

Gloryhammer Jump by Starborn.

Thanks to Steve(Shepherd) and Posceidon for helping.

Welcome Jumper, to the Kingdom of Fife. Where epic battle is fight, unicorns frolic or invade depending on their undeath and of course - the Prince of the Land of Fife either rules over or tries to reclaim his glorious kingdom. Praise Hoots Jumper, for you have been bestowed 1000 Choice Points to defy or stand with Chaos. Each time period acts as a sort of scenario system. You will still have 1000CP no matter which you choose. But the world itself is drastically different from album to album.

Companions may be imported to this jump for free with a budget of 200CP and 200EP with Goblin or Dwarf Companions having 500EP. Imported companions do not benefit from drawbacks. You may only take one person with you when you leave this jump after 10 years.

Time Period:

Tales From The Kingdom of Fife:

Here you have arrived, just as the evil wizard Zargothrax has begun to lead his army of undead unicorns and goblins to kidnap the princess. The Brave Hero Angus McFife is about to begin his journey. Jumper, the lands of Fife await you.

Upon Completion Heroic Jumpers earn the perk;
Golden Throne of Legendary Splendor: So long as you or one of your companions remains the ruler of a castle, kingdom, fortress or stronghold no direct siege will ever conquer it. Your foes will have to resort to more esoteric methods of warfare.

Upon Completion Villainous Jumpers earn the perk;
Undead Army of Unicorns: So long as there are light and pure creatures you will be able to warp them to your designs. Whether it be elf, fairy, or pegasus. If a world has a symbol of pure goodness you have the capacity to invert it with either dark magic or profane artifact.

Apocalypse 1992: Rise of the Chaos Wizards

Here in the distant future of 1992. The Kingdom of Space Dundee covers most of the milky way. Unfortunately for the forces of light a rebellion of evil chaos wizards are scheming to release their master Zargothrax from aeons of frozen slumber. In the midst of the road to the demon war, you have arrived, Jumper.

Upon completion Heroic jumpers earn the perk;
Universe on Fire: before every climactic battle Jumper, is a rallying cry. Yours just happens to reach further than you know. Should you speak, sing or attempt to bolster an army or team before a great battle is fight - an unexpected ally or force will join your great cause. And all those fighting on your side shall find themselves driven to unparalleled heights of glorious skill and might.

Upon Completion Villainous Jumpers earn the perk;
Chaos Wizards Rise: should you fall in future jumps without each of your companions and followers being slain alongside you, you shall return. Whether via ritual, resurrection or advancements in science or magic, one of your ideological disciples shall return you to greatness.

Legends From Beyond The Galactic Terrorvortex:

Something has gone wrong, Jumper. The distant past has been warped beyond recognition. From the defeat of Zargothrax in 1992 and the tearing open of the great cosmic wormhole from The Hootsman's noble sacrifice, the evil wizard Zargothrax has turned the distant past into a kingdom of his own despicable image. Here you arrive Jumper, into a terrible past. Will you oppose the dark lord of Dundee, or stand by his side.

Upon completion Heroic Jumpers Earn the Perk;

From The Heavens Comes A Jumper: So long as a lone voice calls out for your aid you shall never be truly defeat. As long as there is a good soul truly wishing for your aid you shall eventually arrive in a storm of whatever destructive power you wield. Any foes will find themselves dumbstruck at your arrival and whatever your first word or deed is shall be earth shatteringly effective.

Upon Completion Villainous Jumpers earn Perk:
Power of the Solar Conjunction: with the celestial solar conjunction's power jumper, all shall kneel before the infinite power of You! Now you are no longer a servant of Kor Viliath. You have betrayed his deal and taken sole mastery of all things dark and chaotic. In future jumps, you will wield the true power of chaos. Wards, walls, armour, anything orderly and strong will be swept aside like dust on the wind before your might. And such puny noble things as heroes? Well the majority of them are orderly and pure are they not? They shall be unable to survive any direct blow you strike, insignificant worms before the power of Jumper!

Return to the Kingdom of Fife:

With the last dying words of a malevolent sorcerer, reality was rent asunder. With time itself unable to contain the sheer evil Zargothrax unleashed upon his death - it allowed the activation of his backup plan. Deep in the past a nuclear clone activated; destroying the kingdom of Fife and Angus McFife the first of his name! You jumper, arrive when the brave Angus McFife the second returns from his protective exile on the moon

Heroic Jumpers will earn the perk;
The Lone Survivor: should there ever occur a horrid calamity in the world you reside, Nuclear detonation, Colonies dropping, continent wide spells or weapons that eradicate all life on a planet, You jumper shall not only survive but thrive. Knitting together what remains of society you can begin directing them toward retribution or civilisation. After all, the only law is the law of You.

Villainous Jumpers will earn the perk;
Progenitor Dundaxia: What is more powerful than one jumper? Double. Jumper. You may go back through previous jumps and create an entirely new build for each. Bringing said Nuclear clone as a companion from here on out. Unfortunately, they only have that opportunity up until you arrive in Dundee. After all, one must ensure the clone never overcomes and replaces the original...

Origins:

Any origin you choose, the first 100cp perk and item of that origin will be free while the following ones will be half price. Free perks are only accessible to that origin except with the purchase of perks giving access to other origins' perk lines.

The Artefacts of The Starlords of Eternity call out to certain origins, resulting in discounts for Noble Scions of Fife and Sorcerers to specific items.

So whether you will be trying to tear down all that the forces of Justice have built, or ensure that the minions of Kor Viliath will never succeed in their wicked schemes you will be legendarily prepared for ultimate fight.

You may also take a 100 cost perk from the general section for free.

Dwarf of Aberdeen:



This is a neutral origin. You may side with whoever you choose Jumper. But be warned, there can be no fence sitting in the ultimate war.
You are a Dwarf of Aberdeen, whether it be one of the Astral Dwarves in 1992 or the more reserved subterranean allies who stood with the first and second Angus McFifes. At your fingertips is the mastery of the crafting arts that have equipped kings, heroes, villains and scourges. Whether it be epic enchanted armour or mystical weaponry beyond human knowledge - you hold the knowledge and skill.

100: Child of the Crystal Caverns.

You have an unerring sense of depth and direction. Maps? Those are for surface dwelling nancies. You navigate as a dwarf does, by simply walking the right way! This ability works best in caverns, caves, crypts and other subterraneous structures. But no longer will you have to put up with humans and their silly cartography racket.

200: Faster than a Laser bullet.

While slow to rouse to war once it is time to act directly the Astral Dwarves of Aberdeen have the ability to move very quickly indeed. They are able to be fired as projectiles from cannons without harm! In fact, it's anyone in the local area that will be suffering. Now you Jumper can be launched from any piece of artillery, ship weapon or siege weapon you desire without harm. More than that, when your fury is in full effect your speed will be greatly enhanced.

200: Dominion of the Merchant District.

Monopoly was a dwarven word that simply meant "Best at Business." Before the Hero Dundaxis created the kingdom of Dundee and allied with Aberdeen, this term simply decided who the best salesman was. Now it means "Dwarves are selling stuff here now. Sod off." To all other traders. You will find carving out a market share laughably easy and growing that share almost natural. Even if you don't have any talent in said industry. Should you have any talent, it won't be very long until all competitors are subsumed or sent far away to do their pathetic excuse for "business."

300: Dwarven Vaults

Locked within the dwarven subterranean vaults are the secrets to abilities and items some may find unnatural to your kind. Take an item of 200cp tier from any other origin and also a 100cp tier perk from another origin. After all, you wouldn't have locked the secrets away if they weren't rather un-dwarfy would you Jumper?

300: Guardians of the Ancient Altar.

When it comes to protection, dwarves do it best. Armour, check. Cavern kingdoms, check. Keeping evil from discovering the altar they need to put a crystal key into to tear reality asunder and bring an end to light forever in a cortex of chaos? Well... 1992 years plus however many years passed until time began is a great run right? You jumper, are now one of the best at protecting items and macguffins from falling into the wrong hands. Truly even mighty sorcerer's and undead grandmasters will curse your name for your backup plans, failsafes, decoys and dogged resistance should it come to blows to hold the line.

