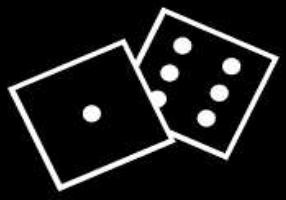
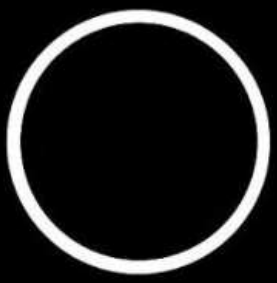
THE SONG OF SWORDS



Who holds Coinspinner knows good odds
Whichever move he make
But the Sword of Chance, to please the gods
Slips from him like a snake.

The Sword of Justice balances the pans
Of right and wrong, and foul and fair.
Eye for an eye, Doomgiver scans
The fate of all folk everywhere.





Dragonslicer, Dragonslicer, how d'you slay?
Reaching for the heart in behind the scales.
Dragonslicer, Dragonslicer, where do you stay?
In the belly of the giant that my blade impales.

Farslayer howls across the world
For thy heart, for thy heart, who hast wronged me!
Vengeance is his who casts the blade
Yet he will in the end no triumph see.

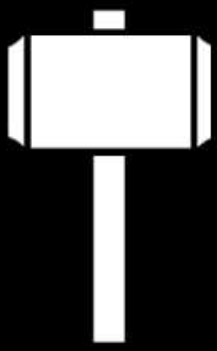




Whose flesh the Sword of Mercy hurts has
drawn no breath;
Whose soul it heals has wandered in the night,
Has paid the summing of all debts in death
Has turned to see returning light.



The Mindsword spun in the dawn's gray light
And men and demons knelt down before.
The Mindsword flashed in the midday bright
Gods joined the dance, and the march to war.
It spun in the twilight dim as well
And gods and men marched off to hell.



I shatter Swords and splinter spears;
None stands to Shieldbreaker.
My point's the fount of orphans' tears
My edge the widowmaker.

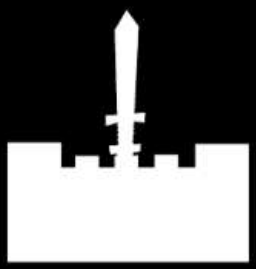


The Sword of Stealth is given to
One lonely and despised.
Sightblinder's gifts: his eyes are keen
His nature is disguised.

The Tyrant's Blade no blood hath spilled
But doth the spirit carve
Soulcutter hath no body killed
But many left to starve.

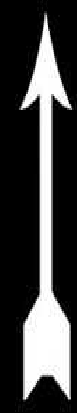


The Sword of Siege struck a hammer's blow
With a crash, and a smash, and a tumbled wall.
Stonecutter laid a castle low
With a groan, and a roar, and a tower's fall.



Long roads the Sword of Fury makes
Hard walls it builds around the soft
The fighter who Townsaver takes
Can bid farewell to home and croft.

Who holds Wayfinder finds good roads
Its master's step is brisk.
The Sword of Wisdom lightens loads
But adds unto their risk.



~*~

Here begins the Book of Swords….

Once upon a time, a game was begun.

Here are the pieces.

Twelve Swords forged by the god Vulcan; hammered from otherworldly iron, heated in volcano fire and quenched in human blood.

Twelve Swords scattered across the world; their power handed to whoever picks them up.

Twelve Swords now sought by all the world; kingdoms upended and armies set to march.

And here we have you, a new player.

Take these +1,000 CP to give yourself an edge for the next decade here.

Best of luck, Jumper.

And remember – no one is invincible. In this world, even the gods can die.

Race & Origin

The world these days is a strange and wild place, with more than just humans calling it their home. What are you? Choose one.

Your age is anything that would make sense for your background and you can choose your appearance, sex and voice.

Humans are not alone here, but they are nonetheless the most common beings to be found on this world. Are you one of them?

Human [FREE] - *Homo Sapiens* in all of their glory, not that there seems to be much of that now. Most places are ruled by a monarchy and consist of a large peasant work force supporting a smaller noble elite.

- Regular [FREE]– Nothing odd about you. You are just another one of many humans on this world trying to make ends meet somehow.
- Emperor's Child [500 CP] – There is something *very* odd about you. Strange powers, a secret heritage and the interest of the divine…. I hope you were not planning on a quiet life here, Jumper.

And what are your circumstances in this world? Choose one.

- Commoner [FREE] – Your parents were nothing special and your circumstances much the same as any others. Perhaps with hard work and some luck you can make a name for yourself, but you are starting at the bottom here.
- Noble [200 CP] – Your family is an old one and your name carries weight. You are a Baron in one of the many kingdoms to be found here, meaning you have lands and people to look after.

And do you have any mystical or ecclesiastical leanings? Choose neither of these if you wish, or one or both. There are priests who use magic and wizards who devote themselves to higher beings and royals or commoners alike who went down both paths. However, if you do choose priesthood know that you can only serve one temple and that you must renounce any worldly benefits from your noble status for this Jump.

- Wizard [200 CP] – Magic is a dangerous art and those who study it in earnest frequently must devote their whole lives to their scholarly pursuits. Still, every art has its dabblers. **Gain Access To The Magic Section Below.**
- Priest [100 CP] – You have devoted your life to a higher calling! You joined one of the three main temples found in this world and have done your best to follow their scriptures ever since. Which one did you join?
  - The White Temple – Devotees of the dead god Ardneh. This clergy devotes itself to caring for the sick and the poor, offering charity to all who ask for it. Ardneh may have died, but his self-sacrificing nature lives on through his priests and priestesses.
  - The Red Temple – Devotees of pleasure in all its forms. Red Temple clergy worship hedonism and have built their faith around enjoying everything there is to be had in life. Of course, someone's pleasure can be someone else's misery….
  - The Blue Temple – It is not a pyramid scheme. Absolutely not. So what if the Blue Temple worships wealth and schemes every single moment of its existence to acquire more from the peasantry, the nobility, even its own members and hoard it away just to know that it has it. That's not a pyramid scheme, that's just, uh… good financial sense.

Or maybe you are not human. There are other options to be had these days.

Demon [300 CP] – A very, very long time ago some very dangerous weapons were let loose on the world. Then those weapons gained the ability to think and decided they really did not like their creators very much. You are what is known as a demon in this day and age. Strip away the mysticism and you are a sentient nuclear explosion with a grudge against humanity and the power to do something about it. You exist as a formless mass of energy until and unless you take a physical form, which you can shape as you please. You can treat most laws of physics as suggestions, are immortal, can reform after a wait whenever someone destroys your physical body and you have a lot of oomph to your name, but you can be ordered about by any wizards who know their business, someone destroying whatever container holds your life

force will kill you and certain individuals can banish you with just a few words.

God [500 CP] – You are divine, bending the world to your whim and holding mastery of your chosen domain or aspect. Still, there are divinities and then there are divinities. Which one are you?

- Conceptual [300 CP] – You are born from the hopes and dreams, wishes and fears of mankind. No mortal weapon may kill or even harm you. However, although you are less bound by the world, you are much more tightly bound to mankind. Should enough people stop believing in your power, you will weaken. We can at least promise that you will not fade away entirely, unlike certain other gods and goddesses.
- Physical [FREE] – You are born from long lost science and magic, having bathed in the Lake of Life when the Old World burned and the New World rose from the ashes. Although your powers may be more limited in scope than a conceptual deity's, that does not necessarily make them weaker and a benefit of this choice is that you simply are. No amount of disbelief will ever weaken you. Also, despite having a physical existence, time will not ravage your body or mind.

