

a simple jumpchain by acheld 1.0

The prophecies of Alaundo spoke of the spawn of Bhaal, god of murder, who would sow chaos across the land. And indeed that did happen, in one narrative at least. Chaos, death, war, all brought about from the machinations of a deity thought dead and gone.

Here, we travel to the germination of that conflict, back when most of those ‘spawn’ were ignorant of their divine heritage, and only an ambitious few sought to make use of it. One of those few was Sarevok, and it is he we are most concerned with as the antagonist of this tale.

Another had a peaceful childhood in the scholar-citadel of Candlekeep, raised by the mage Gorion, ignorant of the black blood that ran through their veins. Alas, not all were so ignorant, and there came the day that their death was sought. Gorion and the young man (or woman; it varies with the telling) set out from Candlekeep, to flee assassins seeking a fat reward. All too soon they were set upon by Sarevok, who struck Gorion down after a fierce but brief battle. The young man fled with the time bought by their father. And that’s when their story began.

It might be *your* story this time around, as Gorion’s Ward, or a different participant. Or perhaps you’re merely a witness. That’s not for me to say.

This is a time of great conflict in the Sword Coast. Iron brought forth from the mines seems to be cursed and weakened, with swords and armor crumbling left and right. Bandits prowl the countryside in unprecedented numbers. Rattles of war begin to rise between the great city of Baldur’s Gate, and the nation of Amn to the south. Puppetmasters are pulling strings to make many dance to their tune... and not every face is as it seems. Representatives of all manner of organizations have traveled to the area, openly or in secret, to investigate what exactly is going on.



Can you solve these problems, jumper? Do you even want to? In any case, take these **1000CP**, and continue onward to decide the path you will follow.

Content & Setting

The jump includes all content present and implied by the base game (Baldur’s Gate 1), as well as the original expansion (Tales of the Sword Coast).

For **0 CP**, you can choose to “toggle on” content from Baldur’s Gate: Expanded Edition (BGEE), which is a more modern update of the game, keeping the content almost entirely the same but with some things added. It notably adds four new playable NPCs, along with several class options. There’s really no reason *not* to toggle it on, unless you have a deep hatred of the presence of the new NPCs in your world, or the existence of Sorcerers, e.g.

You are in the same world as Siege of Dragonspear and Baldur’s Gate 2, the sequel games, so you can certainly imagine your adventures continuing into those plots in your ten years here, but content from those is not currently part of this jump directly. Room is intentionally being left to create a second jump focused on Baldur’s Gate 2. If and when that is created, these jumps will be linked more explicitly.

Further, this jump is based on the video game, not on the general Forgotten Realms setting. It can be reasonably presumed that there is a lot that the games didn’t touch on, such as spells that were simply not implemented in the game, that exist here. However, where the game contradicts other sources of lore, the game wins.

The game rules are founded in the TTRPG Advanced Dungeons & Dragons 2nd edition, with a few modifications to the rules created for and by the video game. You should be able to use the jump just fine without knowledge of this rule-set, but it may be necessary to dig into it if you want to know details like “Exactly how many spells can I cast of each spell level per day?”. Some information is provided in appendixes to give you an overview.

If there is terminology you are unfamiliar with, check the appendix.

Background/Start Location

Backgrounds may list alignments, but this is not a restriction, just notes on what type of person they might be most appropriate for. Backgrounds may also have a class or race. These are restrictions. You must choose one of the associated races, and at least one of the associated classes (other classes chosen do not have to match the background choices). Most backgrounds (all but 1 and 20) also have some associated NPCs mentioned (see the Companions section later on). You are not obligated to travel with them as companions, but it is a natural fit, and in some cases it will be viewed with great suspicion by them if you simply drop them.

Every background gives a discount on a single 200CP perk later in the doc. You can freely pick any background with no CP cost, or roll 1d20 randomly for a **bonus +50CP**. In the latter case, you are permitted to select your class, race and sex *first* (below), and then re-roll until you find a background that allows for your selections.

