The Death Gate Cycle

(Jumpchain)
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Thousands of years ago, this was a world much like the one you came from. After the population was decimated by a nuclear war, several mutant strains of humanity came into being, most significantly, the Sartan. Superficially identical to humans aside from some oddities in hair color, the Sartan had a natural ability to see into possible futures and alter the probabilities of an event coming to pass. Refining this ability into an extraordinarily powerful form of magic, the Sartan came to dominate the other, lesser races whom they collectively referred to as mensch.

A cultural offshoot of the Sartan emerged calling themselves the Patryns and the two groups of demigods got into a conflict with one another over who would rule over the mensch. This conflict ended with an event known as the Sundering, where the Sartan worked a powerful spell that destroyed the world, and in its place, created four worlds based on the classical elements as well as a nightmarish prison dimension called the Labyrinth where they imprisoned all the Patryns.

After their victory, things went wrong for the Sartan. The worlds they'd created were flawed, and as they desperately fashioned great marvels of magic and technology in order to compensate for their flawed creation, a mysterious plague spread among them. Worse, something had taken advantage of the barely controlled magics unleashed during the Sundering to enter the world. Thousands of years after the Sundering, the Sartan are a distant memory in most worlds, and reduced to a shadow of their former glory in the few places they still cling to survival at all.

Recently, a small trickle of Patryns have managed to escape from their hellish prison world and are making plans to pick up where they left off, conquering these new worlds and the mensch in them who barely remember that either race of demigods ever existed.

You will arrive on the same day that the Patryn Haplo is first dispatched through Death's Gate to scout out the situation in the Sundered Realms and to sew what chaos he can in preparation for his people's arrival in force. You will be here for ten years. Take these **1000 CP** to prepare yourself.

Origins

Any origin may come with memories, connections, and a life lived in this world prior to your insertion or may be taken as Drop-In providing you with no new memories or connections you did not purchase with CP.

Age and sex may be chosen freely.

Human (free)
Short lived and prone to infighting, humans as a whole struggle to remain relevant even among the other mensch races. On an individual level, humans compare surprisingly well with the other mensch races. Trained human warriors can fight elves with centuries of training on almost equal footing.

Elf (free)
As tall as a human, with a slim build that makes them seem taller, elves of these worlds have lifespans measured in centuries rather than decades and cultural traditions to support such long lifespans. Magical items of all kinds crafted by elven wizards are commonplace, contributing to the military and cultural dominance the elves enjoy in most worlds where they are present.

Dwarf (free)
Half the height of the other races, but twice as broad to make up for it, the most remarkable trait of the dwarves of these worlds is their sense of brotherhood with their fellow dwarves. What the dwarves would call a riot other races might term a rowdy bar fight simply because dwarves are that averse to actually harming one another. That same sense of brotherhood means that the dwarves regard an attack on one dwarf as an attack on all dwarves and respond accordingly.

Sartan (-300 CP)
Superficially human in appearance with white hair that goes black at the tips, the Sartan enjoy lifespans that make the elves seem short lived by comparison. Viewing themselves and grudgingly the Patryns as the closest things to gods that exist in the universe due to their innate proficiency with the Rune Magic, the idea of a Sartan wizard is redundant. Their native language is the language of magic, which has a telepathic component making it difficult for Sartan to lie to one another, and leading to a strong cultural expectation of openness and honesty.

Patryn (-300 CP)
Aside from their black hair with white tips, the main factor distinguishing a Patryn from a Sartan is the intricate network of magical tattoos that covers every inch of a Patryn's skin except the head, palms, fingers, and soles of the feet. Culturally, Patryns divide themselves into runners and squatters, describing their approach to surviving in the Labyrinth. Runners fight their way forward alone, relaying what they learn to others when they meet and acting as forward scouts. Squatters assemble in small mobile villages for safety in numbers, and as a result travel more slowly.

Locations

Roll 1d8 or pay 100 CP to choose your starting location.

1. Arianus, Mid Realm
Arianus is made up of a series of floating islands made of a faintly bio-luminescent, lighter than air material called coralite. You may choose to begin on the floating continent of Aristagon the seat of elven power in Arianus, on one of the Volkaran Isles ruled by King Steven's human kingdom, or even in the cosmopolitan hive of scum and villainy known as Skurvash where the only law is the assassins guild known as the Brotherhood of the Hand.

2. Arianus, Low Realm
The Low Realms are home to a massive Sartan machine called the Kicksey-Winsey that fills the entire interior of the floating continent of Drevlin. A massive perpetual storm called the Maelstrom separates the Low Realms from the Mid Realms. In those brief but regular moments when the storm abates, metal components in the shape of human or animal parts can be seen sticking out of the surface seemingly at random, capturing lighting, releasing steam, and chewing up the ground. The dwarves of Arianus have labored since the time of the Sundering maintaining the machine, though even they have no inkling of its true purpose.

3. Pryan, Equilan
Under the eternal daylight of Pryan, the mensch races have adapted and thrived. Equilan is a vast region seated atop the branches of trees so massive that most of those who live here have never seen the ground. Independent kingdoms of humans make war on one another supplied with enchanted weapons from elven arms dealers. The isolationist dwarves on the far side of human lands from the elves have recently been visited by a nightmare that threatens everyone in Equilan. The Tytans, a race of eyeless giants created by the Sartan and empowered with a crude version of their Rune Magic, wander Pryan's surface demanding the answer to one question, and destroying anyone that can't give them an answer. "Where is the Citadel?"