Larva [200 CP] – A creation of old magic, meant to act as disposable shock troops. You have no hands, a monstrous body and you are meant only to do as much damage as possible to someone before dying. That said, you do not need to eat or drink, can take an absurd amount of damage before you lose mobility and most people are not interested in starting a fight with you.

Dragon [300 CP] – Creatures of the swamp and rivers, these beings vary even more than humans in their circumstances. They are smarter than they appear (as long as they can live long enough to reach that stage) and are much in favor by a certain temple as guards for treasure hoards. What stage of life are you in as you start?

- Tadpole [+400 CP] – You are a small, squirming gray thing with no limbs to speak of. You barely match the size of a grown man's thumb. If you can survive for a year, then you will upgrade to….
- Juvenile [+100 CP] – A being the size of a housecat. You will slowly grow wings. Once your limbs are in place, you will be able to fly

around at last. Live another five years and then your body will complete the change into….

- Adolescent [FREE] – Your wings have begun to wither away as you are now too big to fly easily. You start out as roughly the size of a cow. To compensate for this, your legs are now growing in and you can move around rather quickly by crawling and slithering. Your chemical glands have finished developing and you can breath fire now. You are strong enough to haul off a grown man, if only barely to start with, and will eventually (after a century or so) reach the next stage of life, that being….
- Legendary [300 CP] – You have come full circle and your limbs are now gone once again. You are now a semi-aquatic being, able to survive permanently in water and temporarily on land, and will eventually fully transition to life as a water dragon. While on your belly, you are as tall as a house and long enough to be mistaken for a line of hills. Finally, should you be able to snare your prey's gaze with your own eyes, you can hypnotize them, dominating their mind so thoroughly that they will willingly walk right in to your open mouth.

Location

You will begin the same day that a young Mark has to leave his village in a hurry. But where do you arrive?

Roll a 1d10 to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP.

1. Kind Sir Andrew's Lands – A green and bountiful country.
2. Arin-on-Alind – This is a tiny place with the only notable landmark being the mill.
3. Treefall – A small village in the lands of Duke Fraktin.
4. The Great Swamp – A vast morass of trees and mud.
5. Benambra's Treasure – A rather imposing vault guarded by the Blue Temple.
6. Tassavalta – A monarchical republic.
7. Tashigang – An enormous city-fortress.
8. Lake Alkmaar – An island that will one day be ruled by the wizard Honan-Fu
9. Eylau – A great city in the desert.
10. The Valley Of The Tungri – Home to mermaids and two feuding families.

Perks

The following Perks are discounted by 50% for those who signed on under the associated race and/or background. Any discounted 100 CP Perks are FREE.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take.

General

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

Human

Swords Are Swinging [FREE/Exclusive To Humans] – They certainly are. The political situation in this world was never what you would call stable, but things are about to get a whole lot worse. Thankfully you now have a rather good set of fighting skills to keep your head attached to your neck. You are a skilled fighter with sword, spear, mace, ax, shield, knife, bow and even your own unarmed body, as well as having the physique that a lifetime of training with these tools of war would offer you. You are also very quick to gain combat experience of any kind, learning from your mistakes and observations at a rate that is exponentially faster than the average man. We still do not recommend throwing down with a gang of professional soldiers or a dragon,

but as long as you do not get cocky, defending yourself from the average bandit or two should be relatively easy.

Hermit Lifestyle [100 CP] – Like a certain hermit, you are perfectly fine with only having a little bit of human interaction now and then. While you may still need some form of companionship such as a pet, your social skills and mental faculties will not be at all effected by prolonged isolation from your own kind.

Eyes That See The Heart [300 CP] – You are a true seeker of knowledge, a solver of mysteries and a purveyor of puzzles. Much like a certain magistrate in this setting, you have a fine mind for what will someday in some other world be called detective work. In addition to having a clear and sharp mind able to quickly reach accurate conclusions based on information available to you, you are also skilled with disguises, acting, schemes, social manipulation and concealing your own findings on certain matters. Truly, you are a great detective.

<u>Emperor's Child</u>

In The Emperor's Name! [FREE/Exclusive To Emperor's Child] – Through the power of your father, you have gained a great power against the forces of evil. By uttering aloud, "In the Emperor's name, forsake this game!" you can banish any demons who hear your words. What happens to them at that point will likely change based on what setting you are in, but no protection they have will save them from this. Additionally, you now know the name of every demon in the setting instinctively. This knowledge cannot harm you just by you knowing it.

Heart Like A Weed [100 CP] – The Emperor is not exactly an attentive father to his children. Some may never even learn he is their father. However neither they nor you seem worse off for it. Even in depressing situations like growing up an orphan, you always manage to keep going and find something to be happy about. Your willpower to survive and make it through bad times is unbreakable depression never holds you for long before you find something to help you recover.

Thriving Foundling [200 CP] – They say that all orphans and bastards are the children of the Emperor. That probably is not true, but you doubt that your father was any ordinary sort. You certainly are not. You are very tall and in great health, at the peak of what your species can become.

Fool's Luck [400 CP] – The Emperor might be putting trouble in your path, but he also seems to be throwing you a bone here and there too. Life just seems to work out for you in the long run, whether that means finding long lost family after years apart or marrying a princess after a weeks long trek through enemy territory, a regicide and a siege. You will certainly still have your fair share of hard times, but if you keep pushing through you will find that everything you wanted awaits you at the end.

Power Knows Power [600 CP] – Items of power react very well to you. Something that uses your stamina to fuel itself will now take less with no loss in utility, using multiple artifacts at once is possible even if anyone else would faint doing so and you pick up on how to use these items a little bit faster than you should.

Commoner

That Tradesman Life [100 CP] – Pick any one trade you can think of to be found in a medieval setting – blacksmith, carpenter, wheelwright, butcher or something else entirely. You now have a master's level of knowledge and experience to apply towards it. Additionally, you are a good merchant, able to easily sell your works and wares for a fair profit and obtain raw materials to work without ever paying any more than fair market value. Finally, word of your great works and fair prices will be easily spread by your happy customers, ensuring anyone who comes by your shop knows that you are the best in town – and probably the next few towns on top of that.

That Farming Life [100 CP] – Someone who grows their own food will never know hunger. That's the idea, anyway. Reality doesn't always work like that, but since when do you care about reality? For you, it always works like that. Any livestock you own will remain healthy until slaughter time, easily gain

mass from even meager feedings and never wander off. Your crops are much the same, being immune to blight and pests. Finally, you have the knowledge and experience of a lifelong farmer and can quickly and easily learn new care routines for any future plants or creatures that come under your care, as well as what they are best used for.

Grew Up Wild [200 CP] – Having the ability to grow your own food or make an honest living only carries things so far. When some uppity duke's soldiers come knocking around town and bringing torches with them, it might be time to take to the hills. You know all of the native geography, weather patterns, wildlife and flora of your immediate area – let's say twenty square miles – with the kind of insane recollection that only a true local can have.

Never Had Much [200 CP] – Even if you are successful, hard times can still come. You can store excess away for those hard times… or you can take this. You can now get by comfortably on only a tenth of the food and drink that you previously needed. You can repair or even make new clothes and shoes out of basically anything, although they only protect you from normal weather and ground hazards. Finally, you can likewise build crude shelters out of literally anything you can hold in your hands. They may not look pretty, but they will always keep you safe from the elements and offer a comfy place to sleep the night away.

