

Jump Chain Compliant



Swords and sorcery. Gods of light and powers of darkness. Magnamund, where you'll be spending the next ten years, is the fulcrum of a struggle between the Lords of Good and Evil. War has raged across all of creation, Aon, for countless millennia and Magnamund is the fulcrum, the pivot point, the one world that has not fallen to Darkness or been rescued by the Light. Whosoever wins Magnamund, wins Aon. Both Darkness and Light have their champions in this place.

The forces of Darkness, led by the Darklords, employ both teeming armies of corrupt creatures and shadowy operatives that form cults and work betrayal in deep in the heart of the free lands. Their goal is simple ensure victory for the dark god Naar and secure their own place in his power structure.

For all that, the forces of Darkness are not unopposed. The forces of Light have two great allies: the Shianti and the Order of Kai. The Shianti are a race of powerful, good magic users. Centuries ago their influence was great, but a series of defeats pushed them to the periphery of world events. Their presence can still be felt, though, as theirs is the dominant form of magic use in Magnamund.

The Order of the Kai is a group of warriors famed for their prowess in combat and their supernatural abilities. The Order is a loose-knit one. Once trained, a Kai is allowed to return home to defend their homes and kingdoms against the encroaching Darkness.

Unless you select the You Are… drawback, you begin your jump during the period of the New Order. This puts you after Lone Wolf has reestablished the Order of the Kai, but before Grey Star has begun his journeys.

Starting Locations

Roll 1d8 to determine your starting location or pay 50CP to select from the list below.

1 – Holmgard: Capital of Sommerland, a beautiful city with a tumultuous history. Enclosed by grey-white walls over two hundred feet high, Holmgard is the seat of power for the Sommlending people, a race created by the gods Kai and Ishir.

2 – Isle of Lorn: An inhospitable rock located in the Sea of Dreams off the coast of southern Magnamund. It is here that the magical Shianti race voluntarily exiled themselves, thus ending the Golden Age of the Shanti.

3 – Shadaki: A region in Southern Magnamund. Once verdant but now corrupted and unwholesome, Shadaki is the home of many power seekers, cultists and renegade magic users.

4 – Taklakot: A once mighty nation located in the Mountains of Morn, now all that remains after a magical cataclysm is Desolation Valley and the city of Gynamia. Gynamia, called by some the Forbidden City, is rumored to be a source of great and terrible magical power.

5 – Tahou: The capital city of Anari, an old nation founded not long after Sommerland. Tahou is famous for its walls and towers of red stone and grey rock and is called the Velvet Fortress by many, due to its unique appearance under moonlight.

6 – Eru: A forested mountainous country in Northern Magnamund known for its great mineral wealth. Eru is sparsely populated and frequently raided by the Drakkarim of the Hammerlands.

7 – Darklands: The North-western most region of Magnamund, once the seat of power for the Shianti now the home to the Darklords and their minions. The ecology of the Darklands is a twisted parody of the paradise that it was before and now only denizens of evil can live there without consequence. So pervasive is the evil of the Darklands, the sun never shines there.

8 – Jumpers choice: Choose any of the locations listed above or anywhere else from the Lone Wolf setting.

Origins

Roll 1d8 + 20 to determine your starting age.

Drop In (Free) – You awaken in your starting location with no additional skills and memories from this universe beyond that you purchased in this document.

Kai Disciple (100) – Chosen at a young age by your family, you attended the famed Kai Monastery and studied under the Order of the Kai. Years of training and discipline paid off and you are now a Novice of the Order of Kai.

Shianti Initiate (100) – Either by study of ancient lore or by being chosen by one of the few remaining Shianti, you are an heir to an ancient and powerful magical tradition. You begin your adventure as an Initiate of Shianti magicks.

Skills

Skills with origins next to their prices are discounted for that origin, with the exception of 100 point skills. One hundred point skills with an origin name next to their price are free for that origin.

Character Sheet (Free) – With a moments concentration you can summon a quantifiable assessment of your current state: health, status afflictions, inventory, and skills. The assessment is a mental construct that only you can see.

