Unsounded Cyoa Jump Chain Compatible

By Mad_Hatter

Welcome to the world of Unsounded! This is a world full of mystery and wonder. Amazing feats of magic are possible due to the Khert, a spectral plane connected to this one. The continent you will be placed on is called Kasslyne. Kasslyne has many different peoples, beliefs and problems. Hopefully you won't be in too much trouble. You will be place in your starting location six weeks before the conflict in Ethelmik and on the same day a pair of two unlikely people set off for destiny.

Please read the notes for more information on the Khert and how it works.

Here, go buy yourself something nice.
+1000 CP

Origins: Roll 2d8 plus 15 for age and gender remains the same as last jump or pay 100 to choose both. (Note: look in the notes if you chose the Spellwright or drop in origins.)

Drop In (free)- You appear in your starting location with no new memories tying you down, but also no connections in this new world. You will find a note on yourself that will lead you to a hidden place where all your purchased items are.

Frummagem (50) - You are part of the vast family of Rogues, the Frummagems. You have been raised to care for none but yourself, and because of that you have become rather good at it. The Frummagem family is vast, with many hands in many pies all over Kasslyne.

Peace Guard (100)-You are this world's equivalent to a S.W.A.T. officer. Trained in both martial and magical matters relevant to combating crime and chaos in your home country. You answer t Cresce, but but the safety of you ward country is on par with that of Cresce's own often sends Peace Guard off into the continent to patrol the other, less protected countries, such as Ulestry

Spellwright (200)-You are a person gifted with the use of Pymary, or as you're used to calling it, Magic.

Starting Location: Roll 1d8 for location or pay 100 cp to choose.

1. Sharteshane- The base of operations for the Frummagem family. You will start in the same town and the same time as Duane and Sette when the start their journey west

2. Cresce- Alderode's all time enemy, the Crescians. The Crescians worship their queen as if she were a god. Cresce is the only country that has labeled greed as a crime on par with murder, and has thus outlawed currency and replaced it with labor tokens. Labor tokens are like money, but are magically linked to whomever earned them.

3. Ulestry- A poor farming country. It is rather small and defenseless. And it's main inhabitants are either farmers or craftsmen. You will find yourself near an old crypt near the border between Ulestry and Cresce.

4. Alderode- The home of the Ssaelit, the only other religion besides Gefendur, and center for Pymaric study. You will appear near the temple of song in Alderode.

5. Ethelmik- The Crescian side of the twin cities. Both Ethelmik and Mulimar are connected by a bridge over a vast river. the center of the bridge is the borderline between Cresce and Ulestry. You appear near a certain brother.

6. Mulimar- The Ulestrian side of the twin cities. Watched over by a non-attentive Spellwright named Rapas. Illicit black tongue activity creeps in the background.

7. The Khert- Something must've gone wrong. You have ended up in the Khert, the spectral plane connected to Kasslyne. Many strange sights and dangers populate it. If you look hard enough, I'm sure you'll find a way out.

8. Your choice- Lucky you. choose your starting location.

Perks

drop in

Innocent looking (100 free drop in)
People are more likely to forgive you if you appear to be genuinely sorry for any transgression you may have committed, given, that you are genuinely sorry. Works best on friends and companions.

Stronger than steel (200 discount drop in)
The more time you spend with someone, the closer and stronger your bond becomes. Your relationship could comprise of merely talking to them on the street every couple of days, but even that will do minor work. The more intimate the form of socialization, the closer and stronger the bond will get over time.

Great sniffer (400 discount drop in)

You have a great sense of smell, you can smell anything you are familiar with from blood to metal, and if you try hard enough, even specific people's scents. with extensive training you will be capable of detecting which direction the smell is coming from as well as expand your radius of detection.

Magic diggin' hands (600 discount drop in)

You have a strange relationship with the Khert. Besides a not too modest resistance to Pymaric (read: Magic and other supernatural powers) workings against you, if you ever find yourself somehow in the Khert you can manipulate the etheric reality with your bare hands, carving away at mountains of glass and seas of pymeric fire. Though this immunity does have its limits. If barraged by too many different abilities, the immunity will be temporarily disrupted. After 5 hours of rest, it will recover. It will regenerate even faster if away from a large body of land at about twice it's normal rate.