1. **I Serve The Flaming Fist** (any lawful): You may be a low-ranking officer under Scar, the head of the Flaming Fist law enforcement for Baldur's Gate, charged to investigate the bandit raids on the roads south of the city. Or, you may be a soldier of Amn, sent to investigate the problems with the local mine.
2. **Gorion's Ward** (any) You take on the role of the protagonist, right after Gorion's grisly murder and your successful escape from Sarevok. Imoen will catch up to you shortly. If you do not choose this Scenario, there is a different protagonist (randomly determined characteristics, but an exceptional individual) that exists.
3. **Harper Agent** (NG; any class and race) You are a low-ranking member of the Harpers, a secretive and largely good-aligned organization that primarily works behind the scenes, with a network spanning most of the continent. You were sent with Jaheira & Khalid to investigate the iron crisis on the Sword Coast.
4. **Zhentarim Agent** (NE; any class and race) You are a low-ranking member of the Zhentarim, a largely villainous organization that is willing to do just about anything to turn a profit. You were sent with Xzar and Montaron by the Zhentarim to investigate the iron crisis on the Sword Coast.
5. **Order of the Radiant Heart** (LG; Cleric, Paladin, or Fighter; non-drow race) You are a low-ranking member of the Order of the Radiant Heart, a holy organization of warriors and clerics of just and good gods. You have accompanied Ajantis in his mission to prove himself against the evils of the region.
6. **Guild Member** (N, NE, CN; Thief, or Bard; any race) You're a new member of the thieves guild in Baldur's Gate, under Alatos Thuibuld. You have recently made the acquaintance of Alora, another new member of the guild operating in the city, or of Skie Silvershield, a young noblewoman who, while not a guild member, is interested in the more exciting side of city life.
7. **Greycloak of Evereska** (any non-evil; any class; elf or half-elf) You are an elf from the elven enclave of Evereska. You have accompanied the moonblade-wielder Xan in his mission to investigate the turmoil on the Sword Coast.
8. **Red Wizard** (LE; Mage(specialist); human) You are a red wizard sent on a secretive mission of interest to your superiors among the Red Wizards. You are either here as an aid to Edwin Odeisseiron, or part of your mission is to keep an eye on him.
9. **Caravan Guard** (any non-chaotic; any class and race) You've been hired to guard a merchant caravan in the face of increasing bandit raids. You're working with Kagain, an organizer of a small mercenary company in the region.
10. **Fleeing The Underdark** (any) You have escaped the underdark in the company of Viconia. If you are drow, then you fled for similar reasons to Viconia (who refused to ritually kill an infant… there's evil and then there's *evil*). If you are not, then you are a former drow slave who somehow aided in Viconia's escape.
11. **Dajemma** (any alignment; Fighter, Ranger or Cleric; any race; male) You have come from a faraway land to prove yourself through danger and conflict. You may be accompanying Minsc on his Dajemma (in which case you begin shortly after Dynaheir has been abducted), or you may be traveling on your own.
12. **Wychlaran** (LG, NG, LN, N; mage; human, half-elf or half-orc; female) You are a member of the Wychlaran from Rashemen, on an unspecified mission. If with Dynaheir, then you begin shortly after your abduction, alongside her, by gnolls. Minsc was intended as the protector of both of you.
13. **Avenging Angel** (NG, CG, N, CN; any class and race) The local bandits, or other villains, have killed or taken someone dear to you, and you're in the area to get them back or get revenge. You may have just joined forces with the ranger Kivan, whose love was killed before his eyes by the bandit leader Tazok.
14. **The Wrath of Nature** (N; druid; any race) You are a low-ranking member of the local druid's circle seeking to investigate, and stop the despoiling of nature being committed by suspicious mining operations in the region. The Shadow Druid Faldorn is likely to join you in your efforts.
15. **Charming Rogue** (any non-lawful; thief or bard; any race) You use your charm and wits to make your way through life, seeking adoration, riches, or pleasure, and preferring not to get your hands dirty if possible. You could be a partner to the bard Garrick seeking to play your music across the land, a partner to Eldoth in much more nefarious schemes, or traveling on your own through the towns of the region, leaving broken hearts (and perhaps unpaid bills) behind.
16. **Treasure Hunter** (any) You're an adventurer in the region seeking thrills and treasure, following bounties and rumors wherever they may take you. You could be a partner to either Coran or Safana, as they seek riches themselves.
17. **Clan Orothiar** (LG, NG, LN, or N; any class; dwarf) You are a member of Orothiar, and a relative of Yeslick, imprisoned with him in the remains of your ancestral home that has now been taken over by the Iron Throne as a secret mine.
18. **Aimless Gnome** (any non-lawful; any class; gnome) You're a (probably irritating) gnome with way too much personality. Or, at least that's how you're perceived. You were… encouraged to leave home, and likely wound up in Baldur's Gate, possibly in the questionable company of either Quayle or Tiax.
19. **Seeking Challenge** (any non-lawful; fighter or cleric of a battle-related deity; any race) You are a wanderer of the land simply seeking out combat, death, and challenge. You'll collect the money too, sure, but that's not what drives you. Perhaps you are a traveling companion of the imposing Shar-Teel? Or you may have just been released from a stone form alongside your companion Branwen (servant of Tempus, god of battle).
20. **Drop-In** (any) You begin at a random place in the greater Baldur's Gate region, with no inserted memories or knowledge.