Initiates (100) – You gain up to eight companions. These companions can be established companions from previous jumps or they can be new companions from this universe. Companions taken from this option can take either Kai or Shianti backgrounds and gain the 100 point perks for that class.

Read Ahead (100, Drop In) – Three times a day when presented with a branching choice, you can discern the direct consequences of those choice. This mental task requires concentration and can be interrupted.

Weapon Mastery (100, Kai) – Upon entering the Kai monastery, each initiate is taught to master one type of weapon. Over the course of your time with the Kai, you have exceeded that. You are proficient in all types of common melee weapons, and

specialize in one of the following: dagger, spear, mace, short sword, warhammer, sword, axe, longsword, quarterstaff, or broadsword.

Foci (100, Shianti) – Your connection to the astral plane allows you channel your willpower into your melee weapon. Channeling your willpower through your weapon will allow you to either empower melee strikes or strike from a distance. As a byproduct, the melee weapon acting as a foci will be strengthened to nearly unbreakable.

Magnamund Exchange (200) – Your currency exchanges will always be favorable. Foreign currency will always be accepted and valued by merchants you trade with. Using this ability will not allow you to exchange pennies for pounds, but quarters for pounds will be easy.

Bookmark (300, Drop In) – Once a day you can step away from the running narrative of the universe. Once you've marked your place you cannot take any physical action or interact with the world. However, you can take as many mental actions as you choose and remain in that paused state for as long as you need.

Kai Disciplines (300, Kai) – These are the beginning disciplines of the Kai. Kai Origin who select this ability can choose four skills off of this list after paying the cost of the perk. Non Kai Origin can choose three after paying the cost. Additional skills are 100CP per skill beyond the number allotted by your origin. Wielding the Sommerswerd will enhance the function of some of the skills on this list.

- Woodcraft – You are completely at home in the forest. Hunting, tracking, and survival are all second nature. You will never starve, and are a master of camouflage.
- Sixth sense – This skill can warn of imminent danger. It can also reveal the true purpose of a stranger or strange object.
- Healing – Increased passive healing. Heal from combat injuries in hours instead of days, days instead of weeks.
- Mental Discipline – The ability to attack an enemies mind through blasts of pure mental energy, and the ability to defend against the same. With time you can learn a limited form of telekinesis.
- Animal Kinship – The ability to communicate with any sentient animal, and guess the intention of those that cannot be communicated with for whatever reason.

Lesser Magicks (300 Shianti) – These are the beginning magicks of the Shianti. Shianti Origin who select this ability can choose four skills off of this list after paying the cost of the perk. Non Shianti Origin can choose three after paying the cost. Additional skills are 100CP per skill beyond the number allotted by your. Using the Moonstone will enhance the strength and utility of spells from these disciplines.

- Sorcery – This power allows a wizard to transform his thoughts and desires into magical energy. Focusing your energies will allow you to create magical shields or move objects.

- Enchantment – Enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others.
- Elementalism – Minor control over the natural elements of Air, Fire, Earth, and Water. Using this ability requires a trance. Also, spirits of the Elemental Plane may not understand your request and might answer your call for aid in the manner you did not intend.
- Alchemy – The ability to create potions and solutions to effect objects and individuals.
- Prophecy – Through the use of a meditative state, a wizard can foretell the future. The clarity of the foretelling is tied to the wizards knowledge of the object or individual in question. Asking about someone or something you know will give more detail than someone or something unknown.
- Psychomancy – The ability to see and read the past by laying hands on an object. Results may be cryptic and magic can be used to create intentionally misleading results.
- Evocation – The ability to contact the spirit realm and speak with the dead. Spirits communed with may be hostile, requiring the wizard to ward himself, and spirits will require the wizard to perform a task in exchange for any aid rendered. Failing to accomplish the agreed upon task may result in the wizard losing his life.

The New Order (300) – You gain up to eight companions. These companions can be established companions from previous jumps or they can be new companions from this universe. Companions taken from this option can take either Kai or Shianti backgrounds and gain the 100 and 300 point perks for that class.