600: Artefacts of mighty power.

Jumper, you have gained the unique gift of being able to make true artifacts of power. What this means is that anything you create will scale up to the abilities of its wielder and grow with them. Swords that gain sharpness, wands that cast stronger fireballs, enchanted amulets that go from minor healing to near resurrection. Of course, like all creators of artefacts you must bequeath them to someone, for you cannot possess your own creations. It will then bond with their soul, to grow with them and die when they die. They can never be stolen nor exchanged.

800: King of Crystal

Wherever there is a crystal, you may travel. You merely have to concentrate on a crystal that you have seen of roughly similar size to you and step. If it is not large enough to travel through, you may instead use it to keenly see the surrounding area. Wherever a large enough crystal currently resides you will emerge with almost no fatigue. Such an ability is limited only to yourself however, no companions or foes will be brought with you. Such a gift in the hands of a questing hero would be excellent means of outmanoeuvring the deadly foes of justice. But were you a dwarf in the service of chaos, why the very crystal key and altar themselves would be merely a step away.

Goblin:



This is a neutral origin. You may side with whoever you choose Jumper. But be warned, there can be no fence sitting in the ultimate war.

The fearsome Goblin. Numerous, savage, unrelenting. No matter how many of you are struck down, more arise to menace the lands of Fife. Bestowed with a slick cunning intelligence and innate refusal to quit, the goblinoid is due it's time in the sun! Whether at the behest of Lord Zargothrax or a rare noble soul amongst a much maligned race.

Free: Miniscule Goblin, impractical sword.

Due to your small and nimble stature your opponents will find it quite difficult to land a clean punch or shot at you.

100: Goblin from the Moon

It has long been theorised that your people originate from the dark side of the moon Jumper. The echoes of that ancient ancestry manifest themselves in one peculiar way for you. You possess an uncanny ability to move and operate in low or zero gravity environments as well as the ability to breathe in a vacuum. Such a blessing may seem minor in most worlds, but will provide a crucial edge in certain situations.

200: Nuclear Goblins

Your people, whatever they may be, are almost omnipresent. Whether it be goblins of the dark storm galaxy, goblins of the distant past or the nuclear goblins - they always appear. As such Jumper, wherever you go there will always be a community of what you consider your true ethnicity. Your people will come with you.

200: Sword Lord of the Goblin Horde

The black Knight of the dwarven caverns fought below the Earth of Fife for time immemorial. This mighty goblin battled Angus in single combat, standing toe to toe with the great hero. This perk gives you similar skill, but most importantly it grants the unique curse he lays upon any who defeat him in a duel. Should someone beat you, they must adhere to whatever banal or arbitrary condition you set until the day they die else be unmade.

400: Goblin Hoard

Goblins and dwarves have long schemed over the underground vaults that have lay undiscovered since time before time. You, Jumper, are simply one of the more adept at squirrelling away items and lore than your kin. As such, You may take an extra 200cp

perk for free in the general section and one extra free 100cp cost item from any section.

500: King of the Darkstorm Galaxy

You are the mighty sovereign of the darkstorm galaxy that lies between the mortal galaxy and the fifteenth hell dimension of Kor Viliath. Your horde from here on out shall seem nigh boundless. But the unique gift of such a position is knowledge of magical artefacts unparalleled. Even mighty sorcerers will come seeking your aid to find or understand the macguffin they need for their evil plots. Such knowledge being famed throughout even the mortal galaxy grants you a very unique leverage on all sorts of powerful mortals needing aid. You will know all about the magical artefacts of every dimension, world, timeline and planet you deign to journey to jumper.

700: Dark knight of the dwarven caverns

You are quite hard to remove, jumper. See, despite the resources of a vengeful and furious kingdom you are more than a goblin. You are a symbol, a mantle and icon. Any goblin who takes the sword of the Sword Lord of the Goblin Horde will become the sword lord himself. As such, whenever someone takes your name, costume or banner from here on Jumper you will become them. Or they will become you.

Noble Scion of Fife:



This is a heroic origin. You must stand against the forces of chaos, even if you do not aid or stand with the prince of Fife's legendary warriors.

You are one of the noble and good royals of Fife. Prince, Princess, Duke, Countess. Whatever your title, you hold rank status and land. From your Great Ancestral Home you must take up arms to defend the innocent peasants. The Feudal Contract, Chivalry, Honour and Justice are your ideals so when evil shows it face you and your allies will rally to defend the Kingdom of Fife... Except for basket weavers, fuck those guys.

100: Mighty Family Resemblance

Every single one of your descendants will look so incredibly similar to you that you will be indistinguishable. Furthermore any traits that rely on your identity such as magic affinity, soul bound item attunements and soul augmentations will be inherited as well. After all, your heirs simply must take up the family business of defeating evil.

200: Laser Powered Goblin Smasher

Any weapon you wield against a certain enemy will begin to grow more effective against that foe. Stab a million trolls with a stick and that becomes a holy limb of troll's bane. Now if only there was a wizard or three to thrash...

400: Heroes of Dundee

Where you quest Jumper, legends follow. Regardless of their motives, regardless of their background; mighty heroes will flock to your banner. In the name of Fife, Justice and Steel. In all future jumps, heroes will find themselves following where you lead and eager to join your epic fight. No matter where you may be when you attempt to summon aid, across the entirety of your jump; heroes will hear your raging cry. For mighty Dundee, you foes they must die!

400: Starlords' Chosen Hero

You have been chosen as custodian of one of the three epic weapons to safeguard from doom. Take one of the three Starlord items for free, but be warned: Zargothrax and Angus will both come looking for your family's treasure sooner or later. And if you bring the hammer, blaster and knife together. The old scrolls say only doom will follow.

600: Epic Rage of Furious Thunder

When atrocity is committed against you or yours, jumper, your fury is that of which legends are written and mountains tremble before. Such a rage, not berserker rage but instead an extra tight focus allows you to do the impossible and push past even your mighty limits. Faster, harder, stronger. Until retribution is yours you are become death.

800: You are the Prince of the Land of Fife.

You Jumper, are the bastard child of the previous Angus McFife. As such all the plot armour of such a position is yours... so long as the trueborn Angus McFife falls or renounces his claim of course. Then the Amulet, Hammer, Jetpack and Kingdom will all

be yours as well as his great destiny foretold in the prophecy of Astruther... maybe if you bested him in a duel or convinced him you hold a better chance at beating Zargothrax forever?

1000: Glorious Power

Well, what would all your abilities from all of your jumps be if you were forced to only utilise them in their incredibly limited forms? No jumper, by the glorious power of ultimate destiny... Now any ability you or your weaponry wield can be channelled through any substance, vehicle, weapon, surface, ally or other delivery method you can think of. Glory is only limited by your own ingenuity!

Ruler of a Free Kingdom:



This is a heroic origin. You must stand against the forces of chaos, even if you do not aid or stand with the prince of Fife's legendary warriors.

Like the Mighty Hootsman holy King of Unst, King of California - you jumper, rule a free kingdom alongside the mighty kingdom of Fife. Whether deemed too mighty to conquer or too highly valued as a friend or ally Angus McFife views you as an equal monarch in place of a vassal. You have quested alongside heroes of Fife many times before and undoubtedly your line and people shall forever be faithful, mighty and somewhat barbaric allies to Dundee. While the hootsman is a Terminator and Conan rolled into one, perhaps you jumper might be some kind of boxing Judge of Dredd? Just a thought.

100: Name of Power

Even your name holds power, mighty jumper. Whether it is inspiration, dread or an actual tangible attack. Just like the mighty hootsman, you will find your name spoken when the lost and hopeless need a little bit of power. Now, when you speak your own name... Your foes will find themselves beset by a sonic force that staggers or sends them flying. If you have any abilities that are effective against certain foes. You speaking your own name will affect these foes especially.