Not Worth Fearing [300 CP] – There is a kind of safety in anonymity and perceived helplessness. This applies as much to social class as it does species. With this, any person who reasonably thinks they are stronger than you in some manner will not think you could possibly be a threat to them unless you do something that proves beyond any reasonable doubt that such thinking is not true.

Repaid In Kind [300 CP] – A plow in the spring for a scythe in the summer. That's how it goes in these communities, you understand? Help given by you is always repaid in kind. Even people who are not fond of you will repay any aid you have given them with something of equal value.

<u>Noble</u>

Blue Blood [FREE/Exclusive To Nobles] – You can carry your rank here into future Jumps. You may or may not have any lands, followers or duties given what circumstances arise, but all will know of and acknowledge your rank.

Raised To Rule [FREE/Exclusive To Nobles] – You've had a lot of lessons on statecraft, armies, diplomacy, history, finance and even, yes, taxation. It must have sunk in at some point because you are a rather good ruler of your fellow man. You would even do well outside of a monarchy.

Show The Banner [FREE/Exclusive To Nobles] – Pick any two colors to use for your personal heraldry and all will know them as yours. Even in the most chaotic and confusing of circumstances a quick glimpse of your chosen combination will be enough to remind anyone who sees it, 'oh, that's Lord Jumper.'

Beloved Benefactor [100 CP] – You have a great rapport with your people, being able to easily build and maintain a good relationship with those who you have authority over. This is no hollow charade either. No matter how high you rise in rank, power or intellect, you will never lose sight of the smaller picture or the common man, allowing you to keep both the major and minor considerations in mind for all you do.

No Such Army Exists [100 CP] – Any one can call the men together, arm them, train them and send them out to ravage your neighbor. Doing so without letting all and sundry know about it is something else. Much like a certain wicked Duke, you have a talent for getting your armed forces of all sizes ready to go quietly and on short notice.

Social Contract [200 CP] – As long as you do well by yours, yours will do well by you. A contract must be honored by both parties to be valid, after all. Anyone who you have authority over will always discharge any responsibilities they have towards you with all due diligence and honesty so long as you always do the same for your responsibilities towards them.

Twist Of Fortune [200 CP] – People who plan attacks against you and your kingdom tend to shoot themselves in the foot at the starting gate. From losing an incredibly valuable weapon that they were planning on utilizing in their campaign just before it begins to losing the element of surprise when a long missing god happens to notice them raising an enchanted army out of the swamp he lives in, something will go wrong just before their plans commence to give you a bit of an advantage and warning.

The Long Fight [300 CP] – You have a truly heroic amount and quality of willpower. No amount of hardship, whether in the short or long term, can break your spirit completely. The benefits of this extend to those under your command as well. You can keep morale up even during a years long guerrilla campaign against a superior force.

Hearts And Minds [300 CP] – You are incredibly charismatic and can sway all but the most stubborn of hearts and minds given enough time and opportunity. Figuring out what people want is no great difficulty for you no matter the circumstances. Finally, you tend to give a great first impression to anyone you meet for the first time, regardless of what they may know of you beforehand.

Blessed By The Gods [400 CP] – Blessed by something, anyway. Your home and any other lands or properties claimed by you always seem to escape harm during large-scale disasters. Natural and man-made calamities alike tend to either miss or only fall lightly on your kingdom’s boundaries.

The Only Acceptable Choice [400 CP] – Keeping your position in court becomes a smidge easier when the only thing anyone can agree on is that you are the only one for the job. Thankfully, even if the kingdom does somehow descend into anarchy, you will still seem perfectly suited for your role. Beyond that, keeping track of everyone who might in other circumstances think to remove you from your position becomes much easier. You can juggle the comings, goings, priorities, goals, personnel, funds and more of every faction you bother to learn about easily.

<u>Wizard</u>

Who Am I? [FREE And Exclusive To Wizards] – Names have power in this setting, so it is best if you follow local practice and keep your true name to yourself. Now, anyone trying to find your true name will be continuously stymied in their effort, ensuring that only those you willingly choose to divulge it to will ever know your true name.

Virgin Nerd Power [100 CP] – A wizard must focus themselves entirely towards their studies if they hope to reach anything higher than the basics. This usually includes giving up any kind of romantic entanglement due the loss of power and focus that comes with it. That's not a metaphor by the way. Literally, having sex in this setting makes you magically weaker. Whatever the trade off is for others, by abstaining from sex entirely you can increase your magical potency twice over. If you do falter, this will reset with each new Jump to give you a new chance to trade intimacy for the ability to cast a bigger fireball.

Smooth Spellcaster [200 CP] - You never fumble while casting your spells, all of your hand gestures and spoken words always coming through accurately.

Untouched By Mundanity [300 CP] – Your magic does not suffer from inhibition by metal. Even when the swords are drawn, your spells and enchantments will not lose their effectiveness.

Quick Recovery [400 CP] – Your magical energy replenishes twice as quickly now.

<u>Priest</u>

Blessed [FREE/Exclusive To Priests] – Whenever you swear yourself to a specific deity or religious organization, the spiritual and material benefits of such an arrangement tend to fall more heavily on you than others in the same organization. Thankfully, most will not be jealous of you for this, seeing it as simply the earned rewards of devout faith.

Red Temple

No Temptation [100 CP] - You cannot suffer from addiction of any kind, whether mental or physical. Enjoy whatever pleasure you wish and feel free to come back for more, secure in the knowledge that it is only because you want to.

Sin Sight [100 CP] – You can always tell what someone's most intimate pleasures and vices are at a glance.

Lover Of Life [200 CP] - You are a hedonist and have devoted your life to mastering all of the pleasures it can offer. As a result, you are now a fantastic cook, lover, chemist, gambler and singer. Any other hobbies that can bring you any kind of physical enjoyment will be very easy to master from now on as well.

Tantric Boosting [200 CP] – The Red Temple has managed to work physical sensuality into its every rite and magic is no different. By introducing sex into your magical rituals, you can give them a boost in their potency.

White Temple

Be At Ease [100 CP] – At the White Temple, you frequently have to deal with people having bad days. Whether pain, hunger, thirst or despair, it is part of your duty to alleviate suffering in all its forms. That said, getting someone to give you a clear and concise explanation of what they actually need can be a trial. Thankfully, you emanate a feeling of calm and trust that helps people to open up to you.

Devotee Of The White God [100 CP] – As Ardneh saved the world, so to do you save others. You have a talent for magical and mundane healing of all kinds,physical or otherwise. Your hunches and gut feelings for injuries and ailments tend to be spot on and picking up new knowledge related to medicine is incredibly easy for you, as is retaining it.

Pilgrim’s Protection [200 CP] – The whole world knows the white of Ardneh and what it means. As a result, your fellow priests are rarely bothered by vagabonds looking for an easy payday. Some of that seems to have rubbed off on you. Even when you are not in uniform, lowlifes of all kinds take one look at you and decide you are not worth the trouble to rob or assault. However, this does not protect against someone looking for you specifically.

Kindness For Kindness [200 CP] – Charity can be a draining thing, especially when the one taking it from you gives you not so much as a word of thanks. You might start to wonder if it is all worth it. Wonder no more. Every genuinely kind and selfless act you preform will inspire the one receiving it to do one of their somewhere down the line where and when it will matter the most to someone else.