Stacked (400) – Your combat power is an aggregate of multiple discrete efforts: physical, magical, spiritual, and psionic. Whenever you attack, if you choose, you can perfectly coordinate your efforts from those distinct attack styles so each attack carries the weight of your other efforts. Each attack effort will draw on its own power pool, but so long as you have power you can combine your effects and efforts.

Pencil Whip (600, Drop In) – So, sometimes you don't quite make it. The world hands you a one and you need a four or a nine when you need a seven. Once a day you can retroactively affect a particular outcome by either increasing or decreasing a particular effect by up to a third. An event can only be pencil whipped up to an hour after it occurs.

Magnakai Disciplines (600, Kai) – Advanced Kai disciplines. Kai Origin get four for the cost of the perk, and non Kai Origin get three. Additional skills beyond those allotted for your Origin cost 150 per skill. Wielding the Sommerswerd may enhance the function of some of the skills on this list.

- Grand Huntmastery – Communication with any sentient animal and limited control over hostile creatures to include issuing commands and inducing sleep. Use of woodland animals as guides, and the ability to block a non-sapient creature's sense of taste and smell. The ability to see in total

darkness. Increased mobility when traveling across all types of terrain while leaving no traces of passage to track.

- Deliverance – Increased healing in and out of combat and, once a month, the ability to instantly restore the Kai to full health. Touching decaying objects or flesh will reverse a portion of the damage. With enough practice deliverance allows the practitioner to conduct exorcism and banish evil spirits from creatures or objects.
- Assimilance – Invisibility to both normal and thermal viewing. Limited shape shifting as it applies to facial features. Changes made can only be held for up to 3 days.
- Kai-Psionics – Psionic attacks against up to 3 targets simultaneously. The ability to create a area-effect psionic pulse centered around the user. Psychic defenses strong enough to deflect attacks that would paralyze or kill lesser mortals.
- Grand Nexus – The ability to withstand contact with harmful elements, such as flames or acids, for upwards of an hour. Additionally the Kai can feign death, achieving a state of suspending animation real enough to convince any medical professional. While feigning death, the only sense the Kai has is hearing.
- Telegnosis – Telepathic communication, and spirit walking up to 100 miles. The ability to alter the Kai's body weight in order to walk successfully upon different kinds of surfaces: water, mud, lava, and quicksand.

Higher Magicks (600, Shianti) – Advanced Shianti magicks. Shianti Origin get four for the cost of the perk, and non Shianti Origin get three. Additional skills beyond those allotted for your Origin cost 150 per skill. Using the Moonstone may enhance the strength and utility of certain spells from these disciplines.

- Thaumaturgy – An advanced form of Sorcery. With this the wizard can affect himself: levitation, limited flight, increased strength and temporary invulnerability are all possible. With time teleportation can be learned.
- Telergy – An advanced form of Enchantment. Stronger more tangible illusions are possible, as well as limited mind control, telepathy and autosuggestion. Powerful minds may be able to resist Telergy.
- Physiurgy – An advanced form of Elementalism. The wizard can summon aid from elementals, commanding winds, opening cracks in the earth, causing earthquakes, raising storms and creating other weather effects.
- Theurgy – An advanced form of Alchemy. More powerful potions and transformations when compared to alchemy.
- Visionary – The wizard can use this ability to remove view objects and individuals.
- Necromancy – An advanced form of Necromancy. While forbidden by Shianti Law, this ability allows the wizard to command the dead. With the right reagent, the wizard can also create a protective aura of light to keep away all creatures of evil, dead or alive.

Master of the Order (600) – You've picked up quite a few skills in your journeys and amassed lifetimes of experience, and now you know how to pass all that on. You have the ability to turn your disparate skills into a teachable methodology united under a particular ethos. Students taught by you will be loyal to you, though those supplicants taught by your students may or may not be loyal to you, depending on the particularities of your ethos. Those students taught by you will learn the skills of your methodology at an accelerated rate, and learn to make connections between seemingly unrelated skills with ease. Those you instruct will also have the ability to pass on your methodology with the degree of teaching skill they have and to the level they have learned. In time the methodology you create will begin to develop in ways that you did not anticipate, new students and masters drawing connections between skills that you had never thought of.