4. Pryan, Citadel Drugar
You appear within the rune inscribed walls of an empty Sartan city which stands on a mountain tall enough to stick out above Pryan's immense jungle. There is plenty of food, a large collection of scrolls and texts written in various languages, and absolute solitude. A technomagical machine is located at the heart of the city, concentrating the light of Pryan's eternal daylight into a beacon visible half a solar system away while periodically blanketing the city and its immediate surroundings in an unnatural imitation of night. It is obvious from the complexity of the machine that it is meant to do more than that, but the closest thing to a control mechanism that can be found is a set of seven enormous thrones arranged in a ring.

5. Chelestra, Mensch Seamoons
Chelestra itself is a ball of water the size of a solar system with a shell of ice where it is exposed to space. The seasun which drifts freely within this ice ball thaws new areas as it travels, leaving others behind to freeze. The waters themselves are actually a breathable oxygenated fluid which allows marine mammals like dolphins to remain submerged as long as they like. The less aquatically adapted mensch live inside the air filled caverns of small planetoids called seamoons, and travel between them in magically powered submarines. The mensch of Chelestra are currently in the process of preparing for a great migration called the Sun Chase, leaving their current seamoons as they're frozen over to find new homes in the newly thawed waters.

6. Chelstra, The Chalice
Recently thawed by the drifting of the seasun, the Chalice is an artificial landmass large enough to hold the entire population of Chelestra comfortably and seemingly empty of habitation. You will begin in Surunan, a city of Sartan design located at the center of the landmass.

7. The Nexus
Just beyond the Final Gate of the Labyrinth there is a beautiful city created by the Sartan. A wall covered in the most powerful warding runes the Sartan could construct, augmented by Patryn wards once they began emerging, holds back the Labyrinth from expanding to consume this city and its surrounding wild lands. Xar, self-styled Lord of the Nexus, leads those Patryns who have escaped the Labyrinth as they seek their twin goals of conquest and revenge on the Sartan who imprisoned them long ago.

8. Free Choice
Congratulations. You can choose to begin in any of the locations listed above.

Perks

100 CP perks are free to their origin. All other perks are discounted 50% to their origin.

Undiscounted Perks

Familiar (-300 CP) (Capstone Booster)
No, you aren't getting a familiar. You are the familiar. Remember when I mentioned that something slipped into this world during the Sundering? What slipped in were shape shifting embodiments of good and evil, who by default take on the form of enormous serpentine dragons, though they have no issue taking more humanoid forms. You can choose either one of the Good Dragons from Pryan or one of the Evil Dragon-Snakes from Chelestra who's taken a liking to you and made you their familiar. The dragon acts as a follower, though they can be imported as a companion in the future. Day to day, the dragon will adopt the persona of a butler or other servant, and will function well in that role. They will, of course, be attempting to advance their agenda in future worlds as well as nudge you in the direction of their alignment, so consider carefully whether this is worth it to you.

Of course, there are advantages beyond just having a new dragon butler. As the dragon's familiar, you gain access to a portion of the dragon's magic. It starts with the ability to reflexively negate any spells directly cast at you with a thought. With time and training you could eventually learn the other abilities the dragon has access to. This perk acts as a capstone booster, with the effects on other perks noted in their descriptions.

Human Perks

Dishonorable (-100 CP)
Between elves literally selling their souls for honor, dwarves sticking to a labor contract thousands of years after the other party died off, and even the Sartan and Patryns cleaving to their own codes, honor is a pretty big deal in this setting. The word of an assassin or an arms dealer has real currency here. People expect you to live up to your promises and obligations. They expect it so strongly they tend to forget to do anything to actually enforce those obligations. That isn't to say they won't do something if you actually betray them, but they won't take any precautions against betrayal, and will always be stunned that you would even consider breaking your word.

Herbalism (-200 CP)
Human magic in the Sundered Realms focuses on the manipulation of living things and the natural elements. Perhaps this is a weak manifestation of that magic. Whatever the source, you have a comprehensive knowledge of all of the plants of any world you set foot in, their uses, and their dangers. With the water producing hargast trees of Arianus, the time keeping hour flowers of Pryan, the no fear weed of Chelestra, the air purifying lanti trees of Abarrach, and many more, you will no doubt find many uses for this ability while you're here.

Underdog (-400 CP)
It seems you've developed a form of plot armor. While it won't help with your survival, this will guarantee your continuing relevance while you do survive. Perhaps a technique or skill you possess will turn out to be important to how events unfold, or perhaps you'll stumble across an item that lets you make a difference when you would otherwise be completely outclassed. This won't be enough to ensure victory, but you will always have something to contribute to the plot, or some way of leaving a mark on the setting.

Magus (-600 CP)
The Sartan and their Patryn offshoot were not the only ones to develop magic. While lacking the raw power of the Rune Magic, the magic wielded by human wizards remains a potent tool. A common wizard can command dragons, cause earthquakes, turn themselves lighter than air, speak any mundane language, and more. This power is now yours.

<u>Capstone Boosted</u>
You have reached the heights of power of the Mysteriarchs, able to teleport, steal souls, conjure illusions the size of cities, control the minds of intelligent beings, and more. Before the Sundering, the Mysteriarchs were approaching the lower levels of power of the Sartan and Patryns.

Elf Perks

Long Prospective (-100 CP)
A lifespan measured in centuries may seem daunting to a human, but the elves of this world demonstrate that it doesn't have to be a burden. Mostly it just means that you don't have the same pressure to accomplish something immediately to feel like your life has had meaning. You can take the slow path, stopping to smell the roses along the way, assured that you'll always have plenty of time to do whatever it was you wanted to accomplish. This perk does not strip you of your ambition, and if there is something you need to do that requires some urgency, you're still capable of focusing. It does ensure that you will never feel burdened by a long lifespan, always able to recognize that even if you can't see what you'll be doing with all that time, there's no rush to figure that out either.