200: Mightiest of the Mighty

You jumper are stronger, harder, faster, better, magicer and everything-er than any known in this world. Whenever a battle is fight everyone looks to you to see where you stand so they can get out of your way. Tales of your glorious might are such that people expect you to move mountains and slaughter armies, yet even those paying the tales heed underestimate you. Trainer of brave princes, rival of the most skilled grandmasters. Your sheer innate physical characteristics are unmatched jumper! Now if they were paired with say, multiversal immortal experience and skill that spanned lifetimes you would be a terrifying foe indeed.

200: Holy King of Unst

Jumper, you are such a shining beacon of power and glory... That people have begun, well praying to you. Curiously though, every person who is inspired by you, prays to you, or believes in the power of you is boosting your abilities. One true believer is difficult to notice, but a dozen? Two dozen? Hundreds? Every soul who has faith in you amplifies your power. Why, some are even chanting Hail Jumper as they ready themselves for war.

300: 'Til All of California Did Call the Hero King

You have long ago discovered the secret of conquest is stacking the bodies high enough until the people of the area declare and recognise your sovereignty. Jumper, wherever you may travel and quest, should you simply rampage and defeat the strongest of the strong, champions and soldiers of a people, eventually they will bend the knee to you. Of course in more advanced or democratic societies you will have to pile the bodies much higher. But eventually Jumper, they will kneel.

500: The Finest of His Age

Jumper, your acting skill is inspired! It is magnificent! I am sure you will receive all the Oscars of your kingdom. It is as if your acting skill is exactly as mighty as your skill on the battlefield. From now on jumper, that is how it shall be. Like the Mighty Hootsman

- the greatest movie star who ever walked the land - your ability to act will be perfectly tied to your might in war. Whether on the battlefield or on the stage you shall be the finest of your age!

800: Barbarian is a Cyborg?

Your unstoppable strength? The fact you quested alongside Angus the 1st? 2nd? 5th and 13th? All without ageing? The fact you have battled Goblins on the moon, in Nuclear wastelands, outer space, Mars without needing a helmet or to breathe? It all makes sense! Of course you are a cyborg powered by a Neutron Star. Aside from a last resort attack that can erase a planet and tear a hole in reality you now will never age a day. You no longer need to sleep or eat. And in fact, it seems you grow mightier by the passing day. Jumper, I should have known all along.

1000: Ascension of the Terrorvortex

Jumper, you are the one and only True God of this Universe. So long as no chaos wizard or dark sorcerer manages to complete the ritual at the peak of the solar conjunction or place the crystal key in the ancient altar of Kor Viliath to open the 13th Hell Dimension of course! Then you'd be evenly matched. But then, that's ridiculous. Who would do such a thing? Enjoy your Omnipotence mighty Jumper. Maybe do something about all those evil schemes and artefacts lying around? Just a suggestion. In future jumps this will manifest as you knowing what happens anywhere you have been or know of, as well as possessing massive power in any terrain that can commonly be identified as "Your Territory."

Grandmaster of Knights:



This is a heroic origin. You must stand against the forces of chaos, even if you do not aid or stand with the prince of Fife's legendary warriors.

A leader of heroic brothers. You jumper, head up a brotherhood of sworn warriors that will always act to save those who are oppressed or downtrodden. Whether you opt to

be heir or apprentice to Proletius Grandmaster of the Knights of Crail or lead your own fraternity of noble warriors your citadel shall never fall. Hail to Crail and Hail to Jumper!

100: Keeper of Oaths

Your order swore an oath to the throne long ago and has kept it through the centuries. Regardless of tragedy, strife, secession or knowing defeat you shall keep it still. Anytime Jumper that an oath is made by you or to you, it shall be considered unbreakable. Even should it be sworn falsely or with deceitful intentions, the letter of the oath will be maintained.

100: Grandmaster of Strategy

Being a Grandmaster of an army is not all about might and strength. Jumper, through your time in the order you have gathered an expertise in strategy and logistics unmatched in Fife. If the forces of justice are to defeat the sorcerer and his goblinoid minions your skill in command will be necessary. No matter how many diverse warriors take to the field, you will utilise them each with surgical precision and clinical effectiveness.

200: Keeper of Ancient Technology

The Grandmasters of old were handed relics of the ancient times to protect and keep from the clutches of Evil. The Knights of Crail were wielders of Ancient Laser Swords. Whether it be Crail to which you hail, or your own order. So too will you be granted guardianship over special technologies which could be used for great good, or evil.

400: Victorious Eagle Warfare

The Knights of Crail ride to battle atop great Winged Eagles. Wherever you go Jumper, you too will find yourself uniquely talented at utilising the local animals or monsters for war. This is not to say you will be able to tame great Dragons of Steel or instantly tame them. This is not a taming perk, instead this perk only applies to animals already willing to heed the call.

600: Hero among Heroes

Whilst you may not be the shining font of glory that is a mighty scion of Dundee. Not are you the epic beacon of might represented by the barbaric Hootsman. You are held up as a shining exemplar of hard work, dedication and chivalry. Heroes both grizzled and on the rise will hold you in esteem, coming to you for training, guidance or even

simple comfort in their lowest points. Wherever you go Jumper, heroes will line up to share tea, hear you speak or sharpen their skills under your critical eye. Never shall the Knights want for recruits of calibre, but be warned. Mentor figures don't last long in some worlds beyond this.

800: Holographic Hero Protocol

Jumper, a hero can not be defeated simply by making him die. Just as the Mighty Ser Proletius was revived in 1992 as a hologram. The order has seen fit to utilise the same principles to ensure that your heroics shall continue even if you expire. Your reincarnation is not true resurrection, having some drawback akin to Proletius being unable to physically interact with the world. Whether it be being unable to be out during the day, loss of your powers or loss of the ability to interact with the world this is not a free do over jumper.

Dreadlord of Death Knights:



This is a villainous origin. You must stand against the forces of justice, whether it be aligning with Zargothrax himself or presenting a new dark threat they must face. Only the villain scenario rewards are available to you, the prince of Fife must die and Dundee must fall.

In the world beyond the Terrorvortex, the mighty Ser Proletius was killed with the knife of evil and transformed into the horrific enforcer of Zargothrax's will. Like he, you are now an undead monster of sorcery and might. Before you, all shall kneel or die.

100: Breaker of Vows

Your word is wind, where once you hailed to the forces of justice and light. Or perhaps even knelt as vassal of the nobles of Dundee. Maybe even you stood at the right hand of a great knight or as grandmaster of an order yourself. Now and forever Jumper, you will be able to slip out of any vows or oaths your swear. No matter how sincerely, or with what magic binds you to what you swear. You'll be able to simply ignore your responsibilities, duties, consequences or costs.

100: Immoral Ingenuity

You Jumper are an expert at the cold calculus of battle. As such you will not hesitate sending a million or more souls to inglorious ignominious ends just to secure whatever objective you set. Not only are you able to send friends, loved ones or followers to their deaths in their millions. You find such actions barely haunt you whatsoever.

200: Wielder of Forgotten Magics

The Chaos Wizards and Sorcerers of times long gone are said to be even more powerful than even the mighty Zargothrax today. Through your life and subsequent undeath you have quested for fragments of tomes or even deactivated magical artefacts. For you have always had an innate grasp of the purposes, creation and restoration of such things. As such, you may take any item from the sorcerer item list save the most expensive for free. In addition, you find that learning magic of all kinds comes extremely easy to you.

400: Victorious Eagle Warfare

The Knights of Crail ride to battle atop great Winged Eagles. Wherever you go Jumper, you too will find yourself uniquely talented at utilising the local animals or monsters for war. This is not to say you will be able to tame great Dragons of Steel or instantly tame them. This is not a taming perk, instead this perk only applies to animals already willing to heed the call.

600: Lord of Dread

Amongst the blackest hearted vagabonds, the most terrible villains and darkest monsters. You Jumper, still stand as something altogether frightening in your unholy majesty. Even the fearless heroes will find their hearts riven with doubts. Supposedly immortal creatures will feel the cold fingers of death, creeping across their mind. You are the epitome of anti telharsic power, able to rend champions asunder and rout armies by mere presence alone. Where you walk the land itself seems to shirk Jumper, as this perk bypasses any resistance against fear or terror for any foe you may face.