Items

Items with origins next to their prices are discounted for that origin.

Gold Crowns (50) – One hundred Gold Crowns of the most stable currency in Magnamund and a small pouch to carry them in. This amount is enough to fully outfit one adventurer for a long journey, or sustain a kitted out adventurer on that journey. Subsequent purchases get an additional 100 GP per 50 CP spent.

Adventurers Kit (50) – Survival gear, armor, and two weapons. The survival gear has a bedroll, rope, and a few other small ticket necessities that an adventurer might need. Your armor is simple: leather or light chain. Select any two weapons from the following list: axe, long sword, short sword, broadsword, spear, mace, hammer, and bow and quiver of arrows.

Food and Water (100) – A small pouch containing bread, cheese, dried meat, and a drinking skin of wine or water. The contents of the bag are enough to sustain one person, who is heavily exerting himself, for one day. If emptied of its contents the pouch will refill itself daily.

Fireseeds (100) – A handful, approximately eight, small grape-sized objects that when thrown against a hard surface explode and burn fiercely. Expended seeds will replenish at the rate of one a week.

Potion of Laumspur (200) – A small vial of bright, scarlet liquid. Once consumed, the liquid will heal an adventurer an amount roughly equivalent to a quarter his max base vitality. Expended vials will replenish roughly one week after consumption.

Kalte Firesphere (200) – A two halved metal bowl approximately two feet in circumference. The metal bowl contains an everlasting fire that grants the holder resistance to cold. When separated, the fire illuminates an area approximately 20 feet in diameter. Also useful for cooking.

Dagger of Vashna (300) – A twisted black steel dagger wreathed in blue flame. The dagger does extra damage to evil creatures and humanoids, enhances the effects of summoning rituals and can be useful in breeching magical barriers. Curiously this dagger weighs nearly as much as a broadsword.

Monastery (400) – A small pewter model of a keep. Place the model on the ground and over the course of a week a terrain appropriate walled monastery will grow in its place. The keep will be wood and stone, with simple but functional furnishings. The monastery will be large enough to house, train, and protect 5,000.

Universal Canon (600, Drop In) – A bookshelf and a collection of well-worn paperbacks. The books contain the canon of that universe, as understood through the lense of literature and narrative. When you jump into a new universe, the shelf will update to the canon of that universe. Additionally, your warehouse will archive two sets of canon for that past jump: the canon as it was intended and the canon reflecting your presence and actions in the universe. If you select this perk your Warehouse will be receive collections from all previous jumps.

Sommerswerd (600, Kai) – A holy, magical sword forged by the gods to combat evil that glows with solar flames when unsheathed. The sword greatly increases the martial prowess of the wielder and does increased damage against the undead, evil beings and beings with evil intent. The sword absorbs hostile magic directly targeting the wielder and has a chance of healing the wielder with the absorbed magic. Wielding the blade will increase the divination, sixth sense, and telegnostic abilities of the user. The holy nature of the blade cannot hidden, and evil creatures within sight of the user will target the wielder of the blade.

Moonstone (600, Shianti) – A magical artifact woven from the fabric of the astral plane. The stone significantly increases the overall magical ability of the holder and greatly enhances abjuration magicks and the opening and closing of extra-dimensional portals. If wielded by a just leader, the area that leader is responsible for will enjoy health, bounty, and, if the leader chooses, unending spring.

Helshezag (600) – An evil twisted black sword alight with black fire. The sword significantly increases damage dealt to evil creatures and creatures of evil intent. When used against powerful evil creatures the damage increases even further. The nature of the sword is evil and corruptive, though, and as such it will instill in the holder a need to kill. Furthermore wielding sword slowly diminishes the health and vitality of the wielder.

Drawbacks

What Third Option? (100) – For some reason your decision making abilities seem very limited, almost like you're being pushed into a particular set of decisions. For the remainder of this jump, you will see no more than two options for any given problem.

Malicious Mechanic (100) – For the duration of this jump, your inventory will be extremely limited. You will be able to carry no more than two weapons and a total of twelve items. Attempting to carry more than that will cause an older item from that slot to fall to the ground. Once a month you can determine your load out, but after you've determined your kit for the month its set. You can still access your Warehouse, but attempting to summon and banish items outside of your pre determined monthly kit will not work.