Common Tongue (-200 CP)
Whether they've outright enslaved the other races as on Arianus, economically dominate their neighbors as we see on Pryan, or merely sit as the first among equals in the alliance in Chelestra, on every world where the mensch live, the elves are the ones on top. And being on top comes with certain perks, the least of which is getting to define the common language of trade and diplomacy. From this point on, wherever you go, your native language will have preceded you. Everyone who matters will have learned at least a little of your language, enough for basic communication, with those of higher class and better education having a greater likelihood of being fluent.

Bard Song (-400 CP)
This perk allows the user to infuse a song with magic in the process of composing it. The resulting song will have a profound effect on the listener, up to a radical upending of their personality or values. The composer designates what the effect of the song will be at the time of composing it. This style of elven magic relies on shared genetic memories, so it has its full effect only on those who are the same race as the song's composer, with effects diminishing the more distant the genetic relationship. Effects which block magic based mental effects such as charm spells will block the effects of the song, however once the changes take root they are permanent. A warning: once composed, anyone can sing the song to invoke the effect. Comes with an excellent singing voice.

Mechanical Magic (-600 CP)
The elves didn't become the dominant power on every world they live on by virtue of their long lifespans or their lovely singing voices. They became the dominant power due to their wide scale manufacture and use of magic items. Everything from magical household appliances to sentient self guiding arrows to flying ships, you now have the ability to create an almost limitless variety of magical items to suit your needs.

<u>Capstone Boosted</u>
You now possess the secret arts of Kenkari soul magic. With this, you have learned how to craft a magical box that can contain a soul. Moreover, you now possess the secret of containing the souls of any sentient race, not just other elves. This particular means of capturing souls has the added benefit of allowing the souls to augment the magical power of the living if they so choose. This augmentation can happen over any distance, and the benefit can be divided among as many targets as the soul likes.

Dwarf Perks

Industrious (-100 CP)
When a dwarf takes on a job, they give it their all. Whenever you are doing something that is properly your job, you will always operate at the uppermost limits of your ability. You won't have off days or suffer distraction or burnout. You will likewise never get bored of your job, no matter how tedious it objectively might be. If you're a bolt tightener on an assembly line, you will always be able to take pride in being the best bolt tightener you can be.

Hardy Constitution (-200 CP)
Dwarves are a hardy people, and you embody that ideal more than most. You are highly resistant to toxins, poisons, and disease. Injuries that would put most people in the hospital wouldn't slow you down enough to take a sick day, and will heal on their own without you needing to do anything more than keep fresh bandages in place to stem the blood loss. There's a reason the dwarves were the last mensch to survive on Abbarach, and only started to die out when the environment turned too hostile for the Sartan to consistently sustain themselves.

Unmoveable (-400 CP)
It's said to be impossible to move a dwarf when they don't want to be moved, and in your case, that is more literal. Whether you're a dwarf or not, when you decide you're staying put, no amount of force can move you. This doesn't make you invulnerable to harm, but even if reduced to a fine mist, a pile of ash, or some other creatively deconstructed corpse, your remains will still be right in that same spot. Obviously, if you decide to move you can end this effect at will.

The One Dwarf (-600 CP)
Dwarves are bar none the most socially minded race in the Sundered Realms. Even when fleeing for their lives in a blind panic, able dwarves will help the young and elderly along with them on instinct rather than trampling them underfoot. You can now inspire this social unity in any group of people around you in a crisis situation. Merely by being present, you can ensure swift, orderly evacuations take place, soldiers make strategic withdrawals rather than suffering blind routes, and even looters will leave lanes open for emergency services and take care not to damage the loot in the process of stealing it.

<u>Capstone Boosted</u>
You may now apply this same unity of purpose outside of crisis situations, ensuring that around you, people are more naturally inclined toward cooperation. The machinery of society runs smoothly in your presence, and it would take an active bad actor to cause so much as a traffic jam. And that bad actor would find himself facing a collective of people who win the prisoner's dilemma on instinct.

Sartan Perks

Magical Theory (-100 CP)
When confronted with strange supernatural phenomenon, sometimes the best you can manage is making an educated guess about what's going on. Your extensive background in magical theory combined with generally good intuition mean your guesses are far more accurate than they have any right to be. With any data at all, you can refine your theories to the point that they're probably more accurate than the text books written by people who actually knew what they were doing.

Advisor (-200 CP)
Before their disappearance, the Sartan preferred not to rule openly over the mensch, instead maintaining the polite fiction that the mensch were their own masters, who merely recognized the wise advice of their Sartan betters. Whenever you would otherwise be entitled to take a position of leadership, you can take on the role of advisor instead. The official leader is effectively a puppet, who will implement whatever policies you see fit, but will handle the day to day affairs without you needing to be bothered by them. And when there's blame to be apportioned, well, you're just an advisor and clearly the problem was with the official leader.

Studied History (-400 CP)
The problem with sealing away ancient evils for millennia is that by the time the seals fail, no one remembers the evils existed in the first place, let alone how to fight them. Well, no one but you. When confronted with ancient sealed evils and the like, you recall all the details from your studies. And not just the vague references most heroes have to work off. You get all the information that would have been common knowledge back in the day when people were actively fighting them. This won't provide you with information that was secret even back then, but if something about your current foes was once common knowledge that has been lost to the passage of time, you know it, and can recall it to mind immediately.