800: Phylactery will get you anywhere

No matter how mighty you are it is of course prudent to have a plan B. When the final battle is fight, there is a tendency for beings of darkness such as you to... Not win. With mystical artifacts like the Amulet of Justice or Hammer of Glory around one can never be too careful. And upon your ascension to Dreadlord you realised something must be put in place so you will never truly be defeat. As such, you created a phylactery to become a true Lichlord of Undeath. Whenever your form is destroyed you will begin reforming around it within twenty eight days. This will not be a one time deal either Jumper, the same phylactery can revive you infinite times. However should it be destroyed, you will be utterly unmade in body and soul.

Mysterious Hermit:



This is a heroic origin. You must stand against the forces of chaos, even if you do not aid or stand with the prince of Fife's legendary warriors.
Ralathor the Warrior, mysterious hermit and nuclear submarine captain. He stood with the Prince of Fife and the Prince of Fife and also the Prince of Fife. Keeper of the Land of Unicorns in the timeline of the terrorvortex and eternal foe of Zargothrax. Every

action of his sends ripples through the world and his appearances come exactly when he is needed. Wielder of magics and secrets. Now you too Jumper, gain the abilities of the impossible Hermit.

100: Magical hermit

You have sequestered yourself from history and society, learning magic and secrets unknown to all for centuries. How the fae of the land wish to be contacted and dealt with? Learned. The way to hide a glade of mythical creatures from the dystopian tyranny of an all powerful sorcerer? Learned. All the prophecies of the land? Memorised. The nature of the ultimate battle and the Starlords themselves? You have read the theories of madmen, scholars and seers to fine tune your magical plots and schemes. Behind every noble lord, is a wise man willing to tell the heroes what they need to know to do what they need to do.

200: Mysterious Seer

You have gained the ability to see through time, able to create great prophecies of your own and ascertain the truth of what prophecies have been spoken already. Furthermore, these powers make things easier when it comes to finding candidates for these prophecies. Children from mother's womb untimely ripped? Seventh son of a seventh son? You know just the child and will be extra skilled at orchestrating events for these individuals to achieve their epic destiny.

300: Secret Keeper of the River Tay

When the time comes to stash away mystical artefacts or secret away the heir of Fife to the moon you shine. With his mystical powers of foresight, Ralathor ensured the young Prince Angus McFife the Second escaped the nuclear devastation of Fife and kept his survival hidden from the heroes and villains of Dundee until his epic return. In another timeline he managed to shelter the resistance within the Land of Unicorns. Now such skills pass to you Jumper. Whenever the time has come to lay low, to hide a mystical mcguffin or anything that needs to be obscured from friend or foe - your magic shall create the greatest of illusions and wards. Only the highest of beings in might and magic shall be able to discover that which you would rather remain secret.

300: Nuclear Submarine Captain

If it drives, shoots or flies you know how to make it do it. So long as you have a squad of enough people to follow your orders any vessel or vehicle in the skies, sea land or

space will be well within your remit to the captain. Like Ralathor on the bridge of the Almighty Hootsforce, you too will be able to make even the most unlikely of crews into a well oiled machine aboard even the most ancient or esoteric of craft.

400: Wizards!

Wherever you go Jumper, your magic shall call like-minded and magical followers. Wizards, witches all of whom will share your penchant for secrecy and whatever moral ideology you follow. At the head of a cabal of magical agents, you shall finally be able to perform whatever schemes you have desired. No matter the universe, no matter the setting. You will have a flock of magical underlings dreaming to soak in your arcane teachings. Whilst these apprentices will at first only have weak links to the native magic, under your expert guidance each shall become attuned to both their native magic and any you deign fit to teach. A cadre of trained wizards loyal to your will can achieve great things in your name Jumper.

700: Questlord of Inverness

The Questlords of Inverness have been famed for being born beneath the secret sign, the unique solar circumstances during their birth amplifying their magical abilities tenfold. Now you too, Jumper have been born in Inverness beneath the ancient sign as a Questlord, meaning that all magical abilities and items shall be supercharged when performed or wielded by you.

800: Walker through Time

Time is a pathway which most people walk down in but a single direction. They believe it is only beginning then end, that cause must precede effect. What they do not see, but you do - is that time is a river. Though the currents naturally push in one direction, you can simply walk against the current to go backwards or lean into the current to go forwards. As such Jumper, you can journey to the past or future. When using this ability you do not move in the physical sense, arriving precisely on the spot you are standing when you begin your journey... So best be sure nobody will be standing in that spot a hundred years in the future or a wall was previously standing at this spot the consequences would be decidedly inglorious.

Sorcerer:



Free: Simple Peasant Basket Weaving

Travel back one thousand years, you would find Zargothrax weaving baskets in a field. Now, you will have all of the knowledge of the ancient weaving magics which Zargothrax used before forging a pact with Chaos to bring Dundee to its doom.

100: Anti Telharsic Power

The forces of Anti Teharsism are a dark twin to the cosmic certainty of entropy. All that is, all that is created, all that is built and shines and grows is weak to the Anti Telharsic force. Your magic draws from Anti Telharsism, meaning that its destructive and corrosive properties are anathema to the forces of light. Enjoy your newfound power to enslave and destroy all things good.

200: Countless Aeons of Scheming Across Multiple Dimensions

Convoluted does not begin to describe the labyrinthine machination of which you undertake Jumper. Your ability to plan is so far beyond even the most gifted of geniuses. You have more redundancies and fallbacks than any could even comprehend; whether it be placing clones of yourself beneath your enemy's citadel to be possessed in the event of your death or using your own defeat as a key step to attain ultimate victory in another timeline. There will be no limit to the needless complexity that you will be able to bake into your grand strategies and intrigues, problem is... the more points of failure you introduce to a scheme... The more likely even you overlook some minor detail or have those pesky heroes throw a wrench into something.

200: Dark Charisma

Despite the abhorrent goals you undertake Jumper, you will still find minions, opportunists and allies to help you with your goals.

300: Immortal Wizard

Due to the innate unnatural nature of the dark magical of chaos. You, Jumper, have the ability to combine the dark magical knowledge you possess with futuristic technology far beyond the knowledge of your current time. This knowledge of lasers, steel dragons, spaceships and nuclear warfare seem to be somehow beamed to you regardless of learning opportunity. Whether it be upgrading ancient nuclear silos with modern anti telharsic power to multiply their power, gifting nuclear goblins with technology that allows them to threaten the Knights of Crail - your unholy knowledge of technologies and arcane prowess intermingle until science and magic become indistinct under your innovative evil brilliance.

500: Keeper of Celestial Flame

Jumper, none match your skill in unlocking the abilities of mystical legendary objects. Wherever and whenever you quest - all artefacts in any world will be twice as effective in your hands. But this is not the only gift of your unmatched brilliance in the wielding of artefacts. So too, will you also sidestep attunement requirements. Even

weapons designed for the purest of heart or specific individuals will bend to your will and allow your talent to magnify their powers.

600: Prophesied Champion of Kor Viliath.

You mighty Jumper are the prophesied dark warrior who shall lay low the forces of justice themselves and unveil the secrets of the Starlords' power to claim it for yourself. Your magical strength is so unparalleled that you can bind the souls of armies to your will, sweep aside mountains, bend the entire cosmos to your will. Jumper, your very name is synonymous with death. If you should manage to survive until the Solar Conjunction is at hand you will become unstoppable. The stars of every dimension now serve you Jumper, fuelling your power to new heights as you continue your great journey across the multiverse. Suns, Stars, Moons, the entire cosmos has become the source of your power. A power source that is only magnified by stellar events like eclipses.

General Perks:

100: Citizen of Space Dundee

As a citizen of space Dundee you will receive your weekly stipend of goods in times of peace, be given adequate training in case of a conscription in times of war, on top of a robust education in all relevant subjects. Should you be a vassal to a nobility, a thorough course of noble history and heraldry is tossed in. If you have magical potential, you'll even have lessons in such things. Whether it be a wandering Wizard taking you 'neath his wing, your town having a Wizard to tutor you or being accepted into the Grand College to study beneath Headmaster Ralathor himself.