Blue Temple

Account Balance [100 CP] – You can tell someone’s net worth at a glance. This is the combined value of every asset they have in terms of its monetary value at a fair market price, not just what is in their savings account.

Carry The One [100 CP] – No surprises here, just you being fantastic with money. A basic Blue Temple skill for those who wish to rise high. You have a fine head for numbers, currency, investments, product value, costs and more. You also gain a very specific form of charm – you are great at convincing people to give you their money for your ventures.

Follow The Money [200 CP] – You can always find people who steal from you. They slip up sooner or later and when they do, word of it somehow always comes back to you.

In The Deepest Vault [200 CP] – The first protection of the Blue Temple’s greatest treasure is simply that only a few people know where it is. You too have come to appreciate this simple piece of defense and now things that you hide away will not be found. This only guards against mundane searching.

Demon

Life Storage [FREE/Exclusive To Demons] – You can store your life in an object, ensuring that nothing can kill you so long as that object endures.

Ride The Flesh [200 CP] – As a creature with no physical body to call your own, you can hijack the body of another if you wish. This process takes only a few seconds and involves forcing your power into their form. Beware of how much energy you spend on your new accessory. The more of your power you put in, the faster you will wear them out and kill them, and you *will* eventually kill them. Your radiation was lethal even before you gained self awareness and the change has done nothing but worsen it.

Not Of This World [400 CP] – A Demon's conjured body is just a shell, an idle thought in reality that can come and go as they will it. Is it so surprising then that mundane weapons of any variety simply have no effect on you? Watch with glee as those desperate mortals hack away with their toys and savor the despair as they realize the world's deadliest swordsman is no more threat to you than the world's deadliest termite.

Melt The World [600 CP] – You can warp reality with your presence alone, causing stone to melt, air to rot, light to dance and so much more. The laws of physics in your immediate area become more like suggestions when you wish them to.

God

I Am [FREE/Exclusive To Gods] – Choose your divine domain. This is what you stand for, what you represent and even what you are. You have power over your domain and anything related to it. For an example, Draffut, God of Beasts and Healing, could create life by transforming a launched boulder into a flying-beast, though it did revert to its stone origin after a time.

Conceptual

Conceptual Being [FREE/Exclusive To Conceptual Gods] – You do not conform or yield to the laws of physics. You appear as whatever you want to, can be at ease in the highest sky, deepest rock or hottest lava, are impossible to harm with any mundane weapons, do not need any food or water for sustenance, and will never age or sicken.

Divine Transport [200 CP] – You shall not walk on the roads like some pathetic mortal! No, you have a more regal mode of transportation! You can travel through the sky in a cloud, summoning one to carry you whenever you want. It will dismiss itself when you arrive at your destination.

Belief Is Power [400 CP] – You draw strength from people believing in your legends. For example, the more people that know in their hearts that you can summon fires from nothing, the hotter, longer and wider you can keep those conjured flames going. Travel far and wide, etch the story of you into the world and rest assured that your strength will only grow as the stories spread.

Greater Then I [600 CP] – Like Vulcan before you, anything you craft can be pushed to a higher quality than your own abilities. You will be able to forge swords strong enough to pierce your own defenses, build compasses that can find their way through your strongest misdirection and so much more.

<u>Physical</u>

Born Of The World [FREE/Exclusive To Physical God] – Your power does not wax or wane from belief. It simply is. The bright side? You will never fade, unlike those ethereal dreams with sentience that like to call themselves gods. The collective belief of humanity will never have any negative effect on you. Your body and mind can last through the ages, never growing weak or weary. Age itself will never touch you. Any injuries you take will always heal perfectly, although perhaps not instantly.

Beast Tongue [200 CP} – You can speak to any creature, human or otherwise, as long as they have a language of their own.

A Dog At Heart [400 CP] – Draffut is a shaggy beast on two legs as tall as a small house… but at his core, he is and will always be a very good boy. Like him you can set people at ease no matter what you look like, your inner nature shining through.

I've Lived Through The Ages [600 CP] – Knowledge of the world past is always yours, as sharp and clear as if you had lived through it yourself. You will enter each new world with a personalized set of memories reaching as far back as you want, all the better to instruct any budding young heroes who come to you for guidance and wisdom.

Larva

No Supplies Necessary [FREE/Exclusive To Larva] – You do not need any food or water. While you can still eat or drink if you wish, you will never suffer any negative effects for abstaining.

Nymph Nap [200 CP] – You may be tougher than most, but that does not mean you cannot ever be harmed. For those moments when you need a break and some first aid, you can bury yourself into the earth and absorb power from any nearby points or flows of energy to heal yourself quickly and grow a bit larger.

Built Tough [400 CP] - You can continue to move and fight even after suffering catastrophic damage to your body. Additionally, your pain resistance is now truly phenomenal.

By Design [600 CP] – You have no longer have any physical vital points or weak points to speak of. Taking an arrow through the eye will not negatively affect your health any more or less than getting the same through your hand.

Dragon

Beast [FREE/Exclusive To Dragons] – Maybe it is the lack of any easily identifiable language. Maybe it is the lack of hands. Maybe it is just the general aroma. Whatever the reason, people think you are much stupider than

you are and tend to underestimate you accordingly. Can be toggled on and off as you wish.

It’s All Charcoal At The End [100 CP] – A dragon has a varied diet over its life, changing based on its size, whether or not it can breath fire and if it has wings or not. You do not have to worry about any of that. For you, anything can be food as long as you can eat it. You no longer have to worry about nutrition, food poisoning or or even damage to your mouth.

Fire Breath [200 CP] – You have special chemical glands in your mouth and nose. By clenching them you can expel the contents which will ignite upon contact with the air, allowing you to snort and breath out fire. To guard you against this, your face, mouth and nose are all now utterly immune to damage from high temperatures.

Where Ever It Pleases [400 CP] – Where does a dragon go? Read the previous line. You can utilize your body equally well in any environment, whether land, sea, air or otherwise. Whatever your personal best environment is, that is now true for any environment.

Beastly Landscape [600 CP] – From a tadpole wriggling in the mud to something that can be mistaken for a series of hills when you lie down…. Truly, a dragon undergoes a frightening increase in mass over the course of its life. You will go even further. You never stop growing, only ever increasing in size in violation of the Square-Cube Law. Can be toggled on and off for when you feel like you are big enough.

Magic

This section indicates what level of power and skill you have in the magical arts of this world, as well as what you specialize in. This is only available to those who took the Wizard origin.

Magical strength is a combination of your own personal strength and the magical energy you can gather up and hold from the environment. The more you have, the more spells you can cast or the more strength you can put into them.

Now, what level of power and skill do you have? Choose one.

Amateur [+100 CP] – Well, everyone has to start somewhere. You may qualify as a wizard, but that is a bit like saying someone who can hammer nails into wood qualifies as a carpenter. You have only the barest of magical strength and reliable command of just the most basic spells. Still, every journey begins with a single step.

Journeyman [FREE] – Now we're talking! You are a wizard without a doubt, able to cast spells on the fly and having the benefit of a good education on the arcane, meaning that improving yourself is only a matter of practice and study. You have a decent amount of magical power stored up.

Master [200 CP] – Magic is your craft and there is not much you cannot say you are at least thoroughly competent in. You have magical power to spare, having hoarded it up carefully during your long years of study.