Creator of Wonders (-600 CP)
After the Sundering, when it became clear their grand design was fundamentally flawed, the Sartan across the various worlds set to work creating marvels to correct and compensate for those flaws. You are now a master of blending magic and technology, able to create technomagical wonders on the same level. Power plants that draw in ambient heat in violation of thermodynamics and channel the energy through artificial wormholes, factories capable of growing like living things able to supply all of a civilization's needs, terraforming devices capable of producing water and breathable air by drawing on geothermal energy. All are now within your grasp.

<u>Capstone Boosted</u>
The problem with creating wonders that will last for millennia is that's plenty of time for your creations to run into unforeseen situations, dramatic changes from the environments you expected them to be operating in, and general out of context problems. Well, now you don't need to worry about that. Your creations adapt to changing situations and environments as though you had foreseen the very problems they are now encountering and built them with those future conditions in mind.

Patryn Perks

Magic Tattoos (-100 CP) (Requires Patryn Rune Magic)
Every inch of your skin is covered in an intricate network of magical tattoos except your head, fingers, palms, and the soles of your feet. A Patryn's rune tattoos are unique to each individual, but there are some common features.

When you are in danger, the runes will activate, glowing with a varying intensity depending on how close the threat is to you. When an attack, whether physical or magical, makes contact with any tattooed area, the runes will automatically react to counter it. This is not a perfect defense. In addition to areas not covered being vulnerable, this passive defense still runs off your own internal reserves of magical energy, and can be overwhelmed.

When you are injured, the rune tattoos allow you to enter a healing sleep, during which your magic works automatically to restore any injuries, purge any diseases or toxins, and broadly make you whole once again. By joining hands in a circle with another living being, whether a fellow Patryn or otherwise, you can enter into this healing sleep together, allowing both of your magical reserves to feed the healing process and heal both of you.

You may modify and rework this network of tattoos as your magical knowledge grows, including working other supernatural markings into the pattern without disrupting its functionality. Any spells integrated into this network can be cast with a thought or be set to trigger automatically when designated conditions are met.

Playing Dead (-200 CP)
The creatures of the Labyrinth come in nearly infinite variety, but the one common thread woven through all the Labyrinth's creations is that every one of them was designed to kill those struggling to escape it. While not perfect, this trick allows you to exploit that one commonality among the Labyrinth's monsters. By holding perfectly still, slowing your breathing and heart rate, and even suppressing your body's magic, this allows you to fool all but the most careful observers into believing you are dead. This will leave you vulnerable, but most of the Labyrinth's creatures would rather hunt the living than scavenge the dead.

The Power of Hate (-400 CP)
The Labyrinth was originally intended as a means of reforming its Patryn prisoners. The Patryns didn't take well to the idea of being reformed. They fought, tooth and nail against the Labyrinth, keeping their hatred for the Sartan alive, and using it to bolster their resolve in the face of the Labyrinth's horrors. You now have a limitless well of hate, rage, and spite deep inside you that you can draw on or tamp back down at will. By drawing on this hate, you can fight off any any and all efforts, supernatural or otherwise, to brainwash, manipulate, or otherwise effect your mind.

Animal Spy (-600 CP)
You have an unerringly loyal animal companion with surprisingly expressive eyebrow markings. You may import an existing pet into this role, including pets from your original world, or even pets that have died. This animal is able to share its senses with you across any range, letting you see through its eyes and hear through its ears. It can even act as a makeshift recording device, playing back sensory information it acquired when you weren't paying attention to its side of things.

Capstone Boosted

This animal is, in reality, a manifestation of your own soul. It is impossible to involuntarily separate you from this animal. Even if seemingly killed, your animal companion will be back at your side as if nothing happened, having experienced no pain or emotional trauma from the experience. In the event of your death, your soul is transferred into the animal, preventing the end of your chain, but temporarily disabling the protection this perk grants the animal. If your soul is still inside it at the end of the jump, you will be restored to your normal body and the perk resumes functioning normally. Likewise, if you have some way of re-embodying yourself, the perk resumes its normal effect. As long as you don't die in the animal's body, it won't count as a chain fail.

Rune Magic

The Rune Magic wielded by the Sartan and Patryns is so called because of its use of runes, magical symbols which are used to describe the effects they seek to bring about. These symbols are inherently magical. When they are drawn in the air with a finger, the rune hangs there visibly glowing. When traced on wood, the symbols seem to burn in. Tracing one's finger over stone will see the symbols seemingly having been carved there. When traced over cloth or leather, they might appear inked, painted, or embroidered. They can be erased simply by drawing them backward.

When spoken or sang, the runes still visibly appear, glowing in midair, traced by the complex harmonics inherent in the spoken rune languages. The runes can even be danced, with the pattern of one's body movements drawing the runes the caster wishes to perform. The more different ways of expressing a rune one uses simultaneously, the greater the power and precision that can be applied to the spell.

More complex rune structures will often seem to spread out over the surface of their target, new runes springing into existence describing in detail what the magic is doing to those who know how to read it.

Runes glow when activated, shedding a faint blue light, which brightens and eventually turns red as more power is added to the rune. With extremely high levels of power channeled through the rune, it blazes white.

Both Sartan and Patryn rune languages are capable of similar effects. The differences are largely cosmetic and philosophical, though some effects are easier to achieve with one language or the other.

Sartan and Patryns both consider duplicating objects, including foodstuffs, to be a basic skill appropriate to a small child's level of ability. Some examples of rune magic used by fully trained Sartan and Patryns include transforming themselves and others into animals and back, utilizing elemental attacks, healing wounds, freezing opponents in place, teleporting, creating custom life forms, and creating weapons that can't miss their targets.

One core weakness all Rune Magic has is that it can only effect the future. The past can never be effected by any Rune spell.