100: Legends Create Their Tales

Word of your deeds and strength will spread further and faster than you can believe Jumper. For Legends' Glory is known to all. Every great deed and mighty quest from your entire life will contribute to this Jumper though of course the details will have massively changed in the telling for most settings to make it applicable.

100: Venitate Latinae Commentus Jumper De

When you approach Jumper, your underlings or passers by will spontaneously delve into unintelligible Latin chants. Praising you, your imminent arrival and the mighty quests and deeds you have complete. This will inspire allies and has the potential to make weaker willed foes flee. Somehow, the chanters seem incredibly hard to kill while they herald your approach.

200: Abnormal Biology

Whether you be one of the descendants of a powerful race such as a Dwarf blooded human, a robot of Auchtertool or even something yet unseen like a goblin ancestor or latest member of a unicorn blessed line. You Jumper, gain unique potency from your blood. Take a second 100 or 200cp cost perk from any origin. An ancestor of yours will have been of this origin.

300: Seen Many Worlds

Whenever you travel through time, dimension or planet, you will find yourself adapting to the new rules incredibly quickly. A planet with half or double gravity might disorientate you for a minute. A world where time stops and starts seemingly at random may take a few days. A world where physics totally breaks down maybe a month. But, all things said and done? The environment around you changing drastically will not have you on the backfoot nearly as much as your foes think. In fact, such things have a certain tendency to end up favouring you instead, Jumper.

500: Robot Prince of Auchtertool



Whenever things are looking their most dire and all hope is lost. So long as nobody has ever mentioned or discussed this mighty ally - you may go to or call upon them for aid. They will of course join or save you from the current crisis, but such things

tend to be fatal or worse... Be very afraid if your foes find some way to enslave or resurrect the fallen corpse of this ally Jumper.

Items:

What mighty Hero of Steel or Dastardly Villain would be complete without their Legendary Equipment? Jumper, take 300EP . You may spend EP or CP on items. Dwarves and Goblins gain 600EP instead. Items are half price for the origin you have taken and anything costing 100 or below in your origin of choice being free.

General Items:

These Items Are Undiscounted.

100: Laser Horse of Kirriemuir

A fine steed that needs not eat nor rest. It is powered by the mighty secret laser core within that allows it to fire small laser blasts from its eyes. Faster than a regular horse and coming in any colour or hue you can imagine Jumper, many claim such things are mindless automota. But you know truly that your Steed has sentience and personality of your choosing.

300: Silver Cannon

Powered by the power of solar fusion, this handheld firearm is distributed to the mighty Dundonian Foot soldiers in 1992 and The World Beyond the Terrorvortex. Rumours also suggest these were the mighty weapons the nuclear clone of Zargothrax gifted to the Nuclear Goblins to besiege Crail, but surely that is mere fancy. A single blaster can punch through thick armour, perhaps even the engine block of a Land Vehicle.

500: A Dragon

Whether it be an emerald dragon flying through tranquil skies, a nuclear dragon roaring through toxic clouds or even the mighty steel dragons that breath atomic fire with metal wing and claws that travel through space and time... You have a dragon of your own.

The ancient and mighty Emerald Dragons like the legendary magic dragon itself will differ massively from the other pale facsimiles of its beautiful majesty. The Emerald

Magic Dragon comes with will, personality and wisdom closer to a true companion in truth than an item. (Your dragon takes this form in the Album I time period)

Nuclear Dragons are near feral and until you did - impossible to tame.With their radioactive breath weapons turning entire battlefields uninhabitable for generations. More akin to a force of nature, the destruction of Dundee has forced their battle prowess to new heights as they were raised in nothing but battle, war and struggle without a kind soul to bond with or learn from. (Your dragon takes this form in the Album 4 time period.)

Laser Dragons, are mighty indeed. With but one master these monsters can unleash aerial fury upon ground or sky. With weaponry implanted to dogfight with missile or laser, drop nuclear weaponry or breathe solar fusion fire from their metal mouths. A dragon would be a suitably glorious companion to you Jumper. (Your dragon takes this form in the Album 3 time period.)

Dragons of Steel were huge troop carrying monsters able to travel through both sky and void, delivering punishment upon the skies of Mars before dislodging scores of warriors of steel to combat the demon horde. Hosting a suite of cannons along its bows and a bay full of nova bombs, these battlecruosers of Fife come fully crewed with automata to man all stations under your command Jumper. (Your dragon takes this form in the Album 2 time period.)

Noble Scion of Fife Items:

Free: Tactical Lightning Effects

Only noble scions of the ancient fife houses know how to have computed lighting Fram their body when making dramatic proclamations.

100: Armour of Power



As the mighty hero who stands heir to your family's fief and glory - Dwarves of Aberdeen have crafted you masterwork armour. Whether it be enchanted plate, hyper advanced power armour or even swashbuckling gear of awe worthy style. You will find it helps protect you from all environmental conditions aside from the lack of an atmosphere or airborne toxins. Incredible situations like the black fire of a nuclear post apocalypse or diving into a the volcanic depths of Schiehallion will bypass this protection. But this armour provides an incredible base upgrade to durability, even if you need to supplement it with other gear to magically protect yourself.

200: Ring of the King

The ring of the king is a masterful artifact indeed. This seemingly mundane ring bearing the crest of the mighty McFife dynasty acts as somewhat of a skeleton key. Any of the legendary citadels erected across the kingdom of Fife shall open for the bearer of the ring of the king. And the ring itself seems to be enchanted to find any secret passages or secret rooms within. Plundering such castles for the treasure and steel housed within will surely aid the forces of justice.

400: Legendary Enchanted Jetpack

With a single burst from mighty Jetpack, into space you can arrive Jumper. This device is roughly designed to fit between the shoulder blades of a mighty human, yet possesses enough velocity to propel you into the air and beyond the atmosphere in mere minutes. Of course with your great wisdom you will not fly into space without some manner of protection I am sure Jumper. Even without traversing the intergalactic void, the manoeuvrability gained from this legendary artifice will make you a terror of the battlefields upon land or sky.

600: Amulet of Justice

Found at the bottom of Loch Rannoch by Angus the first. This mighty amulet freed the unicorns from the spell of undeath and awoke the princess from her frozen prison. This ancient and mysterious artifact is made of the purest silk, seemingly able to resize to fit an individual as well as the location they deem to wear it. Inlaid in the amulet is a pure white gem. The creator of this artifact was not the Starlords, as with the Laser Blaster, Hammer of Glory or Knife of Evil - yet the amulet managed to completely resist the effects of the knife of evil and even partially thwart it. Each hero discovers new unique abilities of the amulet; Angus II using it to cross the threshold to a universe of steel. What is certain, is that Anti Telharsic power and other wicked enchantments seem to have their effects severely weakened or utterly dispelled by The Amulet of Justice.

Ruler of a Free Kingdom Items:

Free: Eternally flowing hair of barbaric might.

Jumper, your hair... Whether it be facial or on your head flows and radiates with the power of epic heroes. Whether it be bursting into flames whenever you channel magical pyromancy, flowing majestically as you stand over fields of slain foes, or something as simple as changing colour with your mood. Your hair radiates with the power of JUMPER.

100: Holy Armour Made From Wolf

Though to the uneducated observer, your clothing might seem primitive or even siple it is anything but. The pelts of many a great beast slain by your hand stitched together with thread spun from the hairs of Anti-Telharsic beasts. The protection offered by the garb that had become infused with the echoes of your own deeds' was already mighty before the ancient priests and druids of your realm blessed it a thousand thousand times beneath the stars of the Lunar Eclipse. What this means is that no toxin, poison or other such affect may befall you while wearing it. On top it's

ludicrous durability that rendered the wearer of the holy armour immune from the nuclear devastation of Dundee and the aftereffects that claimed so many via mutation and radiation. Like the mighty hootsman jumper, your unique handcrafted and blessed suit of armour may appear simple but it's anything but.

