy from a dragon or trying some method to gain power by killing a dragon. Their physical capabilities are generally what you would expect from a dragon, including flight, size, tough scales, strength, and fire breath. They are a long-lived species, with the strongest being essentially immortal, and as a Jumper, your dragon form is an alt-form post-Jump. With experience, however, a dragon in-setting can learn how to take on a human form.

-Castes

- Rut is when a Warlord Prince's passions come to rule them, and occurs one week per year. During that time, they require either sex or violence to sate them. In the case of sex, they will focus on a single woman, to the exception of all others, and become violent should another try to interfere. Post-Jump, even if a Warlord Prince, you are no longer affected by the rut unless you want to be.
- Black Widows are particularly resistant to poison, including their own, but Blood in general are resistant to poisons. Black Widows actually require poison to live and help replenish their own stocks of poison. Natural Black Widows produce that poison naturally, artificial Black Widows need to introduce it to their system. A Black Widow with Black Jewels will be immune to all but the strongest poisons in the largest doses.
- A Warlord Prince in rut is contained, either by a lover, since they focus on a single female to the exception of all else, and can get violent towards those who try to intrude, or by himself, as he finds a place out of the way to work off the energy, if he doesn't have a lover. A Queen who they serve can also direct said Warlord Prince's excess of energy to useful purposes, provided they're careful about how they deal with them. Though usually, the Warlord Prince will just seclude themselves. Rut is pretty predictable.
- Yes, the temper of a Warlord Prince sticks around if you take that Origin. It has become a part of you, and yes, that temper is volatile. Post-Jump, you can toggle these instincts, turning them on and off as you choose. After all, Warlord Princes, the smallest of the three male castes, are the reason the Blood have no law against murder, purely because of how volatile their tempers can be. A substantial section of Protocol is also devoted to managing interactions with them.
- While Black Widows can be wrong about their interpretation of their visions, it isn't possible to block your visions if you have **Weaver of Tangled Webs**. So long as you have some idea of what you're looking for, you're going to at least get some information

out of it, no matter how hard they try to stop you. If you're just looking for 'the faceless enemy behind the mooks that keep attacking me,' you'll get clues that lead you to a chance to discover their identity, for example. The more detailed the information you go in with, the clearer and more useful the information you get out will be. A name and a face, for example, would be plenty to get you quite a bit of information about someone. Again though, interpretation is on you.

-Jewels and Craft

- Jewels carry a mix of magical and psychic power. A foe immune to magic alone or to psychic power alone will still be vulnerable to the Jewels due to this mix of natures.
- The Jewels are bonded to your soul. You can always summon them to you, no matter the distance between you and them.
- The Jewels cast from stamina. You need a strong body and plenty of food to help fuel them.
- Craft can do a lot of elemental stuff, mind reading, telepathy, telekinesis, energy blasts, energy shields, fast travel though not quite teleportation, and mind destruction. It's largely all-purpose, though some stuff like enchantment or transmutation might require a longer-term ritual instead of simply willing it to be so. It's straightforward at the immediate level, more intricate things require preparation. Also, Black Widows are good at precognition and illusions, that's their stock in trade, among other things.
- Yes, from now on any children you have inherit the capability to wield Jewels, though like all Blood, they won't necessarily inherit your strength in full. Your children might wear darker Jewels or lighter Jewels, depending on their strength of will when they face the ceremonies that give them their Birthright Jewel and Jewel of Rank. To determine, roll a D10 to determine their Birthright Jewel, and a D3 to determine how far above that their Jewel of Rank is. If both parents are Blood, then simply roll a D3 to determine how far their Birthright shifts from yours, though their Birthright cannot go above Red and Ebony is not naturally inheritable. If you possess Birthright Black and the other parent has any Jewels at all, they will automatically have Birthright Red. Similarly, roll a D3 for Caste.
- You are no longer vulnerable to having your Jewels broken after the Jump. 'Breaking' refers to when you either have your Jewels deliberately overloaded by a more powerful member of the Blood, depriving you of the power of that Jewel until the Jump ends. Similarly, for a female, they can be broken on their Virgin Night or, if they have Vulnerable, any time they have sex, until after the Jump. If your Jewel of Rank is broken, that does not necessarily mean your Birthright Jewel is broken, though it can be. If both Jewels are broken, or your Birthright is broken before you make the Offering to the Darkness, you are reduced to basic Craft and little more until post-Jump, when your Jewels are restored. Breaking also tends to have a negative effect on psychological stability.