Once In A Lifetime [500 CP] – My, aren't you terrifying. You are a match for Adrian in terms of sheer strength and Wood in terms of sheer knowledge. There are still some things for you to learn to increase your experience and know-how, but the list is much smaller than the things you already know. You are a magical juggernaut, with maybe only one other human here being able to match you for sheer oomph.

Like science, the study of magic has its own distinct fields. Each one will cost you 200 CP. Your magical rank will let you get some for no cost, but how many depends on what you chose.

Amateur [Choose One Specialization For Free]

Journeyman [Choose Two Specializations For Free]

Master [Choose Three Specializations For Free]

Once In A Lifetime [Choose Five Specializations For Free]

And what did you decide to specialize in?

Contracts – There are demons who can be bargained, tricked or coerced into serving a human master and you excel at forging such pacts. You know many demonic names, can outfox even the wiliest of fiends and are a dab hand at anti-demon spells and enchantments for when things go pear-shaped.

Counterspells – Any wizard worth the name can find the right spell with plenty of time, books and ingredients. It takes a very special kind of wizard to be able to pull exactly what is needed out of their pocket the moment the first wizard lets their prepared and carefully tested spell loose. You excel at countering the magics of your fellow wizards, having almost precognitive instincts for what they are about to unleash on you. Your magics work against theirs perhaps a shade better than they reasonable should. Finally, you are skilled at understanding and undoing spellwork of all kinds, whether enchantments laid down on items or people, or even a new spell screamed at you in the heat of a fight.

Elemental Evocation – Would you like all the utility of being able to pull a helper out of thin air and none of the nonsense that comes form having a demon hold a grudge against you? Welcome to the world of elemental evocation, where every patch of land, gust of wind, rush of water and spark of fire holds an elemental spirit just waiting to be harnessed by you. These creatures can also offer wider effects, such as freezing time or warping space.

You now have a talent for finding and leashing these creatures, ensuring that they cannot escape your grip and run wild once you have empowered them. They also seem to understand your orders with much less effort than another wizard would need.

Enchantment – Your spells may or may not be powerful, but by thunder are they long lasting! You can anchor your spells into whatever you like and it will be several decades before they begin to run out of power. They are also much more difficult for others to damage or destroy, ensuring your painstaking works will endure most things the world can throw at them.

Energy Draining – Expenditure of magical energy is one of the biggest hurdles for any wizard to overcome in their quest for mastery. You have a leg up on those other wizards. You excel at finding and draining outside sources of magical energy, turning it into fuel for your own spells.

General Magical Learning – You never did find any one field that you cared for more than the others. You instead excel at magical studies in general, gaining a three-fold boost to your intellect in the field of magic. If it has anything to do with magic, you will understand that much faster. Additionally, you now have a mind like a steel trap and do not forget anything you have learned from now on.

Healing – The art of compassion, mercy and soiled bedsheets. You are a skilled magical healer, as well as a fantastic ordinary doctor. You can cure illnesses, mend injuries, purge parasites and strengthen weakness. You know all the medicinal uses of each plant you get your hands on and you can pick up new medical knowledge easily.

Illusions – Now you see me, now you don’t. You are skilled at conjuring illusions, falsified sights and sound that can baffle your targets and warp their perception of reality. You also have a fine eye for the smallest of details, ensuring that only someone choosing to test their luck against your illusory dragon will discover that it is not the real thing.

Magical Detection – The simplest way to ensure no one knows you are a wizard is to just not do any wizardly things, right? Not against you. Your magical senses are finely honed and you can identify even the smallest enchantment, identify even the subtlest of spells and discover the potential magical uses of every potential ingredient you get your hands on.

Memories – The mind is mysterious and tangled, a morass of anxieties, forgotten moments and ill-placed instincts. Not to you. Your ability to enter and sort through the minds of other sapients is astounding. You can summon up or stifle memories, implant or rip out mental commands, alter perceptions and change moods.

Summoning – When demons and elementals will not cut it, you can always fall back on the natural world. You are a fantastic summoner, able to send your call to the ends of the earth to ears of the creature or creatures that you wish to call to your side. From a simple flying-beast to a full grown dragon, the beasts you call are more favorably inclined to come to you, as well as listen to and obey you. You can speak the tongue of beasts, ensuring your animal minions will never misunderstand you words.

Shapeshifting – If the flesh is clay, your spells are the hands that shape. You excel at changing your body into new and fantastic forms, and you can do the same for others as well. You will never reach the point where you cannot undo the changes you have wrought and you, as well as those you change, will always keep your minds even when in new forms. Additionally, holding your shape is no effort at all. Any changes you make to yourself or another will hold until and unless it is deliberately undone.

Items

The following Items are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Items are FREE.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.
All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

Dragons, Gods and Larva can choose any 4 items to get a 50% discount on.

General

Weapon [FREE] – A basic medieval-era weapon of your choice, well-made but utterly ordinary. If you choose something that works at range, such as a longbow, you will receive a small supply of ammunition.

Armor [FREE] – A set of light armor sized to your body that you can wear over your clothes. This stiff leather protective-wear will help against ordinary attacks, but it is not impervious.

Load-beast [FREE] – What an earlier age would call a donkey. This beast of burden will carry your loads, needs very little food or water to keep going and has a very sweet temperament.

Coin [FREE] – A small supply of coin, enough to see you through a week of traveling or to buy a single riding-beast of decent quality if you can haggle well. Refills after a week.

Magical Farm [200 CP] - A magical farm that always seems to be welcoming to you and yours. Any tasks you begin while within its boundaries will always go smoothly and quickly. The pantry is ever-filled with food, the well shall never go dry and pests will never touch your crops.

Leylines [600 CP] – Underground flows of magical energy that stretch all across the world. By purchasing this, you now own your own leyline system and can place it wherever you wish. It will never run out of magical energy and can be easily tapped into for use.

Human

Daily Living [100 CP] – You have a single outfit of plain cloth that fits you perfectly and seems to stay clean no matter what. You also have a small rucksack and waterskin that offer enough food and clean drinking water for a single person's daily use. Each will refill every dawn.

Wagon & Riding-beast [100 CP] – You have a traveling wagon large enough to hold a small household inside of it. You also have a basic riding-beast to pull it along the roads. This animal will never suffer from any kind of exertion related injury and can get by with a minimum of food, water and rest.

The Greatest Show [400 CP] – You have a circus of your very own, complete with all the props, performers and cheap confectionery snacks that a good circus needs. People who buy a ticket for your shows (and they always sell out) will always enjoy their time here.

Fortress City [600 CP] – You have a city made of Old World stone, utterly impervious to time, mundane weapons and most magical ones too. It is a combination of metropolis and refuge, with enormous stone walls, twisting

streets that only a native can easily navigate and many fortified checkpoints to guard the center.

Commoner

House [100 CP] – A small, but cozy stone and wood home with a wood burning oven, a loft and a cellar.

Workshop & Tools [200 CP] – You have a workshop for your craft. It includes every tool needed for your work. Multiple purchases of this will combine into a larger workshop with different sections for each craft.

Farm & Herd [200 CP] – You have a small farm of 10 acres. It is thoughtfully laid out and you have managed to work in a small orchard, two fields, a pond and a grazing pen for your animals, of which you have five. They can be goats, sheep or cattle. You also have a small flock of either ducks or chickens.

Materials & Seed Supply [300 CP] – A hefty amount of supplies for whatever trade you can call yourself a member of and a large supply of plant seeds that can thrive in the soil you have available to you. The plant seeds and materials will be natives to the setting you are in and will update for each new Jump.