Crude Rune Magic (-600 CP) (Free to Sartan and Patryns, Available to Mensch)
This perk allows the user to cast spells consisting of a single rune. By speaking or drawing a rune, you can call down any effect that can be described with single word. You can direct the effect somewhat, controlling the amount of power you put into it and pointing it in a direction, but beyond that, you are limited to concepts that can be described in a single word. For example, "fire" would let the user cast a gout of fire at their opponent, while "protect" could be used to provide a defensive shield. You begin with a handful of such words you know in the rune language, and can learn more with time and study.

This is the only rune magic available to the mensch races, the more potent and sophisticated abilities being tied to the innate natural abilities of the Sartan and Patryns.

Sartan Rune Magic (-300 CP) (Free to Sartan)
The Sartan rune language is a highly complex, nonlinear language where runes are arranged in patterns of tessellated hexagons, and is geared toward describing effects by working from the general case to the specific case. Sartan runes are traditionally sang and danced. The Sartan rune language is better suited to describing effects based on the intended results and leaving the precise mechanisms more vague, allowing the magic to fill in the blanks. This makes this language well suited to creating intelligent or semi-intelligent constructs.

Patryn Rune Magic (-300 CP) (Free to Patryns)
The Patryn rune language is a highly complex, nonlinear language where runes are arranged in patterns of tessellated octagons and squares, and is geared toward describing effects by working from the specific case to the general case. Patryn runes are traditionally spoken and drawn. The Patryn rune language is better suited to describing precise mechanisms which ultimately result in the effect the caster desires. This makes this language well suited to creating tools and weapons.

Necromancy (-600 CP) (Discounted to Sartan)
You are skilled in a specialized aspect of the Rune Magic that the ancient Sartan considered taboo. You know how to retrieve the soul of someone who has died and bind it to their corpse to create a facsimile of life. Tradition dictates the necromancer wait three days for the body and soul to properly separate, at which point, the resulting zombie returns with all the skills and knowledge they had in life, but without any will of their own, mindlessly obeying the necromancer. If the necromancer does not wait the traditional three days, the result is a willful undead in a state of constant suffering called a Lazar. In either case, there is a price to be paid. For every being brought back by this form of necromancy, somewhere another of the same race dies.

If taken with **Sartan Rune Magic**, your more refined magical abilities allow you to put the soul into the body properly, resulting in what looks like a true resurrection, even to the person brought back, with them suffering only what trauma would naturally result from their soul being pulled out of the afterlife. One should note this is not a true resurrection. The subject still counts as undead for any effects that would matter for. The magic which animates them is also capable of automatically repairing any damage they suffer, unlike lesser undead which require a necromancer to conduct any repairs. This also allows you to include fail-safes in your undead, ensuring that the reanimated individuals are unable to kill the living.

If taken with **Studied History**, you get the lost spell Sartan necromancers used to sever the magic reanimating an undead being, freeing their soul to pass on. This spell will function on any magically animated undead you encounter in the future.

Items

100 CP items are free to their origin. All other items are discounted 50% to their origin. You may import similar items at no additional cost, granting your item the abilities described.

Any properties will appear in an appropriate location in this jump. After this jump, any properties may function as warehouse attachments or be inserted into the world on a jump by jump basis.

Undiscounted Items

The Accursed Blade (-600 CP)
A crudely forged iron dagger with Sartan runes along the blade, this is a historical treasure, a relic of the time before the Sundering when the Sartan so feared the Patryn threat, they mass produced weapons that would allow their mensch servants to kill the enemy demigods. Thought to have all been confiscated and destroyed after the Sundering, one or two seem to have slipped through the cracks.

Against the Patryns it was designed to kill, this weapon narrows the range of effects the enemy can invoke with their Rune Magic. Regardless of its target, this weapon is capable of drawing on the memories of the wielder and their opponent to shape shift into the ideal weapon for slaying its current foe. And the idea of what counts as a weapon is quite broad. When wielded against a Labyrinth Blood Dragon, it transformed into another Blood Dragon to fight the creature. Unlike the blade currently in the armory of the Brotherhood of the Hand, this one will only activate when you desire it to, and will halt the moment you so desire. You may import an existing weapon to grant it these properties.

The Seventh Gate (-1000 CP)
A lovely table inscribed with Sartan runes, this device acts as a combination magical amplifier and power supply for your magic. Through the power of the Seventh Gate, the Council of Seven reconfigured the solar system into a network of dimensionally displaced Dyson spheres. This jumpchain fiat created copy is capable of amplifying any magic used with it to a similar degree. It should be noted that the original Seventh Gate functioned to put the user in direct communication with the Higher Power while it was in use. This feature can be invoked in your copy, but is not required by default.

Human Items

Riding Dragon (-100 CP)
This large, winged reptile has been trained to serve as a mount. The dragon is capable of flying for hours on end, carrying two grown adults, without tiring. It has an excellent sense of direction, always able to make its way back to a place it's been before. Alternately, you can have a giant flying squirrel trained as a mount. For an additional 100 CP undiscounted, you can have both. You may import an existing mount into one or both options to grant it these as alt forms.

King's Business (-200 CP)
This set of documents grants you the legal right to confiscate property for your own use. All you have to do is show these papers to the legal owner, inform them that you're confiscating it, and the legal right to said property transfers to you. The person you are showing these to will recognize it as legally valid, as will whatever local law enforcement might exist. That doesn't guarantee they won't just "steal" your new properly by not handing it over, mind you.