200: Mighty Battleaxe



A mighty weapon forged by the ancient residents of your kingdom in a time before time. This mighty weapon can block enchantments, channel your esoteric abilities, magics or perks, invalidate magical wards and most importantly cut clean through even powersteel. To call such a thing a battle axe is almost insultingly simple. Nobody knows who crafted it truly, merely that long ago it was placed in a trial of ultimate peril awaiting the one who would draw it forth and rule the kingdom. Similar to the legendary weapon that called to the Teenage Barbarian youth who would come to be called the Hootsman. Jumper, before you took the throne of your homeland you braved whatever epic crucible guarded the battle-axe and drew it forth. And to this day and ever onward your mighty Battleaxe will spell doom to the foes of Jumper!

300: Nuclear Powered Motorbike

In the nuclear wasteland of Imperium Dundaxia there as only one law, the law of Hoots. The mighty hero of steel would never be able to enforce his protection on the wasteland without his mighty steed. This incredible nuclear powered motorbike can travel up to 1000mph, channelling lightning and thunder through its weapons systems as it goes. With the threat of goblins, nuclear or otherwise, you'll need every single horsepower this bad boy has. With front mounted laser blasters that can pierce through heavy armour, every chase is a short chase.

500: Wasteland Warrior Hoots Patrol

The noble companions of the hootsman as he enforced justice through the wastelands of Imperium Dundaxia, stalwart heroes one and all. This post apocalyptic biker gang will now stand behind you Jumper, enforcing your will and ideals across the worlds you tread. Where your word goes their acts will enforce. This item allows for siix members of the Wasteland Warrior Hoots Patrol to follow you, with the knowledge to build more Nuclear Powered Motorbikes and take on apprentices to expand. After all, that's the invocation of Thaumaturge.

Mysterious Hermit Items:

Free: Beret of Naval Authority

This is a beret with the insignia to match a commander of a naval vessel in the current jump you are in. While this piece of noble headwear may get you aboard and into a command deck. Should someone in the upper echelons of the administrative powers begin to investigate your credentials; the jig will be up Jumper. However, this beret does look absolutely iconic.

100: Belt of the Mysterious Hermit

I really hope that the legendary hero Ralathor did not need this to keep himself presentable, for now the mystical Belt of the Mysterious Hermit is yours. Jumper, this sleek belt is made from the leather of Dread Bulls of Banff Aberdeen. Though it seems unassuming, lingering spirits of the infamous beasts of nightmares exist, allowing you to fashion illusions of your foes' fears in a pinch. This will only stun them for a moment however, with particularly canny or bloodlusted foes being totally unaffected. But with one as skilled as you Jumper, surely a moment is all you need?

300: Wizards' Retreat

High in the Cairngorm mountains, an ancient war still rage. And in said war the might and ancient guardians of time; Wizards. Each one had a lair, a bastion, a tower, a retreat, a sanctum, a place of power. One of these mighty and heavily warded retreats has now fell into your possession through trickery, guile or inheritance of a relative. Whatever form this place takes is up to you Jumper, but it will contain reagents and tomes galore. Allowing you to practise your wizardly ways for the good of all that be. After all, the wizards are keepers of chaos - should you fail to keep the anti telharsic minions of Kor Viliath at bay, there will be madness and massacres all across Fife.

800: The D.S.S Hootsforce



Assembled by the resistance army of the land of unicorns and hidden beneath Loch a' Chroisg, the Hootsforce has arised! As the sigil of the D.S.S Hootsforce burns in the sky, you stand as nuclear submarine commander of this ship. Designed as a transportation unit for the Forces of Justice on the battlefield of Cowdenbeath , it comes crewed with a small militia of submarine trained engineers for it to take flight. This nuclear submarine is fitted with the best technology of 992AD, and is capable of sea, air and space combat! Jumper this vessel could very well be your final and most critical defence as it is equipped with both radiation laser pulse cannons and missiles of nuclear justice, you will make short work of any dread lord or knight of evil that stand against you. That's not all as the chassis of your ship is primed with echonic reverbanium! When the battle in the sky turns, you can launch an ultra sonaric blast from the bridge of the ship. These acoustic frequencies are capable of space travel and can drain the energy of any vessel in proximity. The Hootsforce played a key role in stopping Zargothrax from completing his dark incantation during the solar

conjunction and it could very well help your own epic battles to come! Now, set course Jumper!

Grandmaster of Knights Items:

Free: An Order of Chivalrous Knights

Whether you have chosen to become the successor and protege of Heroic Proletius of Crail or the master of your own band of heroic brothers. You Jumper, have a noble fraternity or sorority of epic warriors sworn to your will by the vows of the order. With weapons, words and wisdom they shall serve ably as guardians of justice and light. Each knight is a hero in their own right, with bright young squires learning under their guidance. This item does not grant a fortress or holdfast, so without further purchases your order will be a wandering brotherhood of travelling heroes. This item gives you fifty full blooded knights of legend with fifty plucky young squires eager for glory!

100: A More Elegant Weapon from a more Civilised Age

The laser sword which every Knight of Crail inherits upon graduation is as iconic as they armoured robes with which they are equipped. Almost as iconic as the great eagles that bear the knights to battle across glorious skies. You and your knightly order too, possess a weapon of great power, the secret of its creation, a closely guarded secret of the order. This may be a laser weapon, a blaster of some esoteric make, even gauntlets with unique properties. The key thing is that this is a long forgotten and rare relic of a better time, one which outstrips the peers and crude weaponry of the modern age. Jumper, your knights will wield these weapons for the Kingdom of Dundee!

100: Templar chainmail

The Brotherhood of Crail is known most for it's armoured robes that flow with the sheer force of their prowess in battle, but unknown to most it is the lair of chainmail beneath that provides the perceived invincibility of the Brotherhood of Crail. Each Templar Chainmail is enchanted so that even should you be shot or struck in an uncovered area, the damage will be transferred to the chainmail. It is lightweight, despite it's durability - granting you the ability to employ the best defence. Not getting hit. Be warned however, that a blow with enough strength striking you will shatter the chainmail utterly, leaving it irreparable.

200: A Fortress Where the Ocean Meets the Land

What would a knightly order be without its stronghold? A shining beacon of justice within which heroes of steel hone their craft and diligently strive for excellence. This stronghold will be adjacent to a body of water that acts as a perfect natural harbour from which to cast out your heroes to adventures on the sea or far off lands. The fortress hosts stables that are equipped to house all manner of domesticated steed or beasts of war, restocking feed and equipment daily. Armouries across dozens of floors and multiple holdfasts and outbuildings are manned by commoners sworn to the will of the knights. And of course, the great tower of flying beasts will be manned by the seemingly immortal ravener and his apprentices. After all, who knows when Masters of Victorious Eagle Warfare may visit.

400: Majestic Flying Eagle

The knights of Crail are known for riding to war atop the backs of mighty noble eagles. This purchase will ensure you will be bonded to the iconic creature that adorns the heraldry of your knightly crest. Whether it be a noble griffon, insidious hydra, proud lion. You will have a beast of war lathe enough to bear you through apocalyptic skies, nuclear wasteland or through the battlefields of Fife. Your best and brightest are those who have formed the soul bond of companionship with these creatures and now you too will engage in Victorious Warfare.

Dreadlord of Death Knights Items:

Free: A Horde of Undead Thralls

As the Dreadlord of Evil, you command a mighty undead horde of beasts and warriors. Though they lack some of the subtlety that they wielded in life, you've found that the unrelenting ferocity of undeath more than makes up for such a thing. Great undead beasts stomp their way through your own lines to trample the forces of justice, supported by skeletal archers and hordes of ravenous zombies. And at the vanguard, you and your death knights ride to slaughter more peasants in the name of Evil.

100: A Wicked Blade

In your hands you wield a sickening weapons of anti telharsic sorcery. Before falling into your hands, the Sapphire Blade of Glencoe was a weapon of good. In the hands of countless knights of the realm, it shone with the sapphire flame of the lochwardens of old. Now this ancient blade is in your hands, since you broke its last wielder before your might - the Sapphire Blade of Glenscoe now burns with Emerald flames that suck the soul of anyone but with it's spectral blade. Should you slay someone with this

weapon, their soul shall be imprisoned within, causing the flame to burn ever brighter the more blood you spill.