Noble

Fancy Clothes & A Nice Riding-beast [100 CP] – You can be without land, coin, followers or even food, but it is a sorry sir who cannot at least look fine as he wanders by the peasants. You have a very fine set of clothes that always seem to stay clean and mended, as well as a magnificent and well-trained riding-beast.

Keep & Lands [200 CP] – You have land, therefore you have power. You have a small fortress of your own – only a tower, really. Still, it is very well built and made of Old World stone, meaning it is not going to come down any time soon. You also have about 50^2 miles of land around it to call your own.

Sworn Subjects [200 CP] – You have a decently sized population of people to call your subjects. Let's say, about 2,000 people all together. They are scattered around your lands in lone shacks, small villages and maybe even a proper town. You also have a small core group of dedicated warriors pulled from your people, giving you a standing force of 10 knights to call upon when needed.

Gold & Subordinate [300 CP] – At a certain point, even the best ruler might want some administrative help. You now have a very competent but very loyal minister who can take over any division or project that you want. You also have a consistent income. Enough to make you reach the low ends of moderately wealthy even without any other form of wealth generation at your disposal in whatever setting you go to. This wealth can take whatever form you want at the start of each Jump and is fiat-backed to have a perfectly legitimate paper trail to show your legal accumulation of this money.

<u>Wizard</u>

Spell Components [100 CP] – A decent supply of magical components. These regenerate every month and will include things unique to your current setting.

Wizard's Dwelling [200 CP] – You have a magical home with some basic enchantments on it to keep it clean, as well as hide from the eyes of enemies, tax collectors and unwanted callers.

Magical Assistant [400 CP] – You have a magically summoned spirit, able and willing to assist you with all of your spellwork.

Book Of Demon Names [600 CP] – A book containing the true name of every demon in this setting and every setting beyond. The information found inside this book cannot hurt you just by learning it.

<u>Priest</u>

- Red Temple

Loads Of Narcotics [100 CP] – You cannot call yourself a red priest without these. You have a small supply of every narcotic that can be found in your current setting.

Pleasure Worms [200 CP] – A red temple specialty. These worms will burrow beneath your skin and stimulate your nerves as they eat them, giving you more extreme sensations than any drug can. Beware, for they will eventually kill their victim. You get a supply of fifty and they can breed if given ample food and time to do so.

Dungeon [400 CP] – You have a deep and dank dungeon wherein escape is all but impossible. Includes both torture tools and ‘torture tools’ for those who are into that sort of thing.

Casino Temple [600 CP] – This red and black combination of gambling house, whorehouse, gourmet restaurant and shrine is now yours. It will consistently bring in a huge amount of profit from the many worshippers and their generous donations.

- White Temple

Aura Of Sanctity [100 CP] – Really, who attacks a place of charity? Well, lots of people. But not your place. You now have a deployable aura of sanctity, giving any one structure that you wish a feeling of serenity and sanctitude, ensuring only the most hardened of evil-doers will go through with attacking it.

Endless Charity [200 CP] – Hard to run a charity when you can’t scrape together so much as some bread and butter. You now have an endless amount of food, drink and clothing that will meet whatever criteria you wish. You can conjure it up whenever you desire. There is only one catch - these must always be given to others. Anything you try to conjure for yourself will fade to nothing.

Medical Supplies [400 CP] – You have an endless supply of known medical stuffs. If an illness or injury can be treated in the setting, you will have what

they need. Any treatments completed with these supplies will never suffer from infection or complications of any kind.

Pyramid Temple [600 CP] – A large white pyramid dedicated to charity and healing. Those within its halls find themselves healing faster, physically/mentally/spiritually. Any acts of healing or restoration undertaken within its halls will be twice as effective and swift.

- Blue Temple

Tax Relief [100 CP] – Religious institutions do not have to pay taxes. At least, your do not. You will never have to pay taxes in any setting with this certificate of exemption.

Pyramid Scheme [200 CP] – You have a ready made pyramid scheme in every setting you go to to, eagerly awaiting your command to begin draining fools of their money.

Bank Temple [400 CP] – An astoundingly wealthy palace hidden inside a very bland looking office building. An utterly fantastic place to live, but otherwise normal save that you will never run out of places for your clients to stash their wealth and valuables. You would not want to turn away someone trying to deposit their lifetime accumulation of gold because you ran out of safety deposit boxes, would you?

Benambra’s Vault [600 CP] – An exact copy of a certain hidden underground vault with a variety of traps that will ensure anyone who tries to break in will not live to regret it. Those who survive will be added to the forces protecting your goods. Your treasures are automatically sorted, protected and preserved. This one has an upgrade compared to the original – no one can get in or out save through the front entrance.

Swords Of Power

Was it a scheme, a whim or a game gone wrong?

In this world, twelve Swords of Power have been forged by Vulcan, god of the smithy, and in defiance of all nature and intention, these weapons would surpass their creator. These Swords are, for lack of a better word, absolute. Their powers are starkly defined and inflexible, but if the conditions to activate them are met, then there is no force that can match them save for another Sword. For some, the blade need not even be drawn to have the power activate. For those that do, the Swords have a tendency to leap from their sheathes into their wielder's hand when needed. Every Sword has a different feel to it, something that those who have held them previously can use to identify them without even touching the blade.

All of them are formed of finely mottled steel that seems to draw the eye in, with a blade three feet long, perfectly straight and double-edged. They are perilously sharp (though what they are willing to cut can vary) and will never grow even slightly dull. Nothing can cause them to rust, chip or bend. They will only break to another Sword and depending on the Sword in question even that may not be true. The hilts are long and solid black, with each Sword having a personal symbol etched there in white lines.

Should your Sword be destroyed it will explode with the force of a large bomb, so ensure you have some method of securing your safety or the end of your Sword may be the end of you.

Whether destroyed, lost or stolen, your Sword(s) will always return to you at the beginning of the next Jump.

You may take any one Sword from this section for [FREE]. If you wish to purchase any additional Swords, they will each cost [500 CP]. You will have your choice of either taking the canon Sword and yanking it from its intended path in this setting or utilizing the power of Jumpchain to create yourself a perfect copy, letting the canon Sword continue as it would without

interference. If you do not wish the risk a Sword can bring to you, you may skip this section.

Choose wisely.

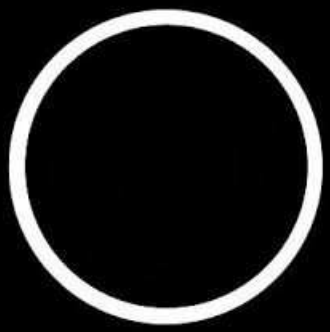
Coinspinner



Who holds Coinspinner knows good odds
Whichever move he make.
But the Sword of Chance, to please the gods
Slips from him like a snake.

The most fickle of the Swords. This blade can bring its bearer utterly fantastic good luck, the kind of one-in-a-trillion odds that would see a beggar walk into a new city in the morning and be crowned its king by sundown. However, it has a tendency to wander, appearing and disappearing where it wishes. It tends to vanish at an inopportune time for its current wielder. That said, there is nothing stopping it from returning to your hand later. It will vibrate while using its fortune bending ability.

Doomgiver



The Sword of Justice balances the pans
Of right and wrong, and foul and fair.
Eye for an eye, Doomgiver scans
The fate of all folk everywhere.