Marble Executioner's Block (-400 CP)
This block of stone once belonged to the greatest showman on Arianus, an executioner known by the title Three Chop Nick, so named for his seeming inability to get the head off his victim without landing a couple swings in the wrong spot first. Any execution performed using this is both extremely entertaining for the audience and especially insulting to the victim, even if they can't quite place why, and even if you forego Three Chop Nick's signature style.

Any execution performed using this block is perfectly legal, even if you are not in a place which allows for the death penalty, and even if the one you're executing hasn't committed any crimes at all. Law abiding types will not attempt to interfere with public executions you perform using it. Use it responsibly.

Elf Items

Whistle (-100 CP)
This magical whistle will protect any who hear it, including the user, from any outside mental influence.

Garb of the Unseen (-200 CP)
The uniform of the elven secret police of Arianus, this full body suit complete with gloves and mask is enchanted to blend into its surroundings. While moving slowly, the wearer is effectively invisible. This does take a moment to change color, however, so moving too quickly will make it possible for the wearer to be noticed. This particular suit has been further enhanced to automatically resize to fit any of your alt forms.

Cathedral of Albedo (-400 CP)
A grand crystal cathedral with a garden of exotic plants in its enclosed courtyard. This entire building has been constructed using Kenkari magic to contain the souls of the dead, preventing them from passing on to the afterlife. It is currently stocked with dozens of souls willing to direct their magic amplification abilities toward whoever you ask as gratitude for allowing them to stay within the cathedral's garden. It can contain any number of additional souls, willing or otherwise, but newly added souls will need to be convinced by other means to direct their magical amplification abilities as you request.

Dwarf Items

Poorly Made Socks (-100 CP)
This pair of comfortable wool socks is easily unraveled, but strangely there always seems to be more yarn to unravel. When the yarn is used to mark a trail, it is immediately obvious to the owner of the socks but any others will not notice it unless it is pointed out. You may import an existing pair of socks into this item.

Rune Key (-200 CP)
The Sartan were not the most security conscious people. Secure in their superiority over the mensch, everything from their rune ships to the gates of the Citadels to the control room of the Kicksey-Winsey itself were all locked using the same rune structure. This pendant has the appropriate rune carved into it, and will unlock every Sartan ward short of those guarding the Seventh Gate itself simply by being pressed into the obvious blank space in the structure. In future worlds, this pendant will continue to act as a key to all but the most powerful magical wards.

The Clan (-400 CP)
Dwarves aren't well suited to solitude. Time among other races can help, but dwarves are meant to be with other dwarves. This is a small, self-sufficient settlement of dwarves to keep you company on your journey. Whatever form you take, the dwarves of this settlement consider you a member of their community, with all that implies. If you insert this into a world where dwarves are not common, the settlement will be placed in an isolated area near your starting location.

Sartan Items

Rune Embroidered Robes (-100 CP)
Eschewing the Patryn habit of tattooing their magic onto their skin, the Sartan instead prefer to sew protective runes into their clothing, providing a similar level of protection without the need to be marked. Rather than running off the wearer's internal magics like a Patryn's rune tattoos, the Sartan sing the runes to reinforce the stored magic of their clothing each morning. Remarkably, the suit you've acquired seems to be able to regenerate its energies automatically without you needing to renew them. You may import an existing outfit into this item.

Crystal Coffin (-200 CP)
When they realized the problems they were facing, many Sartan chose to go into stasis, intending to wake up when the threats had passed and the situation in their new creation had stabilized. This crystal coffin will preserve a single human sized life form in stasis more or less indefinitely. You can set it to awaken its occupant on any time scale you choose. Note that time spent in stasis using this does not count toward your traditional ten years, or any modified jump duration. The Sartan discovered there were no guarantees what kind of world would be waiting for them when they woke up, but as a mercy, I will guarantee that no harm will come to you while you are in stasis.

The Great Library of the Sartan (-400 CP)
This large building contains a vast collection of knowledge not found anywhere else. Specifically, it contains all knowledge that has been lost or destroyed. It won't have anything in current circulation or even anything which has copies hidden away in private libraries or forgotten tombs, but when the last copy of something has been destroyed, a copy will show up here. This collection updates to provide all the lost knowledge in future jumps, and applies retroactively, starting with all the lost knowledge from your previous jumps.

Patryn Items

Bandages (-100 CP)
This set of bandages can be used to conceal any features that would otherwise draw unwanted attention to you. People will be inclined to believe any reasonable explanation you give them for the bandages, and won't suspect you of concealing something without other evidence.

Null Magic Prison (-200 CP)
The walls of this large room are engraved with glowing Patryn runes. Inside it, any magics or other extraordinary abilities cease to function beyond the extent required to keep their prisoner alive. If you can get someone inside, they will be unable to escape except through purely mundane means.

Rune Enhanced Ship (-400 CP)
This sturdy vessel has been enhanced with Rune Magic allowing it to navigate Death's Gate in its barred state. It has additional lesser magical enhancements that allow it to fly across interplanetary distances, generate artificial gravity and atmosphere, control its temperature well enough to skim the surface of the sun unharmed, and render itself undetectable to anyone not specifically looking for it. The protective runes are inscribed on the interior of the airtight hull, so you don't need to worry about the ship suddenly falling to pieces when you visit Chelestra.

This can be in the style of a flying saucer shaped Patryn craft, a bird shaped Sartan vessel, an elven dragon ship, a dwarven submersible, or you can import an existing ship to serve this role. Whatever its form, only you and those you specifically allow will be able to pilot it. If your starting location is in the Labyrinth, your ship will be waiting for you in the Nexus.

Companions

Companion Import (-50 CP each or -200 CP for 8)
Each Companion gets 600 CP to spend on Origins, Perks, and Items. Companions may not take Drawbacks.