Frummagem

Loose change (100 free Frummagem)

Due to the necessity of money in this world, you have become rather adept at stealing things while no one noticed. As with all skills, the more practice you have, the better a thief you will become. This focuses mainly on stealing the possessions off of a persons body and where to look for hidden valuables on a person, though this will slightly increase your stealth as well.

Pragmatist (200 discount Frummagem)

Someone once said kindness and morals don't belong in a moneyed world. While many agree it is a poor business practice, they won't tell you. With this, you will know how to get what you want. Either through honeyed words are empty promises. This does not affect your moral disposition, but allows you to see where the best decisions lie so you can try and come out on top. Whether it be in business, politics or simple social interactions.

Friends in low places (400 discount Frummagem)

You know everyone, and everyone knows you. You are able to establish a report with the criminal underworld much easier than before. Before you know it, you'll have access to fences, information brokers, smugglers, hit men and the like. The more business you do with them, the more they will trust. After a time, they may become "friends" with you, even lowering their rates for you. This will carry over to any other world's criminal underground equivalent

Man of the Business (600 discount Frummagem)

Nary-a-care Frummagem has given you an important position in the family business. He will give you supplies, Money and connections. You may choose your business venture. Whether it be the head of a smuggling ring, leader of a group of slavers or the head of a fine brothel. You are allowed to center your trade in any country you wish. The catch is that you will be expected to pay even more for the Jukrum, due to the fact that your earnings should increase exponentially. At the beginning of every jump, you will be given resources to start another business if you so wish. Jukrum is no longer an issue post-jump.

Peace Guard

Combat Training (100 free Peace Guard)
It's a dangerous world out there. With this, you will be given the basic knowledge of how to handle weaponry and protect yourself from most mundane threats. You could go toe to toe with another moderately trained Peace Guard, or take on a dozen trained soldiers at once.

Born Leader (200 discount Peace Guard)
You will be able to rally your allies in a very efficient manner, understanding their strengths and weaknesses and what the best job for them to do is. People are more likely to listen to you and become loyal if you show them you have their backs. People will also generally look towards you for guidance more.

Fighting Wright (400 discount Peace Guard)
You have a knack for casting combat oriented spellery, such as ripping the flesh from a persons body, disintegrating weapons and armor and manipulating the elements to your ends. You still need to learn the spells though.

Dervish of the blade (600 discount for Peace Guard)
You are a master of the art of combat. This greatly increases your combat prowess with both weapons and powers, allowing you to use different weapons at the same time, dual wielding sword and spell together with ruthless efficacy. With this, you could easily take on an angry mob of villagers or a pair of well trained Peace Guard.

SpellWright

Pymary (100 free for Spellwright)
You gain the ability to call upon the ambient magic of the world. Manipulating the elements to a small extent, summoning smoke eels and conjuring fires are within your grasp, though you must understand how to command the Khert first.

Old Tainish (200 discount for Spellwright)
You understand and Speak old Tainish as if it were your first language. Tainish is the language the ancient Aldish used to command the Khert. This is because Old Tainish has words that cannot be found in continental (common) such as the intensity of a color, or the brightness of a flame at a specific temperature. You understand and speak Old Tainish, but you must utter the incantation before you cast a spell, and they can be lengthy unless done wrong, which can be dangerous. You must also have a connection to the Khert before you can cast spells. This also helps you speed up the process of learning magic.

Pymeric theory (400 discount Spellwright)
Understanding the ebb and flow of the Khert comes to you naturally. You understand why the Khert acts like it does, based upon the theory placed by the spellwrights that have come before. You could

teach an advanced college class on Pymaric theory. This does not make you a master of theory, just very familiar with it. At some point you may become a master of Pymaric theory, with enough practice, of course.