RNG FU (200) – For the duration of the jump, you're unlucky. Horribly unlucky. Any even the outcome of which can be determined by random chance will always be unfavorable.

No Third Wheel (200) – So, you know that whole bit about this place being a battleground for Light and Darkness? Yeah, each side is convinced that you're going to muck that up somehow, that your presence means their imminent destruction. For the duration of this jump both Light and Dark will hound you, as will their various champions.

You are… (300) – By selecting this perk, you take the place of the legendary Lone Wolf, and the great wizard Grey Star. The Kai Novice that would have been Lone Wolf died in the sacking of the Kai Monastery and the boy who would become the wizard Grey Star drown at sea, so now you have to defeat the Darklords (again, and again, and again…), restore the Order of the Kai, close a shit ton of portals, slay a Wytch King, and pretty much save all of creation. A lot. Plan on being here for longer than a standard jump. If you select this drawback you will begin your jump in the smoldering ruins of the freshly sacked Kai Monastery in Sommerland.

No Cheating (300) – For the duration of this jump, your powers are sealed and the Warehouse is locked. You keep the body you selected from Body Mod and Jump-chan will keep your brain from aslpoding due to the overwhelming amount of information in there, but that's about it. You still have all your memories, but all you have is what you bought in this jump. This drawback applies to companions as well.

Pandoricas Box (600) – Not long after you jumped in a powerful Darklord attempted to open a portal for Naar. Unfortunately the combination of that extra-dimensional magic and your reality-bending presence caused Aon to destabilize. For the duration of your jump, random rifts will open to other universes allowing all manner of evil to spill out into the world. These rifts will be to evil planes from previous jumps, so expect to see some familiar but unwelcome faces. In order to complete the jump, you must find a way to seal the rifts and restore order to Magnamund.

What's Next?

Go Home:
Yeah, that's enough page turning adventure for this lifetime. Mmm. Lifetime, maybe there's something appropriately pastel colored and soothing on now.

Stay:
Hey, who doesn't love adventure? The world of Magnamund has captivated your attention and you've decided to stay. Lots to do here, so good on you.

Move On
Well this was a good read; I wonder what's next on the reading list?

Notes

- By Epicureanon
- Ver. 1.0_150503
- The Dagger of Vashna, Sommerswerd, Moonstone, and Helshezag are all single named artifacts from this setting. People will wonder why you have these artifacts and may attempt to take them from you. During the jump, the artifacts can be destroyed or forcibly removed from your possession. After the jump if you purchased one of these artifacts and it is lost, stolen or destroyed it will return to your Warehouse a month after the event that removed it from your possession.
- By canon, the Sommerswerd can only be wielded by a member of the Order of the Kai, but Jump-chan has decided to wave that requirement.
- Wielding the Sommerswerd is always a mixed bag, though, and that remains true. The Sommerswerd is a powerful artifact and can make many encounters easier, but as stated in its text it is a holy item and powerful unholy creatures will perceive you as a threat and target you accordingly. Also, it always does glowy, fiery things when unsheathed so you can't exactly wield it subtly.
- In your time in Magnamund you can with time and training learn skills that you did not purchase. However the skills you purchase function at the high end of the power scale for that skill, putting you in the top 1% for users of that skill.
- When cracked, Fireseeds burn like white phosphorous in terms of time, intensity, and chemical reaction
- Master of the Order allows you to teach whatever skills are teachable, but does not remove the need for particular markers, biological, spiritual, or otherwise, that are the requisite for learning those skills.
- Stacked explained. Stacked is combat simultasking as opposed to multitasking. Ordinarily a combatant either casts a spell, swings his sword, fires mind bullets, or channels spiritual energy. Each one of those tasks is considered an action and happens in succession. With Stacked you can do each of the above at once, provided you meet the basic requirements for

using that skill and have the required resources. Each of those actions will draw from the appropriate power pool, stamina, mana, chi, and whatever else exists for that skill or power, but those independent actions can all be woven seamlessly into one action or attack.