Canon Companions (free)
If you can convince them to come along, you may take anyone from this world you wish as a companion. As they are intelligent beings rather than animals, this is the option you should use if you want to bring along beings like the quicksilver dragon of Arianus or the fire dragon of Abbarach.

Drawbacks

The Adventure Game (+0 CP)
Where's Alfred? What happened to Haplo's dog? When did Bathazar become a frail old man? Why are Xar and Samah acting so reasonably? You're not going to the world of the novels, Jumper. Instead, you'll be going to the setting of the adventure game based on those novels. If you take this toggle as a Sartan or a Patryn, you must take the Lost Knowledge drawback, though you do get full points for it.

The Gate is Closed (+100 CP)
It seems you've arrived a little later than intended. Haplo and Alfred have already finished their journey, and Death's Gate is now closed forever. Looks like you're stuck in whatever world you're starting in. Even interdimensional travel abilities or items you brought from elsewhere won't allow you to visit the other worlds of this setting.

Souls? Nonsense! (+100 CP)
You have a bit of a blind spot, Jumper. Even in the face of overwhelming evidence, you will refuse to admit that souls are real. You can still use any abilities you have that effect souls. You'll just rationalize it as operating on some other principle. Afterlives and any higher powers that might be involved with them are equally nonsense as far as you're concerned, even when you're in direct communication with them.

Labyrinth Sickness (+200 CP)
Whether or not it was actually the Labyrinth, you've been through some traumatic experiences, and they've left a mark on you, Jumper. You'll never know precisely what will trigger it, an unexpected touch, a scent, a turn of phrase, but when you are triggered, you'll react as if your life were in immediate danger, lashing out at those around you with your full power. The good news is this is not fiat guaranteed to last your entire stay here. Nothing is preventing you from getting conventional mental help if you can find it or using any OCP mental healing abilities you might have.

Enfant Terrible (+200 CP)
You've got a babysitting job, Jumper. For the duration of this jump, you will be accompanied by a small child who you will be compelled to do everything in your power to protect and care for. You are utterly incapable of recognizing that this child is a short sighted, power hungry sociopath. You will always justify, brush off, or explain away even the most obviously evil behavior. He or she will attempt to manipulate you into advancing their interests, and will have no compunctions about attempting to murder you if they feel you have outlived your usefulness. They are not aware of your full capabilities by default.

Railroaded (+200 CP)
It looks like the author's mouthpiece Zifnab has decided to fixate on you. Wherever you go, you will find your plans superseded by this insane wizard's machinations. Afterward, you might find yourself wondering what possessed you to go along with his plans, but even if you're outright murderously hostile to him, you'll find yourself dancing on his strings. These schemes will always involve making the world a better place one way or another, but say goodbye to your agency for the jump's duration.

Lost Knowledge (+300 CP) (Paryn or Sartan only)
You don't start off knowing **Sartan Rune Magic** or **Patryn Rune Magic**, and cannot purchase those perks. You still have the potential for it, but your education has been severely lacking. As a Patryn, you lack the intricate network of rune tattoos, possessing only the naming rune that was tattooed over your heart as a baby. This knowledge does not show up when your drawbacks drop off at the end of your jump. If you want the Rune Magic you'll have to learn it the old fashioned way.

Pride (+300 CP)
You've got a god complex, Jumper. Possibly a very justified one, but there are downsides. You will refuse to believe anything in this setting can possibly be a threat to you or your plans. You will not be on guard physically or mentally, leaving you open to attack and manipulation of all sorts. Even after getting burned, the lesson just won't sink in.

Xar Wants You Dead (+300 CP)
No, Xar doesn't want you dead. Well, he might. He wants a lot of people dead, but that isn't what this drawback is about. No, this is about your planning ability. You are terrible at it. You will overlook incredibly obvious flaws and come up with plans like, "kill a Patryn by having a small child hire a completely mundane assassin to deal with him". The people the Evil Overlord List was made in response to still think you need to rethink your plans.

Null Water (+300 CP)
The sea water of Chelestra has the unique property of nullifying the Rune Magic. You're dealing with a slightly bigger problem. It isn't just Chelestran sea water that effects you, but any water. And it isn't just the Rune Magic, but all of your perks, powers, and items from this jump or others. You get wet, you're reduced to your body mod until you dry off. In the case of items, getting wet will outright destroy them, and they won't return until the drawback lifts at the end of the jump.

Crazy as Zifnab (+300 CP)
Um, don't be mad, but there was a slight problem with your insertion, and you might have been briefly inserted during the Sundering with your sanity protection perks disabled. It was just a few minutes before I realized and redirected you to your proper time period, but there were some... side effects. Watching a world die like that has driven you absolutely insane. You have only a vague awareness of where you are or even who you are at any given moment. There are brief moments of lucidity, but they are mercifully few and far between, since during those moments, the memories come painfully flooding back. Post jump, we can either purge those bad memories entirely or just give them the standard "doesn't really effect you" filter like we do for other overlay memories if for whatever reason you want to keep them.

Abarrach (+300 CP) (Incompatible with The Labyrinth)
Ignore your roll for starting location. Rather than one of the largely livable worlds, you will begin your stay on Abarrach, the World of Stone. A rogue planet hanging in an empty, starless sky. The surface is frozen over, with what little life this world supports found in networks of caves deep below the surface, warmed by pools of lava. The toxic air proved too harsh for the mensch to survive, and even the Sartan are barely able to tolerate it by channeling almost all of their magic into filtering out the toxins as they breathe. Over the generations, with so much of their magic tied up in their basic survival, the Sartan of Abarrach have lost much of their knowledge of the Rune Magic. Those few Sartan powerful enough to have any magic to spare practice the once forbidden art of necromancy, reanimating their dead as a tireless labor force. This is a harsh world where the walking dead vastly outnumber the living.