Prodigal Composer (600 discount Spellwright)
You have an connection with the Khert. It is as if you yourself were made from the memories of the dead that comprise the Khert. With this perk, you will be capable of casting Pymaric without you needing to speak Old Tainish, though it will take more concentration. The Khert, and by extension, Pymaric will be yours to command. You still require to learn spells, but you will grasp the concept of spell casting on a basic level at an ungodly speed. The harder spells will still be difficult to cast, but you can cast them quickly with extreme effort, and you will still learn them with more ease than others. This perk will also allow you the capability to design new spells.

Items and Companions.

Map of Kasslyne (free)
You gain a map of Kasslylane. All major routes, rivers and places are listed on it, as well as showing your location on the map.

100 gold Sem (50)
A sack with 100 gold Sem. Sem is the common currency on the whole continent besides Cresce. The currency comes in copper, silver and gold.

Cloak and clothes (50 free drop in)
You come into possession of a Cloak in whatever color you like and and a complimentary pair of pants and jacket. These clothes will never tear or dirty, and you will always find them when lost.

Candy (50 free Spellwright)
You gain 20 pounds of an assortment of strange and delicious candy from all across Kassylane. Refills daily in a peddlers cart. You can sell them or keep them for yourself. You gain an indestructible magazine from which you can choose the candy

Wallet (50 free Frummagem)
You find a wallet, whether it be a traditional wallet or a money bag. It can have symbol you so desire on it, if any. It will weigh at most half a pound, but can hold about 100 pounds of currency. It cannot be destroyed or lost.

Gear (100 free Peace Guard)
You get a standard Peace Guard uniform and a well made Sword composed of Steel.

Eadman’s Better Rat Traps (100 discount Frummagem)
You gain a box of mechanical insects that run autonomously. They require no maintenance, though, they may need to be repaired occasionally. These little clockwork critters will trick any bug eating

vermin into eating them. When eaten, they will burst out of the creatures stomach in a gruesome display. killing most creatures instantly from the shock and blood loss. Comes with 40 individual beetles. Refills after 10 days.

Wright makes Right (100 discount Spellwright)
A mass produced book on how to cast Pymeric magic. The basics, such as manipulating the elements, conjuring illusions and summoning pymaric spirits to fight for you.

Pymaric Gloves (100)
A pair of gloves that can store a precast spell. recharges depending on the power of the spell. Three minute minimum recharge time.

First material (200)
A first material is a element that was created by the Gefendur gods at the beginning, such as silver or lead. Regardless of what kind of material you wish to buy, it will act like the normal element. The difference is that first material cannot be touched by Pymaric.

Anti Pymary Shield (200)
You gain a shield that is comprised of multiple fusions of various metals, making it impossible to manipulate with pymaric, as well as any other power. It can still be broken by brute force though, as it is weaker in it's integrity than most shields.

Pymaric explosives (200)
A sanguinary red glowing orb that, when thrown detonates in a brutal and deadly explosion. Comes with five cases. each case holds 20 orbs.

Pymaric Censer (200)
A metal figure of your choice in design that gives off wafts of aroma that calms people down. Useful for relaxation. non-addictive.

Saddle Hound (300 discount Peace Guard)
A loyal canine the size of a horse. strong, reliable and loving. Comes in any breed you so desire. Counts as a companion.

Pymaric enhancements (300 discount Spellwright)
You may replace a part of your body with a magically constructed replacement part. detailed per specifications. Works more efficiently than natural body parts. does not deteriorate due to age or illness. Only capable of replacing organs up to the size of an arm. May be bought up to four times.

Pain Silver (300 discount Frummagem)
You are in possession of a sliver of pain silver. This rare material is some kind of freak hybrid between life and metal. It thrives off of the pain of others. When implanted in a person's body, It causes

pain. This pain causes the silver to grow, causing more pain. The silver becomes more barbed as it grows.

Plod (300 discount drop in)
An undead minion mainly used for their extreme strength and lack of personality. They will follow all your orders, but only during the day. At night, plods go crazy with blood lust, trying to kill and devour any living human that is available. This is stopped by using confinement suits. Your plod comes with a confinement suit. Suffice to say, your plod is incapable of following orders at night. Does not count as a companion. (Can be bought multiple times. Is immune to Death's door drawback).