Character Class

Here you choose up to three character classes. The classic choices are Bard, Cleric, Druid, Fighter, Mage, Paladin, Ranger and Thief. Druids (Neutral) and Paladins (Lawful Good) do have an alignment restriction, but each offers a perk to bypass this. A rough description of each class is given in their perk sections below. If you have BGEE Toggled, you may also choose Barbarian, Monk, Shaman or Sorcerer.

Choose one. There are no discounts for your choices here. Any combination of classes is fine, even if not normally allowed, regardless of your race.

- **One Class**: If you choose exactly one, then you start as that single class at level 1. You get **+1000 CP** to use for perks associated with that class. Dual-classing is allowed as a human, but only to a legal class combination. (If you don't know what dual classing is, don't worry about it).
- **Two Classes**: You start as a multiclassed character of those two classes at level 1. You receive **+500 CP** that must be used for perks associated with at least one of your classes.
- **Three Classes**: You start as a multiclassed character of those three classes at level 1.

Multiclassing means that experience earned is shared between the classes evenly, so leveling is slower, but not so much so as in 3e Dungeons & Dragons and later. If a single mage were level 9, a fighter/mage would be level 7/7, for instance. Note that other than dual-classing, there is no base way to obtain other classes than those you start with. Power obtained from your class levels of course compounds with power and ability from elsewhere. If you're already an incredible fighter, starting as Fighter 1 does not *reset* your fighting ability (except via certain drawbacks), it just adds to it. Spells from classes, however, do not naturally meld into other sorts of magic systems, unless you have other features or abilities that would do so. They are essentially grown as a parallel and separate set of magical abilities.

Finally, *Kits* are a set of modifications that apply to a class. The most common kit is a specialist Mage, who focuses on one of eight schools of magic, gaining advantages for that school but losing access to at least one other. You can choose and apply a single kit to one of your starting classes, or more than one for 50 CP per additional kit. Other kits will not be described here (beyond their mention in some perks), but feel free to research it on your own.

Character Race

Feel free to choose any of the standard races, and your sex, for free; use it as an alt-form if you like. The mechanical benefits provided by these races are marginal and do not rise to the level of a perk. Those races are human, elf, half-elf, half-orc, halfling, gnome and dwarf.

You may choose Drow for **100 CP**: Drow have significant magic resistance, though the race as a whole is regarded as evil and often hunted on sight.

Attributes

The six attributes are Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. You can assign 90 combined points to these six, on a scale of 3-18 (10-11 is human average, and 18 is exceptional but mundane). One single attribute may be set at 19.