-Blood Culture

- The Blood have a very, very intricate culture, a dance of sorts, with their formal etiquette, known as Protocol, serving to restrain the tempers of the male Castes. This society developed over literally hundreds of millennia in-setting, and changes very slowly if at all, because it has to be very stable. The Blood developed from weak-Jeweled low-Caste origins to their modern day, over a very long time. Cultural shifts are not something to encourage in-Jump without massive setting-breaking, because they have a lot of potential to go very wrong.

- Blood rule over Landens, but have a duty to rule well. As for what happens when one of the Blood hurts a Landen, it depends on the Queen ruling in the area. There's no law against murder, but a price can be demanded. Wergild, the life of the killer, it ranges depending on how strongly it can be enforced. The Blood maintain control over their own, and hurting a Queen's people, those under her rule, and all Blood and Landens fall under some Queen's rule, allows her, by their law, to demand a price be paid, to be judged by her and no other. Those people are her responsibility, and a decent Queen will demand a fair price for the death or injury. Think noblesse oblige taken to an extreme, in some ways. They owe her obedience and tithes. She owes them protection. The Blood take their contracts very seriously, including the social contract of ruler and ruled.
- A Warlord Prince of a Territory is an independent ruler, not answering to a Queen. Queens would answer to you, not you to them. You'd have subordinate Queens in Provinces and Districts who would serve you, see to it that taxes were paid, administer the lands in your name essentially, while you rule overall. You'd have all of a Queen's responsibilities, without the Court she normally has to administer in her name, though you could hire people to help with that.
- Queens have Courts naturally form around them, as a passive ‘charisma-based recruitment’ mechanism of sorts. A Queen needs a Court of twelve Blood males at minimum to operate as a mechanism to rule. Those twelve form the First Circle. They serve as her sword and shield, her last line of defense and her first method of enacting her will. Blood males are instinctually drawn to serve a Queen. There can be at most thirteen Circles to a court, though only the role of the First Circle is defined in canon. Lower circles consist of guards, tax collectors, the Queen's more impersonal agents, younger members of the Blood learning to serve in a Court, and the like.
- Chief among the First Circle of a Court are the Triangle. Her Steward, who deals with administration, the Master of the Guard, who deals with her protection, and the First Escort/Consort, who is the person that deals with social matters for her, her primary voice when she's not doing the talking herself, and her Consort is her husband or lover, in addition to the duties of the First Escort.
- A Warlord Prince ruling a Province or Territory would be expected to hire people to run the usual positions for your social, administrative, and defensive functions, especially as a Territory's Master of the Guard defends that territory and runs what military it has, or to run them yourself. You wouldn't have a formal Court, but you'd have people you hire to fill much the same roles as the Steward and Master of the Guard, and maybe a secretary who deals with social matters like a First Escort would. As a ruling Warlord Prince, so long as you don't interfere in other Territories, you'd have some latitude to run your lands. You wouldn't want to replace every subordinate Queen with Warlord Princes or the like, that would be a disaster in any case, but you could hire people to fill most of the roles.
- A ruling Warlord Prince does *not* form a First Circle. You hire people who act as administrators. Only Queens make formal Courts. A ruling Warlord Prince hires people to fill that role, but it's different from a Court overall. They're subordinates who are getting paid. A Blood Male in service to a Queen is following one of their most instinctual rules, to 'serve and protect.' Their instincts won't come into play with a Warlord Prince, they'll just be getting paid to do the job of helping you run the Territory, and they'll do that well.
- The two genders operate fairly equally already in Blood culture. Males have their role which they fit into, and females have their own, and both move harmoniously in the

dance of the Blood. It's not like males are considered 'second class.' It's simply that Warlord Princes, while excellent battle-leaders, aren't great peace-time leaders by their nature. Similarly, Queens would learn to fight, but stepping onto the killing fields isn't something they do.

- The Blood are led by Queens. There's no male equivalent to the natural rulers of that Caste. Similarly, females have no Caste that naturally turns their hand to battle. Think...Plato's Republic, after a sense. Everyone has their place in society, to which they are well-suited by nature and temperament. The two genders are already equal, but they don't naturally fit into each other's roles. Dorothea is the one who twists things so that males are more like slaves, rather than the partners to Blood females in the dance of the Blood which they are normally.
- So long as you don't interfere with the Blood's practice of their culture, try to tear apart and modify Protocol, or otherwise massively reshape society, you have a free hand in how you go about ruling. Individual rulers can have very different styles of ruling, depending on their personality. But interfering with the rule of other Territories is something you don't do, overall. The power players in-setting preserve Blood culture, but they run things with a light hand, as little involvement as possible, except for Dorothea, who is trying to take over an entire Realm.
- In short, don't try and tear apart Blood culture on a grand scale, and you won't have problems. You can run your Territory mostly the way you want, and others can't interfere. It's when you try to interfere in other Territories on a large scale that very powerful people suddenly develop problems with you. The biggest power players in-setting are hands-off until you give them a very good reason not to be. So long as you follow the general rules of society, there's minimal risk. Just keep things in the general framework, and you run your Territory as you please, pretty much.