Black-tongue amulet (400)
You gain a necklace that hangs a charm encased vial of blood. With this, you can command up up to 10 plods at any time of the day or night. You must have a drop of the plods blood in the vial to command them. Will work on minor undead on other worlds as well. (Your control over minor undead supersedes all other authority. Plods under your control are immune to Death's door drawback).

Spider Pymaric (400)
A small spider construct joins you. Loyal, clever and helpful. Though it is incapable of speech, it can feel and convey emotions through sounds and expressions. Is highly gifted at picking locks and causing mayhem.

Construct (600 discount Spellwright)
You gain a construct. Whether it be a mining construct or something built for war, you gain a machine that is strong and reliable. Fueled by the ambient Khert, it requires little maintenance unless damaged often.

Drawbacks: You may take up to 600 cp in drawbacks.

Tailed (+100)- You have a tail. Most people may think its an illusion, but just make sure you don't get caught in any doors. People will also be able to identify you easily.

Curse of the Hethllot (+100)- You often get sick and have a worse resistance and constitution. You burn easily after prolonged exposure to light.

hunted (+200)- The Red Berry Boys are after you, a group of dangerous slavers. Perhaps you have something they want? They will send at first simple thugs, but eventually will sic trained assassins after you. Don't worry, they won't KILL you. Yet…

Despised (+200)- People just don't like you. It will take quite some convincing to make them believe otherwise and your reputation always seems to proceed you. Whether its true or not.

Jukrum (+300)- Someone believes you owe them a large sum of money and will try to get it from you no matter what. A thug will come and find you one day asking for his boss's cut. If you don't pay up, More thugs will hunt you down until you do. You will not be able to pay the money, its just an absurd number.

Blood money (+300)- When you entered this world, you were captured by the Red Berry Boys. They cut you open and put something inside you. You don't know what, but it hurts, and it will only get worse. You must find a way to get all of it out or you will die in a month and a half.

Black tongue blues (+400)- People believe you are an evil Spellwright, whether it's true or not is irrelevant. the Peace Guard is on your trail with the intent to kill. If any one learns of what you supposedly are, expect distrust and often downright hostility

Terrible heart problems (+400)- You require to take injections of some creatures blood (it can be any non-human) to remain alive. You must track the creature down yourself and extract the blood by hand. If you miss taking one of your three daily injections, you will die.

Haunted (+500)- Pymaric relies upon the memories of the dead for its power. There are two types of ghosts made by these memories. The curious ones, which are mostly harmless, and the painful ones which call upon pain and only want to inflict what they are made of. Wherever you go, these ghosts will follow you. even if you get rid of them, it will only be temporary.

Slave (+500)-When you enter the world, slavers caught you and sold you to a brothel in Cresce called the Deadly Nevergreen. If you wish to have your freedom, you must earn it. Until you are free, you will be cut off from your supernatural powers, though your perks still remain. When you gain your freedom your powers will return. You will clean up after the "workers" and their employers. be prepared. They have no idea what protection is. and although they might not show any symptoms. You don't want to touch anything with your bare hands. Trust me.

Death's door (+600)- Plods hate you. Somehow, Plods become aware if you're in the area and will die trying to kill you. They are supernaturally strong and even one plod could kill a group of unprepared soldiers. This will increase up until your final year when all of the plods in the world will be drawn towards you. with the sole purpose of killing you

Galit (+600)- Upon entering this world, you died. But you're fine now, you think. You begin to rot, and every part of you, besides your mind, will slowly deteriorate until you are nothing more than a shambling corpse. This cannot be reversed. You may be less vulnerable to piercing attacks, but you burn like dried paper, water makes you fall apart and insects will crawl into you and begin to eat you inside out. If you manage to survive ten years in this form, you will be restored at the end to your former "living" state. Needless to say, make sure not to scare anyone into forming an angry mob to chase you.