If you are starting from average, this becomes your equivalent attribute. Otherwise, it modifies your existing abilities in this area. (If you're already a super genius, Intelligence 18 won't set you *back* to 18, it will just make you a bit smarter).

If you don't want to deal with that level of detail, then instead choose one attribute to give a significant boost to, and three to give a moderate boost.

Strength affects how much you can carry, what armors and weapons you are mighty enough to use, and your skill with most melee weapons.

Dexterity affects your skill with ranged weapons, your thieving abilities, and your ability to dodge blows.

Constitution affects how much damage you can take, how long you can go without rest and, at very high levels, grants very slow regeneration.

Intelligence is your mental acuity, and your ability to deduce things. It is critical to mages, and important for bards, for their skill at wielding magic.

Wisdom is your ability to perceive. High wisdom makes you resistant to many effects and falsehoods. It is most important to druids and clerics for magic.

Charisma is your charm, beauty, and/or force of personality. It lets you grab and keep the attention of others, and can influence the magic of sorcerers.

Class Perks

Perks in this section are divided by class, with four *class exclusive* perks, and four *universal* perks. The former function *only* for the powers and abilities of that class, and so give you no benefit if you do not have that class (from this, or another D&D jump). The latter give their benefit to anyone. Bonus CP for a class can be used for either of the two types of perk. None of these perks are discounted for anyone. You may not take two perks with the same name, even if they are different classes.

The classic classes (Bard, Cleric, Druid, Fighter, Mage, Paladin, Ranger, Thief) are presented first, followed by the classes added by BGEE (Barbarian, Monk, Shaman, Sorcerer). The latter four in some cases 'copy' perks from the classic classes, due to similar natures. This is made clear for each class.

Bard

Bards are moderately skilled in a number of areas, with a few unique abilities. Most iconically, bards are famous for their magical music; the music of the typical bard in battle will raise the spirits and courage of their allies, and make them luckier in their actions. In addition, bards have a few thief skills, most commonly picking pockets, though they fall short of the versatility of a thief in this area. They have modest weapon skills, but better at least than a wizard, and less limited than a cleric. Finally, and importantly, they obtain a decent amount of wizard spells, proceeding at about 2/3rds the rate of a mage, but hitting their limit at 6th level magic.

Class-Exclusive Bard Perks

Potent Music (100): Your bard-song effects are treated as though you were several levels higher, and the cap for their power scales a bit further.

Musicweaver (200): Your bardic song effects last as long after you finish playing as the time you played for, to a maximum of five minutes. Additionally, you can choose to apply the effects of two forms of bardsong with the same music, but only one of the forms endures after you stop playing or singing.

School of Study (400): You gain features related to one of the kits available to the Bard class, with none of the downsides. You may select this perk multiple times, choosing a different option each time.

- **Jester:** Your bard-song can confuse, slow and cause sleep on enemies in addition to its positive effects on allies.
- **Skald:** Your bard-song's effects on allies are much more potent in combat, causing their weapons to strike powerfully and true.
- **Blade:** You are more effective in melee combat, though not as much so as a Fighter of the same level. You are especially skilled with two weapons, and can enter Offensive or Defensive spinning attack modes.

Jack Of Maybe-Too-Many-Trades-If-I'm-Honest (600): Some accuse the bard of being a marginal thief plus a low-rent wizard meets a traveling minstrel. And, I mean, if the shoe fits… Why not lean into it, though? With this perk, you also get clerical magic, slow scaling like your wizard spells (up to 6th level spells) and with the same number of slots, the shapeshifting of a Druid of half your level, and increased proficiency with a single weapon, almost as good as a fighter of your level.

Universal Bard Perks

Songs For The Road (100): You have an excellent singing voice, skill at one easily transportable instrument, and a repertoire of songs that you cannot begin to plumb the depths of. No matter the circumstances, you can have a song spring to your lips and fingers perfectly suitable to the mood, or whatever emotion you wish to evoke and convey.