-Notable Personages and Locations

- Even with the higher-ranking Jewels, there *are* forces in-setting that could challenge you. Those who could challenge you include Draca and Lorn, the Mother and Father of Dragons respectively, and those who are on-offer for the higher-point option of Marked Man. Saetan especially is deadly, among the other options. He combines fifty millennia of experience with every Perk from the Warlord Prince and Queen trees, the 400 and 600 for Warlord, and all of the Prince line but the capstone. He is deadly in ways that are hard to describe. He hasn’t been the Warlord Prince of Hell, unquestioned ruler of an entire Realm, for fifty millennia without very good reason. And he is utterly dedicated to preserving the Blood, as are Draca and Lorn. And both Draca and Lorn have Ebony, millions of years of experience using them, and they're the first Dragons. Essentially, they are a giant do not fuck with.
- Andulvar Yaslana is only slightly less deadly than Saetan, and has been Saetan's right hand their entire adult lives. Jaenelle has Ebony herself, and Witch, and is the living avatar of the dreams of the Blood. Daemon Sadi is only slightly less deadly than Saetan, lacking only the experience, and he makes up for that by being a bit stronger and much nastier when he wants to kill you. Lucivar is similarly only a bit less deadly than Andulvar. Daemon and Lucivar succeed Saetan and Andulvar for good reason. They're not people to screw with. They won't come after you unless you actively present a threat to the Blood though.

- They are good people overall, rational and basically reasonable, just very dedicated to preserving their people and culture. So long as you don't try to destroy the Blood or annihilate the culture, they won't come after you if you didn't take the Drawback.
- The only reason Saetan hasn't killed Dorothea long ago before canon starts is that she managed to enslave both of his sons prior to starting her reign of terror and twisting the Blood into a monstrosity. She has his sons as hostages, and he's the first line of defense. Draca and Lorn won't act for anything that isn't major. If Dorothea succeeds in taking over Terrille and move to conquer Kaeleer, that could do it. Nothing short of the possible destruction of the Blood would make them move, though. Daemon and Lucivar escape Dorothea a while after canon starts, but for over a thousand years, they're hostages, so Saetan and Andulvar can't act. After that, prophecy is already in play to remove Dorothea.
- SaDiablo Hall, the seat of Saetan, exists in all three Realms, but has been allowed to fall into disrepair in Terrille, with Saetan having few remaining interests in that Realm. Regardless, it is one of the best-defended locations in the world, and saturated with the power of a Black-Jeweled Warlord Prince who has lived there for fifty thousand years.
- Ebon Askavi is perhaps the only place better defended than the Hall, and is even more saturated in the power of its residents. The defenses of the Hall are, relatively, a pale shadow of what the Black Mountain's defenses are capable of.

-Issues in the Realms

- If ruling a Territory in Terrille, where you have the raw power to stave off any direct attack by Dorothea, She'd go with slow corruption. She couldn't take over militarily, but by slowly corrupting your culture, she'd try. You'd have to kill her emissaries, lock your borders down, meet any armies she sent on the killing fields. She's very long-lived, and very good at slow corruption. She has centuries, after all.
- Essentially, Dorothea is a seething, sadistic, controlling bitch who brings out all the worst aspects of matriarchy, while traditional Blood culture has everyone fit into the roles that they are best-suited to, in an intricate dance of the two genders.
- If Dorothea just up and died, no one would care, and a lot of people would celebrate. She is a seething bitch, and everything's already in place to clean up after her if you're starting from the normal start point. If you took the stay-extenders that put you earlier in-setting, then Drawback says you can't interfere with the prophecy of Witch being born to oppose Dorothea's actions. If you start from canon start, in any setting but Shalador, then you're fine and can kill her off hard. Just also be sure to get Hekatah, Dorothea's mentor. Hekatah is just as twisted as Dorothea, perhaps even more so, and is just as old as Saetan. Weaker than Saetan, only Red Jewels, but fifty millennia of experience behind the bitch. Also better at hiding. Dorothea is public, Hekatah isn't.
- A lot of stuff about the society becoming unequal is villain-driven. And if you start from canon, most of Terrille is under Dorothea's sway. If ruling a Territory in Terrille, you'd be one of the last few Territories resisting her, at the very edge of the Realm, rising to power most likely by purging those who have begun to fall under her sway and establishing yourself as a fortress against her machinations, holding onto Blood culture with all your strength, as a counter to her.
- To deal with Dorothea properly, you need to kill not just her, but all of her twisted minions spread across Terrille. Her taint has infected millions to the point where the only way to deal with them in canon was to destroy them. You need to rip out her taint by the roots, tear it up and purge those who believe in her ideals, to truly cleanse the Blood of her

influence. She's the center of the disease, but it's a virulent one. And then you need to rebuild Blood culture in those Territories where you purged the taint, establish the proper order and dance of the Blood anew there, to avoid leaving chaos behind. Unless you don't care about leaving the world stable when you leave, of course.