200: Black Armour of Dessicated Steel

Fused to your flesh with the sound of hissing of the demons contained within, the black armour you wear has been ensorcelled with cunning and insidious magics. Blades shall rust when the strike your breastplate, any blow that should cave your helm in shall instead glance off the impossibly minute angled metallurgy. From the dying screams of the purest virgin enchantresses, your abominable armour has been bound to you; body and soul.

300: The Volcanic Hellgate

Amidst the highlands of Dundee, a volcanic mountain long forgotten by history and all within the land can be found. Far from prying eyes, lies the perfect correlating position between the astral leylines of the aetheric planes and the intrapositioned borders to the infinite hell dimensions. As such this was the perfect place for you to construct the Obsidian Fortress you now reside in and the creation of a mystical Hellgate in the geothermal depths of the mountain. From here, you could perform Infernal and necromantic study far beyond the ken of the average sorcerer. Summoning demonic beasts or raising the undead souls of the vanquished and wandering souls is almost effortless. The Hellgate Fortress comes equipped with twisted ghoul manservants and Homunculi butlers to keep things in order whilst you are away. Every day, a hundred undead will be raised to fight under your command, whilst a cadre of six devils are brought into this plane of reality and bound to your will by the Hellgate.

400: Horrifying Abomination of Undead Terror



A once legendary beast, now slain and twisted into a pathetic mockery of its once beautiful form. An undead beast of death will act as your mount for war. All of it's natural abilities are maintained by the anti telharsic powers animating it's corpse, while offensive abilities are augmented by the neurotic magics flowing through its veins. Atop this undead evil, you will lead your grim armies through the land to squash the pathetic forces of justice.

Sorcerer items:

Free: Wizardly Robes of Celestial Wizardry

What kind of wizard would you be without the masterfully made intricate robes that radiate with the sheer galactic dread of your kind? These robes have been enchanted to draw the eye of the observer and to radiate the awe that is your due. These robes can be in whatever hue tickles your black and twisted heart Jumper. Express yourself and flaunt the mighty style inherent to your sick desires.

100: 360 Degree Anti Telharsic Holographic Control Keyboard

When conducting your dark magic across the infinite cosmos of space, you must sometimes channel your infinite power through a focusing device or nexus. This ingenious blend of futuristic engineering and ancient sorcery manifests as a holographic display to be manipulated at your leisure. Each press of an interface plays sound like a keyboard whilst it tunes and manipulates the spells or rituals your are currently casting. With some time and practice you will find yourself able to sustain and unleash foul wonders far beyond your wildest ambitions. Whilst also dropping sick music to add extra style to your glorious victories.



100: Enchanted Sword of serrated Devastation

Sometimes even the mightiest of arcane secrets and the most cunning or strategies are insufficient. Sometimes, the only way to strike down a meddling and pathetic warrior of justice in by yourself. On the occasion where minions fail, defences are breached or, perhaps even when you simply want the satisfaction of besting a foe with your own strength - this weapon will never fail you. Enchanted to prevent regeneration or clotting, resist healing magic and inspire greater pain than it should; this blade is an instrument of crude pain. No matter how small a knick, this will cause your foes to bleed and suffer. As all who oppose the terrible and mighty jumper should!

200: Tome of the Chaos Wizards

Entropy and Anti Telharsism are two sides of the same coin to some, to others Anti-Telharsic energy is the magical corruption of one of the most fundamental physical forces of the universe. The truth is somewhere in the middle, but this tome details all manners of way to warp entropy into true chaos through the most twisted spells and rituals. Any sorcerer lucky enough to study such a tome will be fearsome indeed, those who own it to memorise or peruse at their leisure? Oftentimes such foes cannot be safely faced, wielding the power of three or chaos wizards or even a full coven casually.

200: Futuristic Techno Magic Blueprints

In the far future of the year 1992, science and technology have become intrinsic to one another. The magitech was so pervasive in that time, but if even a shred of it was brought back in time from that heroic future of steel then the person controlling such wondrous items would be so powerful they would be near godly. Now, cunning jumper, you have blueprints that will follow you wherever you go, allowing you to combine the most advanced technological discoveries of the worlds you see on your epic quest;

with the most powerful magics you encounter too! With careful planning, who knows what marvels you will be able to unleash in future.

200: Team of Statue Sculpting Elementals

What use is being an evil overlord without some great and terrible monuments to your glory? So Jumper, you have found yourself in dominion of a trio of statue building elementals. Each one consists of incredible architects forcefully possessed by the metaphysical spirits of inspiration. Each one is inhumanly powerful, a seventeen foot colossus with limited geokinetic abilities. With these, wherever you dwell shall be appropriately beneath your rocky gaze Jumper.



300: Spiteful Citadel of Dread

In the ancient time, a lord of great power decreed the construction of an awesome citadel amid the mighty peaks of their realm; a massive and daunting deterrent to all

those who would seek to invade and an impenetrable refuge from any regional threat. The construction of its foundations bore through the tall bluffs of the nearby coast and incorporates them into its already colossal structure for a layer of added defence and intimidating scale. No delay was ever tolerated in its erection; the builders were forced to incorporate the remains of the exhausted workmen into the infrastructure in order for the structure to echo with the magic of damned souls. Despite being ever-hastened, the enterprise spanned generations, its baleful reputation growing alongside the fortification and sowing a great dread into all those "elected" by the wicked and fallen noble house to supplement its ever-shrinking labour force.

It is unknown whether the lord and their progeny had Anti-Telharsic intentions from the outset. But somewhere along the way it caught the attention and adoration of those knowledgeable in the dark powers. Such that they had to have it for themselves. As the citadel neared completion, the entirety of it, sculpted cliffs and all, disappeared. This once shining gem of the Highlands was corrupted, blackened and then now placed into your control.dear Jumper. Alongside the reanimated shades of those who perished in its construction, the citadel shall have supplies for a year of siege as well as a natural aetheric rift that allows communication with the thirteen hell dimensions.

300: Enchanted Map of Strathkinness

It is said by the wisest that a picture is worth a thousand words. By that very same logic, there is no artefact as valuable to a traveller as the Enchanted Map of Strathkinnes. Depicted within it's withered scroll is a perfect representation of Dundee and the lands below. Accurate up until the second it is first observed each day. Should you unroll the map, it shall not update until after Midnight in whatever realm you stand.

400: Cabal of Chaos Wizards

What would a machiavellian lord of sorcery be without his cohort of wicked minions that can be bent to your will Jumper? With this purchase, you will find a fiendish cabal of chaos wizards; obsessed with your glory and conquest. Should you remain as the sole symbol of unspeakable power, they will do whatever depraved and duplicitous tasks you order. They will not hesitate, they will not falter, they will be your inner council. But should you show weakness, or they see opportunity at your expense... Well Jumper, that is the danger of any Cabal of Chaos.

500: Crystal key of Abernethy

Long ago, the creatures of the darkstorm galaxy toiled with spell and tool to create a key. This simple key would be the missing puzzle piece and anchor for a great dimensional fusion ritual. Sequestered beneath the dwarven caverns of what would someday become the mighty kingdom of Dundee opens a door to the meeting point of all realities: The Galactic Nexus. The Nexus can only be reached by chanting the spell depicted in the ancient prophesy of Anstahur while the Crystal Key is placed within the altar. With the key and altar, you could unleash Kor Viliath, access any of the other Hell Dimensions or travel between any dimension you imagine Jumper! Who knows, perhaps you may be able to absorb the power of these artefacts to become something beyond the Gods and Starlords themselves!

600: Secret subterranean Advanced Nuclear Facility

From the distant future of 1992, space time was fractured to uncountable pieces by the nuclear detonation of The Hootsman. While this sacrifice and the ensuing creation of worlds beyond the terror vortex, splitting of timelines and dimensions granted the Hootsman Apotheosis - it has also weakened the boundary between realities in many places. Displaced by the apocalyptic cataclysm, this nuclear facility from a time yet unseen possesses six Nuclear missiles. Charged with Anti Telharsic sub routines and powered by technologies centuries from discovery or comprehension, they can be launched to utterly eradicate your foes with a mere fifteen minute ritual. Should you skip the ritual, the magic and tech will not synergise, turning the missile into a mundane missile.