What's The Word On The… Books? Streets? Either/or? (200): Bards seem to collect and know all manner of random facts and snippets, picking up things here and there and often forgetting where they learned them. For any situation where you are attempting to identify or understand an item, being, creature, magic, or location, you know at least one more *moderately useful* thing about it than you otherwise would, though you won't be able to specify the nature of this fact that you know. For instance, you may know that a creature you are trying to lure really likes razzleberry pie, even if what you most want to know is whether it has poison in its spines.

A Seat By Every Fire (300): Bards are almost always welcome entertainers. Even when others are wary of them, they will be allowed a seat by the fire until they've proven unworthy of it, rather than having to prove themselves first. You find yourself benefitting from a similar effect, but much amplified. As long as you don't give them *direct* reason to distrust or act in a hostile manner toward you, strangers you meet will always be initially welcoming toward you, and much more hospitable than they otherwise would be. Travelers on the road will invite you to share their fire without hesitation. The noble you met casually in the street will insist you come to dinner that evening. Innkeepers will almost always waive the cost of your rooms and drinks… provided you share a few tales or songs.

This extends to many creatures that would normally jump to combat with you, as well. A village of xvart, an encampment of hobgoblins, especially if they are encamped… illithid might be a stretch, but who knows?

Note of Highest Emotion (400): I've heard there was a secret chord… a chord that you now know. Anger, fear, sadness, disgust, joy. Once per day for each of those five emotions, you can play or sing a single chord that will cause creatures that can hear it, to a maximum of 1000 feet, to feel that emotion very deeply. The effect lasts between one and ten minutes, and only creatures notably more powerful than you have a chance to resist it. You do not *direct* the emotion. For instance, you don't decide who they are angry *at*, but in some cases the target is natural and obvious (if in combat, they are likely to become afraid of their enemies, e.g.)







Cleric

A cleric is one skilled in divine magic, almost exclusively granted by a single deity that the cleric is a representative of in the mortal world. Their magic is their most defining characteristic, strongest perhaps in healing, protective, buffing and curative magic, but by no means absent offensive options as well. The behavior and actions of a cleric are subject to the dictates and dogmas of their faith, though this usually affords them quite a bit of flexibility within broad bounds. They are moderate in combat, able to wield a decent selection of weapons and wear heavier armors.

Class-Exclusive Cleric Perks

Cleric of Jumpcha(i)n (100): By default, your divine power as a cleric is subject to a deity that you pay homage to, and sometimes must defer to the dogma or desires of. That deity would be 'accessible' to you in other jumps, at least to grant power, but you'd still need to avoid upsetting them for them to continue granting power. This removes that restriction, meaning you are not dependent on the whims of any being for your divine abilities; your divine power has a source that cannot be removed.

Greater Turning (200): If you gave up or lost your 'Turn Undead' ability, then you regain it. Otherwise, pick one of the following two options:

- Your Turning ability receives a boost, becoming much more potent, as if you were 50% higher in level.
- You can apply your Turning to other forms of creatures. Now, and at the beginning of each jump, choose one type of supernatural or extraordinary type of creature. E.g. demons, fey, or mutants. For that jump, your Turn Undead feature is effective on both undead, and that type of creature. Note that turning is still not a guarantee, and is based on your Cleric level; yeah, you could pick "gods", but it would almost never work.

You may select this perk multiple times, choosing a different option each time.

A Higher Power (400): In Baldur's Gate (and AD&D in general), Clerics are limited to 7th level magic, while mage spells continue to 9th. This perk expands the potential power of your priestly magic so that it can reach 8th and 9th level spells at the appropriate level. What those spells *are* is what you'll have to figure out, but they should be comparable in power to wizard spells of the same tier, just with a different focus.

Martial Cleric (600): Your fighting prowess increases alongside your divine devotion. Your fighting abilities are on-par with a standard fighter of the same level as your cleric level, including proficiency limitations and weapon access. If you already have a fighter level, then this compounds your ability.