- If arriving with Ebony or even Black Jewels, you wouldn't take long to dispose of Dorothea should you choose to do so. You arrive in Dorothea's throne room. You kill her with a blast of energy that burns everything but you to ashes. A few hours to get there. A few moments to kill her and her closest minions. You then go from there and start looking for more of her minions to purge them as well. There's nothing that can challenge you in terms of raw power, and power forgives a lot when the gap is as large as it is between the Ebony and the Red. Hekatah is a threat by treachery and deception, and by throwing armies at you to wear you down. You meet that treachery and attempt to wear you down with unrelenting, unforgiving power. Straightforward. Brutal. No tricks, just putting their servants to the sword and the flame. It's rebuilding that would be the long process, as well as hunting down the last of her tainted when they go into hiding from you.
- Alternatively, you could utilize a larger-scale ritual, as was done in canon. Unleashing a storm of power that covered the Realms, seeking out her taint and Hekatah's taint and destroying those who bore it. You'd need some method built into the ritual to protect the untainted Blood, and people who had been truly, deeply tainted mind and soul by influence to the two to guide your spell against the tainted, but that's what was done in canon and it worked. You'd just then need to act quickly to keep everything from falling into chaos across Terrille as Landens long-oppressed by Dorothea rise against the Blood in a brutal war that costs many, many lives, restore Blood culture, etc. The land there needs the Blood, and the Blood are its caretakers. Landens lack the necessary connection to the land to truly nurture it, given time under Landen care the land will wither and die. So you need to calm the Landens, rebuild Blood society from the remnants, ensure that new, just rulers arise for each Territory...And no, you can't, or rather shouldn't, establish yourself as Warlord Prince of Terrille. That would be toeing the line in a very big way. The Territories are meant to remain independent of each other for the most part. Realms aren't meant to be totally unified entities.
- It would be okay with the powers that be if you killed Dorothea and Heketah, while purging their taint, so long as you rebuilt society and retreated back to your Territory. They'd applaud you for it. You'd get on their good side in general, and probably start getting initiated into their own 'circle' of sorts. You'd have access to the libraries that Draca maintains, carrying the most ancient, forgotten secrets there are, archives of every last day of Blood history. Magics long forgotten, and the like, provided you remained on their good side. A little diplomacy, and you can spend your time studying ancient knowledge of Craft long since lost to the Realms, experimenting with their aid, getting access to a wellspring of knowledge long thought forgotten, if you phrase your request for knowledge right. You'd still need to do right by your own Territory if you rule one, but in your free time, you'd have access to archives of millions of years of collected knowledge on Craft, and the most knowledgeable tutors possible if you asked them right and showed them respect when you made your request. You'd need to phrase it formally, and approach as a student seeking knowledge. They'd also help with the 'rebuilding society' part of things, if you asked.

-Perks and Items Clarification

-With the combination of Ebon Askavi and the Exquisite Library, you find your academic capabilities increasing by roughly double, with learning taking perhaps half the time it previously did and whatever experiments or studies you conduct either taking less time or having greater results.

- With the combination of Ebon Askavi and the Secure Retreat, rituals take somewhere between half and one quarter of the effort, ingredients, or time, and can have between two and four times the effect, with negative side-effects being either negated, if minor, or reduced to perhaps half of their previous power if of greater power. Note that the larger and more powerful the ritual, the less the costs of it decrease, and the less the effects of it are magnified. Similarly, more powerful rituals find their negative side-effects mitigated to a lesser degree.
- Regarding the learning booster of Witch, remember that you get the boost while acting *within* your themes. Actions outside those themes do not benefit. However, while acting within your themes, you enjoy a similar rate of learning as Jaenelle, who within five years was able to learn more of Craft and advance her studies further than others could in fifty thousand. Assume that the more your actions match all your themes, the closer you get to the level of Jaenelle's ability to learn a full ten thousand times faster than she should have been able to. Things that only marginally match your themes, or only match some of them might only enjoy a boost of being able to learn at a rate between two and ten times as fast, depending on how well they match or how many themes they match. It can also vary depending on how important those themes are to your 'concept.' Something that marginally matches a core theme will likely receive an equivalent boost to something that matches a minor theme fairly well.