800: Maledicto Sanctus Dominus

Within your deepest reaches you are such a spiteful creature that you have crafted shards of your own power and will to split from your soul upon defeat. This curse you have laid upon your own warped soul and the galaxy at large will come into effect with your dying words. With the incantation spoken, magic most powerful will throw these shattered shards of power from your corpse of liquid dust. The shards will find and enter a suitable host body, one that will be transformed into a vessel for the infinite power of Jumper!

Starlord of Eternity Items:

The following items all cannot be purchased without a perk or relevant origin. For those with the origin; They all cost 400CP and perks allowing you to have a starlord item have no additional cost and bypass origin requirements.

Sorcerer Origin Required:

400: The Knife of Evil.



The Knife of Evil's effects can be counteracted by the Amulet of Justice, as Angus McFife the First used it to both free Zargothrax's undead unicorns and break Princess Iona McDougall's prison of ice. An anti-telharsic hyper quenched cryoblade of unparalleled terror. Forged countless aeons ago by a mysterious chaotic Stargod, The Knife of Evil is a short blade made of a hyper quenched cryofluid (commonly known as "liquid ice"), held in stasis by an anti-telharsic forcefield, which comes to an infinitely sharp point. Its handle is made of Primordial Infinitum, the hardest substance in the known universe. When the blade is stabbed into a target, the physical momentum flux generates a subatomic spin in the internal cryofluid, known as a "quantum turbine". When this turbine interacts with the boundary layer between the cryofluid and the anti-telharsic field, it induces an electroweak force perpendicular to both the direction of thrusting and the direction of the 7th dimension (where the telharsic field exhibits its effect). This resolves non-euclidean vectors into the 18th hell dimension, opening a microgateway to hell in the victim. The resulting effect is truly terrifying...anyone stabbed by the Knife of Evil immediately becomes possessed by the demon spirit of an Elder Hellgod, charged with dark energies and the sole purpose of destroying the forces of Justice.

Noble Scion of Fife Origin Required:

400: The Hammer of Glory.



" Forged in the heart of celestial fire
Powered by lasers entwined in a star
Legend of the Astral Hammer
Crystal enchantment of steel" - Legend of the Astral Hammer

"Forged by ancient gods of warfare
Wrought of lasers from the sun
Now suffused with astral fire
It is time for battle" - Gloryhammer

"Fly high into space to raise my

Heavy Metal Darklord Crasher
With the stars of this universe now
Lying in my hands
My steel will blow you away" - Gloryhammer

A weapon of "ultimate steel" the Hammer was forged in the heart of a star and empowered with raw solar energies, being able to channel the "powers of the universe". Its unique construction, a "crystal enchantment of steel", is likely what enables this, and this empowerment seems to be permanent and is only affected when the Hammer crosses realities. Additionally this enchantment prevents anyone not a warrior "with a heart pure of steel" from wielding it.
The Hammer's maul may contain traces of meteoric metal. When the Hammer lost its original might upon entry in the Terrorvortex, Angus McFife XIII was compelled to soar through the corona of a native star to manually recharge it.

Angus McFife I initially believed the Hammer could crack Princess Iona's prison of ice. The Hammer has the power to permanently end Zargothrax's life by breaking his immortality Additionally, the Hammer possesses additional force or enchantment to make enemies' heads "explode with fury" by channelling its wielder's wrath.

In Universe 38B, the Hammer is believed to be wrought from "unholy cosmic frost" an as yet unknown material that may be synonymous with ultimate crystal enchantment of steel. Angus McFife II also claims the "force of [his] Holy Hammer will rage through time" if he is defeated.

Dwarf, Goblin, Grandmaster of Knights or Dreadlord of Death Knights Origin Required:

400: Vorpal Laser Blaster of Pittenweem



Eons before Dundee was founded, the Starlords waged war against an unknown evil in 10000 BD and defeated it with the three relics. Afterwards they descended to Earth and hid the three Relics to "safeguard from doom" in Caledonia, concealing the Laserblaster in a citadel located deep in the mountains of Strathclyde.

The Blaster was said to be "charged with light from an ancient star and forged from pure steel", with an apparent weight of 0.999 kilograms, a recharge time of twelve seconds, and a radiation value of 65,000 mSv (millisievert) or 65 Sieverts. It has a capacity of twelve thousand "star fragments".

It has two modes, a laser pulse mode, and a dark matter cannon mode. The laser pulse mode has an apparent range of 599.58 kilometers; the dark matter cannon has an apparent range of 3897.302 kilometers.

Drawbacks:

Drawbacks may only be taken once. You may take a maximum of three.

+50: 8Bithammer

For some reason whenever epic battle is fight, instead of the orchestral themes or epic power metal you expect Jumper. Your tales will only be recounted via a barely functional MIDI chiptune set wielded by the most self important excuse for a bard you have ever seen. Whilst other great heroes have ballads, solos and riffs... you have annoying beeps that will get stuck in your head.

+100: Gloryless

You, Jumper are not an epic hero, or wicked villain. Quite frankly you hold within you almost infinitesimal or even an utter lack of glory. As such, gathering allies in your quest will be near impossible. Your great deeds will be attributed to others, attempts at romantic entanglement will be laughed off. In the eyes of the peasantry, starlords, even the heroes and villains of this world; you will be considered an annoyance to be brushed off. This irritating effect also ensures you can't even use your Gloryless nature to become underestimated! Truly a curse unmatched.

+200: A Twisted Dimension

Jumper, in this world there is a concerning variable that was unplanned. In this timeline, you will face your greatest foe - yourself. Ostensibly your equal and wielding the powers you possess entering this world; they will be your opposite in all things. If

you are a scion of Fife, they shall be the great and dark sorcerer trying to bring Dundee to ruin.

+300 Charge My...

Jumper, through terrible convergence of bad luck and the lackadaisical maintenance of the ancients... All equipment you have purchased for your person is rather... inert. Your purchased gear will need repaired from craftsman, smith or mage. Or it shall need recharged from great quest or incredible feat. It really is a wonder how common it is for equipment lost to the starlords for centuries or concealed in a cave hidden and unknown to man are in working order isn't it Jumper? Shame you're one of those rare few who has to repair their wondrous gear.

+400: Am I Late?

Jumper, you were supposed to arrive at the start of the album! But through black fate, you are instead arriving midway through events. The chaos wizards have awoken Zargothrax in 1992, The Unicorn Invasion already has begun in ancient Dundee, The Vorpal Laser Blaster has already fallen into the hands of the Nuclear Clone when you arrive to the toxic wasteland! Wherever you end up Jumper, things are already past the opening act...

+500: Friend to None

Jumper, through extremely convoluted circumstances your allies believe you to be as big a threat as their true foe! Your origin now will not align you with any faction, Chaos or Steel will both see you as a threat for eradication. They will not simply target you in chance encounters, Goblins will be searching for you, Knights of the Realm shall declare you wanted dead or alive. Angus and Zargothrax both will want you to be defeat for the Eternal Glory of Dundee. Best ensure your holdings are secure and that you always leave garrisons, this shall be a long and fraught decade indeed!

+600: None Will Survive

Jumper, to defeat the power of the sorcerer... Will require great sacrifice. No matter your might, heart of steel, black magical or cunning plans. The ultimate fight is a bloody thing and even the great heroes of old fall sooner or later. One or more of your companions will not survive the final battle. Resurrection may still be possible in future jumps or using powerful artefact - should you retrieve their body if there is a body to

retrieve. But so long as you remain in this jump, even those techniques, perks and powers will not return the glorious departed to you.

This drawback will prioritise imported companions, but should you arrive alone this great sacrifice will fall to those you have befriended in Dundee. Just try not to have your companion dissolve into liquid dust, be vaporised, throw themselves into the mighty volcano of Schiehallion or be hit by missiles of nuclear justice... Come to think of it Jumper, has anyone ever left a physical corpse in Dundee?