If you wish for a Sword to keep you safe from your enemies, Doomgiver is a fine choice. This blade has the power to rebound any attack aimed at its wielder back onto the attacker. What kind of attack does not matter. Physical, magical, psychic, intentional, unintentional, weak or strong – it will turn from you and strike back at the one who released it. ‘Eye for an eye,’ or rather, what they try to do to you shall be done to them. Once activated it will not allow its wielder to let go of it until the attack has stopped. It makes no known phenomena manifest while in use.

Dragonslicer



Dragonslicer, Dragonslicer, how d'you slay?
Reaching for the heart in behind the scales.
Dragonslicer, Dragonslicer, where d'you stay?
In the belly of the giant that my blade impales.

The Sword of Heroes is the worst nightmare of dragons. It will carve through their bodies like a hot knife through butter and unerringly seeks their heart, giving you the most direct path to ending the fight quickly. The one who holds Dragonslicer is also granted protection from a dragon’s hypnotic abilities. However, it offers no other protection against a dragon’s fangs, claws or flames. While in use it will make a high, keening sound.

Farslayer



Farslayer howls across the world
For thy heart, for thy heart, who hast wronged me!
Vengeance is his who casts the blade
Yet he will in the end no triumph see.

The Sword of Vengeance is more double-edged than its siblings. Farslayer is the ultimate tool of assassination, able to be thrown from your hands with a single target in mind and from there no force, no protection, no distance will see your target safe from the blade. Farslayer can kill men, demons, gods – it does not matter. It will hum as you build momentum and upon release, rocket off on a blaze of rainbow light to reach your target's heart in only a few seconds. You do not need a specific name to activate Farslayer's ability, with even something as vague as 'the one who has wronged me' being enough to set it loose. Be aware that it can pierce through its target to strike something or someone behind them as well. Finally, you must also never forget that once Farslayer reaches its target, it will stay there until removed. Take care to not give your enemies a chance to use your own Sword against you.

Woundhealer



Whose flesh the Sword of Mercy hurts has drawn no breath,
Whose soul it heals has wandered in the night,
Has paid the summing of all debts in death
Has turned to see returning light.

A healing artifact of immense power, Woundhealer can quickly restore a body from any illness, injury or maiming. Unlike certain other Swords, utilizing Woundhealer has the Sword steadying itself as you use it rather than vibrating. It makes a sound like a person gently breathing. Those who benefit from its blade feel a sensation unique and indescribable as it works on them. It must be placed on individual wounds to heal them and it will remove any foreign objects from the wounds as they close. Any missing limbs will slowly regrow over the course of several weeks to months. It can even be sheathed within a person’s body to prevent any damage from incoming attacks. Anyone thinking to use this as a weapon will be disappointed as Woundhealer is not a weapon itself and cannot be utilized to harm any sentient or sapient being, merely passing through them harmlessly. It functions as a normal sword against non-living matter.

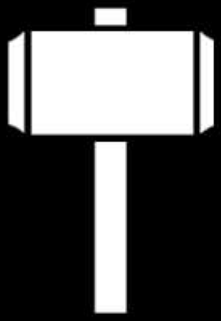
Skulltwister



The Mindsword spun in the dawn's gray light
And men and demons knelt down before.
The Mindsword flashed in the midday bright
Gods joined the dance, and the march to war.
It spun in the twilight dim as well
And gods and men marched off to hell.

The Sword of Glory. This Sword is a favorite of villains for its ability to utterly dominate the mind of any who lay eyes on its wielder. Those who look upon the naked and held blade will see it appear as a blazing sword of light and hear a roar like a thousand cheering voices. With only a brief glimpse of the drawn blade in the hands of a person, that individual will become the center of the universe for all who see them. Beware however, for loyalty and love are the only qualities the Sword conveys and the worst ideas have come from the best of intentions. The effects will fade after time away from the Sword and can be blunted or negated through the use of other Swords, such as Sightblinder or Shieldbreaker, for those who hold them. The Sword also seems to have a twisting effect even on the mind of those who wield it, slowly increasing their ego and overcoming reason over time. Its wielder must be on guard against this. Finally, those who are cut by the Sword will find their wounds festering quickly and refusing to heal.

Shieldbreaker



I shatter Swords and splinter spears;
None stands to Shieldbreaker.
My point's the fount of orphans' tears
My edge the widowmaker.

The Sword of Force. If you want a Sword to defend you from your enemies, Shieldbreaker is probably your best choice. When drawn, it makes a sound like a hammer striking metal and vibrates with a matching frequency. Shieldbreaker turns its user into a one-man army against their attacker or attackers, ensuring that numbers will not matter against you. It can and will cause its wielder to defend against and destroy any armed attack, ranging from other blades, ranged weapons and even something as simple as a thrown rock up to more exotic and supernatural effects like mind control, emotional manipulation, magical spells, illusions and more. Anything that could be deemed a weapon will activate Shieldbreaker and cause it to protect its wielder. Even passive weapons like poison in your cup will cause it to activate. However, it is utterly useless against unarmed opponents, phasing harmlessly through their bodies, and will not let its wielder release it without great difficulty if any attackers are remaining. Being jumped by a large group of unarmed attackers is the greatest threat to the wielder of Shieldbreaker. Additionally, Shieldbreaker draws its wielder’s strength into it while in use, preventing them from fighting with anything else. It also does nothing to restore this strength, meaning that extended use runs the risk of killing its wielder.
A side note – while it has been hypothesized that certain Swords can destroy others when used in opposition, Shieldbreaker is the only one to have been confirmed to do so.

Sightblinder



The Sword of Stealth is given to
One lowly and despised.
Sightblinder's gifts: his eyes are keen
His nature is disguised.

Sightblinder is used best by those with boldness and a quick wit. It gives its wielder the appearance of someone who should be obeyed, feared, loved, trusted or otherwise not looked on with suspicion. This Sword gives no overt indication when it is being used and onlookers cannot make out the symbol on the hilt. It cannot disguise the wielder as something drastically larger or smaller than they truly are. As for the one holding Sightblinder, they gain the ability to see the true nature of things, illusions, glamours and even the trappings of mutation, magic and time combined being no barrier to their sight. This extends so far as to give its wielder some measure of protection from effects that would warp their own perception, such as the Mindsword. At a more basic level, your eyesight will also sharpen considerably while it is held. Finally, it can hide itself from view if its wielder’s disguise should not have a blade on them or even mimic the appearance and sound of another Sword should the disguise call for it.

Soulcutter

The Tyrant's Blade no blood hath spilled
But doth the spirit carve
Soulcutter hath no body killed
But many left to starve.

The Sword of Despair. This is the only Sword that has no particular feel to it when drawn nor any symbol on its hilt. This Sword can kill without ever touching your targets as Soulcutter begins to emit a truly soul-crushing level of despair and apathy in a wide radius when drawn. Looking directly at the Sword’s blade will speed up the effect, but even without that sheer proximity will still do the trick. The longer the blade is drawn, the wider the range grows. An entire army powered by the fanaticism of the Mindsword laid down to die after only a few seconds of exposure. The wielder should beware as even they are not immune to this effect. Outside interference will almost certainly be needed simply to put the Sword back into its sheathe. Finally, those who wield it even once are subjected to accelerated aging. Releasing the Sword will stop the aging effect.