Universal Cleric Perks

Divine Schooling (100): In any setting, you are always aware of relevant gods and higher powers, along with their portfolios, relative power, and dispositions. If you focus on any concept, creature, land, or anything else, you will know which gods or gods have purview over it.

To Please The Gods (200): You have an instinct as to how to please, and how to avoid offending, any gods or higher powers of a world or setting you are occupying. When you wish to please them, you'll have some gut feelings as to how to go about that. When you are about to offend them, you'll have a split second where you realize this, allowing you to stay your hand if you wish to. This can be suppressed at will, until you choose to activate it again.

Chosen (300): One of the deities of Faerun has taken an especial shine to you, granting you a tiny sliver of their power, to see what you'll do with it. This power comes contingent with the requirement that you not displease them too greatly (unless you also have **Cleric of Jumpcha(i)n**), but you will not do so accidentally. It should be fairly easy to find a god who aligns with your ethos pretty closely, whatever that may be. You can select any two of the following as a manifestation of their blessing.

- Increase three different attributes by +1
- 20% increase in the damage you can take (hit points)
- One spell of each spell level 1st through 5th, at least somewhat appropriate to that deity, that you can use once per day when you reach an appropriate level in any class (1st level spell at level 1, 2nd at 3, 3rd at 5, 4th at 7, and 5th at 9).
- Any other 100 CP general perk, if it is arguably relevant to that deity.

Miracle (400): You have a greater power looking out for you. If you worship a god, then it is likely them, but it could be 'jump-chan', or another being. Regardless, they don't want to see you fall. Up to once per day, when you're in a bind that has a high likelihood of being fatal, their divine touch will intervene in the situation. This will never be enough to save you entirely, but it will give you a second chance. One example would be, when an enemy is about to bring their sword down on your next, the blade will glow red hot, forcing them to drop it. Another would be, when you are drowning at sea a large plank floats into reach, allowing you to grab ahold.







Druid

Druids have a form of magic that draws heavily upon the natural world. They may worship a god of nature, or perhaps just the essence of nature itself. They are limited in their usage of metal implements, though this is less severe for druids who train in other paths as well. The magic of druids is their most important feature. It is more similar to a cleric than the magic of a mage, but contains many spells geared toward the elements and animals, especially summoning. Their combat abilities are similar to a cleric, though with more restrictions on things like metallic armors.

Class-Exclusive Druid Perks

Full Metal Druid (100): Druids cannot wear metal armor, and are restricted in their weapon choices. This perk simply removes this restriction; you can wear any armor and use any form of weapon (including gaining proficiency in them). Any item that a fighter could use, they can use as well.

Druidic Facet (200): You gain features related to one of the kits available to the Druid class, with none of the downsides. You may select this perk multiple times, choosing a different option each time.

- **Avenger:** You may shapeshift into a baby wyvern, sword spider, and fire salamander as you become a more powerful Druid. If combined with Versatile Shapechange, these forms scale and shift into a variety of more exotic magical creatures. If you do not have the shapeshift feature, you may not choose this.
- **Totemic Druid:** You are able to summon a spirit animal several times per day for a few minutes at a time. It scales with your druidic power and acts as a potent protector and guardian. If you do not have druidic power, this can instead scale with the power of any other magic using class.
- **Were-shifter:** In addition to animal form, you can choose to take on the form of a powerful werebeast several times per day that enhances your own physical characteristics, and gives protections against normal weapons. If you do not have the shapeshift feature, you may not choose this.

Versatile Shapechange (400): The druidic ability to shapeshift into basic animals, such as bears, is very useful when you first receive it, but quickly becomes a token as you continue to level. This perk ensures that its usefulness scales directly with your druidic power. The animals that you can shift into either become more exotic, or more enhanced in their physical power, and there is a much broader selection. Shifting becomes swifter as you level, and can be done more often. Further, you retain the ability to cast any druidic spells while shapeshifted.