Undead (+400 CP)
Well, Jumper, it looks like you died and were brought back by a necromancer. At least they were one of the competent ones. The good news is that you can't die again. The bad news is that you really really want to. Having seen the local afterlife, however briefly, existence among the living no longer holds any joy for you. Your death wish will remain unsatisfied, as any methods in setting or otherwise that would normally be able to render you permanently dead will not be able to do so nor will any methods that would normally be able to restore you to proper life. You are also unable to kill anyone else while you're here.

Lazar (+600 CP) (Requires Undead)
Okay, forget what I said about not being able to kill. You weren't brought back by one of the competent necromancers. You are now a Lazar. You exist in a state of constant agony as your soul alternately tries to escape the magic holding it to your body, and tries to properly reenter it, never able to accomplish either. The only thing that lessens this suffering is killing the living.

The Labyrinth (+600 CP) (Incompatible with Abarrach)
Congratulations, you're not starting on Abarrach. Instead you'll be starting your stay in the Labyrinth. It has breathable air, and that's about the only good thing to be said about this place. With a perpetually overcast sky swirling with all the colors of the sunset, this world is perpetually in a state of twilight, never bright enough to be fully daylight nor dark enough to be properly night. This world is an intelligent entity unto itself, and it hates those within it, desiring only that they suffer and die. To that end, it spawns monsters of endless variety and places geographic obstacles to impede the inmates' progress toward the only exit, the Final Gate. It's one limitation is that the magic that birthed this malign intellect compels it to always give its prisoners a chance to survive any obstacle it creates. That chance may be slim, but it's always there. You will begin only a few gates away from the Final Gate. It should be noted that Patryns measure their ages by how many gates they've been able to pass through.

The Vortex (+400 CP) (Requires The Labyrinth)
The Sartan built a trap into Death's Gate, a false option for a traveler unfamiliar with the Sundered Realms who attempted to navigate it. In the course of inserting, you've triggered that trap and been transported to the Vortex, a large room located at the absolute center of the Labyrinth. It took the Patryns hundreds of generations crawling over the bodies of their dead before small handfuls of them managed to reach the Final Gate. Good luck, Jumper.

Death First Before You Betray Us (+600 CP)
So, this trip wasn't exactly authorized with the local powers that be, so you're going to need to be a bit sneakier than usual, Jumper. If anyone finds out that you're not from around here, it's going to be bad for me, and that's going to be bad for you if you catch my meaning. In case it isn't clear, if anyone determines you are not a native to this setting, your chain ends. The good news is that the Familiar perk on offer is part of a deal I made with the Pryan Dragons and the Chelesran Dragon-Snakes. In exchange for me putting that on offer, they agreed to keep quiet about your Jumper nature, so at least you don't have to worry about hiding your nature from neigh-omniscient embodiments of good and evil.

Ending Options

You've survived ten years. If you chose to take a non-Drop-In background, any memories you gained can still be accessed, but a mental filter is applied so they no longer effect your thoughts and actions. All drawbacks go away, and any lingering after effects from the mind effecting drawbacks are scrubbed away. That done, you have one last choice.

Go Home

You return to your original world the same moment you left with everything you've acquired.

Stay

You remain in this world for the rest of your life. Back in your original world, time resumes and those you've left behind will never know what happened to you.

Move On

These worlds aren't enough for you. You continue on to the next jump, bringing everything you've acquired along with you.

Notes

The Higher Power
The Higher Power discovered using the Seventh Gate stood by and let the Sartan Sunder the world, content only with informing them that it disapproved. As long as you don't take any action on a higher scale than that, the Higher Power will likely leave you be.

The Dragons
Dragons exist in every world, but they are not created equal. On Arianus, riding dragons of various sizes are little more than animals acting as mounts and beasts of burden. On Abbarach, mud dragons are a similar wingless creature used as a beast of burden. Labyrinth Blood Dragons are immensely powerful intelligent beings both physically and magically, capable of utilizing Sartan rune magic and with the mentality of a cat playing with a mouse. Pryan's dragons are basically angels, and Chelestra's Dragon-Snakes are likewise basically demons.

There are a few individual dragons in the series that don't fit the mold of the more common varieties. Both the Quicksilver Dragon of Arianus and the Fire Dragon of Abbarach are implied to be survivors of the world before the Sundering.

The Undead Drawback
Obviously the initial death implied by this drawback is not a chain fail. You are restored properly to life after the jump ends with no lingering after effects.

Ditching Your Butler
Taking the capstone booster means accepting the dragon as a follower. That said, there are ways to get out of taking them along on your chain if you're adamant about not having a sentient embodiment of good or evil along cramping your style.

The obvious method of just taking the one you like the least and killing them will be difficult. The Dragons of Pryan and Dragon-Snakes of Chelestra are very difficult to kill and even harder to keep dead. Whenever one of them is killed, two are born, with one retaining the identity and personal memories of the original. Without OCP, the only thing that might be able to properly kill them in this setting is the Seventh Gate itself.

For the more diplomatically inclined, it might be possible to convince your bonded dragon to stay behind. This is also likely to prove difficult, since the dragon is not blind to the obvious opportunities accessing other worlds offer.

Finally, the dragons can be contained by powerful Rune wards akin to those adorning the outer wall of the Labyrinth. If you can get your dragon follower on one side of such a ward with yourself on the other when your jump ends, you can move on and leave them behind.

Other options may exist. Fanwank responsibly.

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