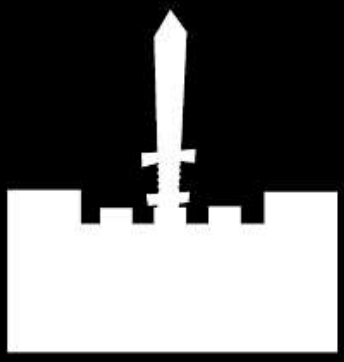
Stonecutter



The Sword of Siege struck a hammer's blow
With a crash, and a smash, and a tumbled wall.
Stonecutter laid a castle low
With a groan, and a roar, and a tower's fall.

Stonecutter is a simple Sword on the surface, but do not be so quick to deem it useless. In a medieval world, a Sword that can cut through stone is not to be underestimated. Nor is it merely stone that activates the blade. Jewels and earth are fair game as well. The Sword will generate a slow, heavy hammering sound and vibration when in use.

Townsaver



Long roads the Sword of Fury makes
Hard walls it builds around the soft
The fighter who Townsaver takes
Can bid farewell to home and croft

If you wish to protect those you meet, Townsaver is the Sword for you. Whosoever holds Townsaver while others are being attacked becomes a one-man army, unable to stop or die while the danger persists. Be aware that you cannot let it go while the danger persists and the Sword will not protect its wielder with the same ferocity that it does innocents. It is fully possible to annihilate every foe standing in your way and then drop dead as soon as the fight ends from your accumulate injuries and exhaustion. While in use the Sword will make a moaning noise and seems to heat the air around it. The Sword will vibrate harshly in its wielder’s hands, though they will not drop it.

Wayfinder



Who holds Wayfinder finds good roads
Its master's step is brisk.
The Sword of Wisdom lightens loads
But adds unto their risk.

For those who seek adventure, you may perhaps consider the Sword of Wisdom. This Sword will guide you unerringly to whatever is your heart’s desire, even pointing out any necessary people or items you may need beforehand to reach your ultimate goal. However, while it will detour you around anything that would certainly kill you, possible deadly threats are fair game. It will vibrate gently as it works. Finally, it will not guide you towards what you ask of it, only what you truly want. Be sure of your desires before following its point. You could use it to divine which of two people is lying to you, but not if you really just want to know where your best choice for a cheap lunch is.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Scenarios

You may take any or all of these scenarios as challenges for your time here. There is no penalty for failure beyond the loss of your promised rewards.

I Play To Win

Once upon a time, a game was proposed. The rules, pieces and board were all never properly defined, but we can guess. Now, you are part of that game and you are going all in. You must end this Jump with all twelve of the Swords in your possession. They must be intact and functioning, so no gathering up shards and calling it a day. Any Sword or Swords you purchase from the previous section will count towards this goal.

The Swords [Reward] – You gain the Swords permanently, all of them becoming fiat-backed Jumpchain Items that you can take with you into the future.

One World, One Ruler

This planet is now a mishmash of hundreds of petty kingdoms, duchies, baronies and fiefdoms. Let's redraw those map lines a bit, shall we? By the time you leave this setting, you must have the entirety of planet Earth at least somewhat under your rule. As long as every authority is at least paying lip-service to your rule, you will succeed.

Future Earth [Reward] – You can take your holdings with you when you leave. This includes the entire planet, as well as everything and everyone on it. If you wish, it can all be fitted into your Warehouse or equivalent as an attachment.

Destroy Every Demon

There is an unfortunate infestation of demons in this setting. Let's do something about that. Before your time here comes to an end, you must have

destroyed – not banished, destroyed – every single demon remaining on the world. There cannot be even one left.

The Only One They Fear [Reward] – You can kill demons. All demons. Permanently. Your actions here have permanently altered you into something that can fundamentally rewrite whatever rules protect any demonic entity from ‘cannot die’ to ‘will die and soon.’

Child Of The Emperor

The Emperor is a divisive figure in this setting, seen as a cosmic fool and a cunning trickster. He is the father of orphans, beggars, the dispossessed and vulnerable… and you, Jumper. You are a child of the Emperor and like all of your half-siblings, daddy has a plan for you. You are now locked into the Emperor’s Child Origin and while it will not cost you any CP to obtain, this scenario also requires you to take the Interesting Times and three instances of the Extended Stay Drawbacks for no points.

It starts with the day some of the duke’s men come to your home in a small place called Arin-On-Alind. Yes, you are taking the place of Mark. You will go through the entire series in place of Mark, starting out at the ripe old age of twelve, and must make it to the end of the canon series. That means almost thirty years of adventure. By the end, you must have destroyed, turned or otherwise dealt with Vilkata, Wood, Yambu, Fraktin, Amintor and Tigris.

[Reward] – Take any one purchase from this document on your way out. You can also bring the Emperor with you to new settings if you wish. He has his own agenda on things and has an unfortunate habit of leaving a trail of children behind him, but having a mostly benevolent god figure to call upon can be useful.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this to have The Book Of Swords act as a Supplement to another Jump.

Early Exit [+0] – Rather than staying for the full ten years, you can leave after only one.

Extended Stay [+100 CP] – You will stay for another ten years. Can be taken multiple times.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

A Mortifying Ordeal [+100 CP/Double Payout For Demons] – Oh dear. Someone somewhere has your true name. They may or may not ever have cause to use it, but when they do it will be like a fish hook in your mind.

Bound Pacifist [+100 CP/Double Payout For Physical God] – You are utterly incapable of knowingly harming a certain sophont species. Which one is up to you, but you cannot ever bring yourself to so much as scratch them and if you somehow do by accident, madness and weakness will assail you.

Clap Your Hands [+100 CP/Double Payout For Conceptual God] – Your power and life are now both hardwired to the amount of belief humans of this setting have in you. If enough people stop believing in you, you lose your powers and will even fade away entirely.

Divine Punishment [+100 CP/Double Payout For Humans] – One of the gods or goddesses has it out for you. You are more of a hobby than an obligation, so do not expect a serious or prolonged effort to ruin your life, but at some point during your stay here they are going to throw something very nasty your way.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Wanted! [+200 CP] – You start out known as someone who has a Sword in their possession. Not true? No one is going to believe you without seeing it for themselves.

Part Of Your World [+300 CP] – You have been cursed by an evil magician. In addition to losing your name and the bulk of your memories, you are now a merfolk, human up top and fish on the bottom. You can take the shape of a fish when you wish and go back to your merfolk shape as easily. Neither heat nor cold shall touch you. You at least will not suffer from a shortened lifespan, but are otherwise bound by all the aforementioned limitations. A competent magician could break your curse, but good luck finding one when you are bound to rivers and lakes.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items And Warehouse Removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Interesting Times [+300 CP] – You will frequently be caught up in wild adventures that cause you to risk life and limb. No more than a few years will ever pass before something occurs to upend your life again and the consequences of it will have lasting effects on you for your time here. If taken with Early Exit, this will only happen once during your stay, but it will be proportionately much worse.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of

Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

End Choice

Ah, you have reached the end. What will it be then?

Go Home – Take what you have gained thus far in your chain and head back to what you first left behind.

Stay – You like the life you have built for yourself here? Understandable. Take a further +1,000 CP to make some more purchases for yourself from this document and then bid farewell to the wider omniverse forever.

Continue – The next Jump awaits.

Notes

Magic – This is me trying to create an organized system out of all of the magical things I kept track of in this series.

V0.9 – Rough draft done. Now, revisions and corrections!

V1.0 – This still feels rough and there are a hundred things I want to add, but I am moving tomorrow and I AM CALLING IT NOW! Done, as of 8/27/25. Will update with V1.1 as soon as I get through the remaining books and reread my notes.