Withdraw Into Nature (600): You seek the wild places of the earth, those overflowing with nature, and you always know the way to the closest one. When you are in such a place, your druidic powers grow far more powerful: your resistances and defenses are improved (the equivalent of a 3 point improvement in AC and saves), you are subject to an ongoing *regeneration* spell, and your level is effectively 50% higher for the purpose of the potency of your druidic effects and abilities. There are lesser versions of these effects in lesser areas of nature, as well.

Universal Druid Perks

Balance of Nature (100): Druids tend toward neutrality. With this perk, you will always count as “neutral” whenever it would be more beneficial for you than counting as your actual alignment. For instance, if you are evil and someone tries to Smite Evil, you’ll count as neutral instead. You won’t detect as evil either, unless you wish to. The same applies to hostile effects that target “good” creatures if you’re a heroic type. ‘Neutral’ here refers to outlook or alignment on a cosmic or supernatural scale; this will not make people think you are neutral in a political conflict when you clearly are not.

Goodberry Pie, Anyone? (200): With a few minutes of concentration, you can create a version of a *goodberry*. This huge berry sits comfortably in your palm and, when fully consumed, heals a human-sized creature by about 20% of its maximum health and provides all the needed water and nutrition for one day. Larger creatures may need more berries. Other than the time required, there is no limit on berry creation, but a creature cannot be healed by more than 20% by these berries in a day.

Oaken Skin (300): You gain a permanent version of the druidic spell *barkskin* that can be raised or lowered as you desire, and scaling in power with your highest class level. It begins at protection equivalent to hide armor, scaling all the way to as tough as full plate mail. This provides no restrictions on movement or spellcasting for any class. Additionally, it provides a small bonus to saves. Unlike the spell, this cannot be dispelled, and does provide a partial bonus when combined with worn armor.

Whispers of Nature (400): Nature will tell you what you need to know, if only you can listen. You can listen to the tunes of the trees and the speech of the birds. The wild things will warn you (in ways that only you can understand) of those that come to harm you, of hidden treasures buried in the ground, and of secret places long forgotten beneath the roots and rocks. When in a natural setting, you are essentially aware of everything important within a thousand feet or more of you, and may be told of many secrets besides that.







Fighter

A fighter is more or less what you expect. Straightforward masters of weaponry, fighters can achieve speed of blade and bow that other classes are not capable of. In addition, they are tough, resilient, and able to make use of all armors and weapons. They may lack spells, but put the right blade in their hand and you'll witness magic.

Class-Exclusive Fighter Perks

It's Pips All The Way Down (100): Rather than being forced to specialize in certain weapons, or weapon types, your mastery of all weapons proceeds as fast as any one does.

Reverent Warrior (200): You gain the spell progression of either a standard Paladin or a standard Ranger, granting a slow progression of either cleric or druid magic, but only reaching low level spells. You may select this perk twice to instead gain cleric or druidic spellcasting as a cleric or druid of half your fighter level.

Martial Focus (400): You gain features related to one of the kits available to the Fighter class, with none of the downsides. Choose one of the following. You may select this perk more than once, making a different selection each time..

- **Wizard Slayer:** Your strikes against a creature have a good chance to interrupt any ongoing spellcasting, and for several seconds make it difficult for them to use magic. You have a moderate amount of resistance to magic as well that scales as you level.
- **Kensai:** You have an increase in your reaction times with weapons, have a scaling bonus to attack accuracy which outpaces a normal fighter somewhat, and several times per day you can use an ability to cause maximum weapon damage for one minute, essentially meaning that each strike is optimally effective.
- **Defender:** You can enter a defensive stance several times a day. In such a stance your damage resistance to physical damage is enormously buffed (ignores 50% of damage baseline), and scales with your level, to a cap of 70%. It also grants a moderate bonus to resist spells, poisons, and other negative effects.

Whirlwind of Death (600): Choose either melee or ranged weapons. The rate at which you can make attacks with your chosen weapon type is doubled. You may select this perk twice to apply to both weapon types.

Universal Fighter Perks

Martial Training (100): You have a natural knack for all weapons, even those that should be completely unfamiliar to you. Any weapon you pick up you are at least as skilled in as though you'd had a few months of standard training with it. This also provides a very slight boost to skill with weapons that you *are* familiar with.