If you chose Spellwright or drop in as your origin, and your starting location was Alderode, you may choose a Caste. Aldish are broken into seven castes. Each caste has it's own quirks and specialties. If you wish, you may roll 1d8 and see which caste you come into the world as. Each caste's life expectancy is listed if you choose to stay. if not, life expectancy does not apply and it becomes merely an alt form with all benefits remaining, and any negatives being removed.
If you are a drop in, you must pay 100 to roll.

1-Copper (Konn)- Copper are of a ruddy olive complexion with red eyes and dark red hair. Their natural lifespan usually goes to around 400 years old, aging past 25 at the 250 year mark. Those of the Copper caste have a certain way with politics, engineering and academics.

2-Jet (Stenkonn)- Jet can have a fair to olive complexion, with blue eyes and black hair. Jet are adept at medicine, the arts and law. Their lifespan goes up to 250 years, generally. Aging past their mid-twenties at the age of 150.

3-Bronze (Semon)- Bronze have light brown skin, brown eyes and brown hair. The most common cast in Alderode, they are not highly respected, mainly because they come from mixed familial heritage. Bronze are physically strong, comprising most of Alderode's military and farming population. Never aging past their mid 20's, their lifespan is erratic as it can be from 50 years to 150.

4-Gold (Soud)- The gold caste is one of the queerer castes. Not because they are unlike most other humans, but because they more human like than any other caste. Gold caste have golden blond hair, green or brown eyes and a fair complexion. Gold are adept at combat and magic. They have a normal human life expectancy of up to 80 years of life.

5-Silver (Renghul)- The silver caste have a dark complexion with brilliant blue eyes and dark silver hair. They are good with practical skills. Such as construction, mathematics, science and carpentry, while not the greatest at fighting or spellery. Their lifespan goes to 50 years of natural life.

6-Platinum (Hethllot)- Platinum live up to 30 years in their natural lifespan. They have white, almost albino like, skin and Pink or lavender eyes. Platinum caste often are plagued with a weak constitution. They easily burn after long exposure to sunlight, are weak of frame and easily fall ill. Some can even go blind if exposed to too much light. Platinum caste are adept as Spellery, the arts and science. as well as sex. Must take the Curse of the Hethllot drawback (does not count towards limit)

7-Kussen- You are a slave. something you have done, or something you are believed to have done, has caused your caste status to be revoked. You still gain all of your castes strengths and weaknesses, but no must take the Slave drawback (does not count towards limit). Re-roll your caste.
8-Free pick- self explanatory.

End:

Your ten years are up. All drawbacks are now removed and you have to decide your future. You can;

Go home: You think you've had enough fun, and you choose to go home. Everything is how you left it besides yourself and everything you brought back with you. Powers, companions and objects.

Stay: Maybe a world like this isn't too bad afterall. You decide to stay and live life in the wonderful and exotic world of Unsounded.

Move on to your next jump: You can always come back later, right? You decide its high-time you left this world and look for another (mis)adventure to get yourself into.

Notes:

Pymaric works like magic, only a different kind of magic. It calls upon the Khert to manipulate reality into ones bidding. The power of manipulation will carry over into other worlds, even if the Khert itself is not present. Pymaric changes the aspects of reality. Such as focusing heat to start a fire. Or changing the color of something, or making glamours.

If you wish to summon something from the Khert, remember they rely upon the memories of the dead. And will act according to the type of memory they are.

Jukrum is the sum of money you owe your boss, In this case, it its Nary Frummagem. If Man of the business is taken, you will not need to pay Jukrum in future jumps. Only this one. You must pay Jukrum to be part of the family having the benefits.

The Khert is a strange place. It is where the souls of those who died on Kasslyne go to have their memories extracted and for the dead to be reincarnated. The Khert is the stored memories of all the dead. If you were somehow able to gain physical access to that spiritual sub-reality, who knows what you could discover. If you choose to stay, you too, will become part of the Khert's reincarnation system. Though due, perhaps to your strange trans-dimensional nature, you can choose to keep all of your memories through the reincarnation process. Making you essentially immortal.

Furthermore. The Khert could even be compared to a computer system. It stores memory, albeit in a stranger fashion, and can be commanded using Old Tainish.