Brains & Brawn (200): You hear the rumors… that fighters can just dump Intelligence and Charisma… sometimes even more than that. But you've got it all, baby, and everything helps you do what you do all the better. Whenever you have an attribute or core statistic that would otherwise *not* enhance your fighting ability, it somehow helps you fight much more effectively, compounding with the benefits of other attributes, though not as much so as a primary characteristic. That is, a high Charisma makes you more deadly in combat, but not as much so as a high Strength.

Swords, Not Words! (300): You can perceive every problem you encounter as an enemy to be defeated… so much so that reality bends a little bit to make it so. Your skill at combat applies to situations it really should not. For instance, when encountering a vast runic array that needs to be disarmed in the correct pattern, you may somehow make a connection to a battle formation of hobgoblins you once slaughtered, and see exactly the way to take it down. When trying to navigate a delicate social event, you quickly identify the enemy and friendly targets, and your seemingly forced metaphors for a plan of attack will somehow… work effectively in uncovering the hidden spy. This isn't foolproof, it won't always help you, but when you get that feeling in your gut… follow it.

Born To Tank (400): You were born to soak up hits. Your health (the damage you can take before falling unconscious) is flatly doubled.







Mage

Sometimes named a ‘wizard’, the Mage class is frail, fairly incapable with weapons, and unable to wear the majority of armor without disrupting their spellcasting. They make up for this by having the most potent selection of reality-warping magic of any class, and are by far the best class at dealing with large numbers of enemies (as long as they are protected enough from those enemies!) Their magic is lacking in the protective, curative or restorative areas, but otherwise exceeds anyone else.

Class-Exclusive Mage Perks

Bear-Trap Mind (100): An exceptionally high intelligence score is not as helpful as you might think for a mage. With this perk, a high intelligence grants bonus spell slots (spells castable per day) in the same way that wisdom does for clerics, and makes your magic just a tiny bit harder to unravel.

Inclusive Specialization (200): Most *skilled* mages specialize in one of eight schools of magic, giving them some advantages related to their schools, making spells from that school a bit harder to resist, and getting an extra spell slot per level. However, they give up one or two other schools that they cannot use spells from at all. With this perk, you can specialize in one school without having an Opposition school (you aren’t barred from any form of magic). Alternatively, you can specialize in two schools, and choose only one Opposition school.

Vancian Versatility (400): As a mage, you’d usually memorize specific spells in each “slot” that you had, each of which would be used when cast once that day. So, with three 1st level slots, you might memorize two ‘magic missiles’ and one ‘shield’, each of which could be used exactly once. With this perk, you could instead memorize three different 1st level spells, such as ‘magic missiles’, ‘shield’ and ‘burning hands’. Then you could use those three a total of three times, in any combination. Simply put, it doesn’t allow you to cast more total spells, but it allows you a *lot* more versatility to choose which spells to use on the fly, which is otherwise a major limitation of the mage. Additionally, you can cast lower level spells in higher level slots, boosting their power by doing so.

Divine Decoding (600): There are many forms of magic that are normally limited to cleric magic granted by the gods. This allows you to add Cleric or Druid spells to your spellbook as a mage. For this purpose, Cleric & Druid spells of levels 1-5 count as wizard spells of the same level. Cleric & Druid spells of 6th or 7th level count as level 7 or 9 wizard spells, respectively. If such a spell “counts” as a wizard spell one level lower than what you can cast, you add it as easily as a standard spell. If it’s the highest level you can cast, it takes extreme effort, time and research to add it to your spellbook. In any case, this decoding is understandable only by you. You cannot teach these spells to others (unless they also have this perk).

Universal Mage Perks

Arcane Knowledge (100): You are well trained in arcane lore, able to recognize the effects of most magic with very little study. In all settings, this greatly increases your ability to recognize spells, curses, and invocations of all kinds.

A Fine Familiar (200): You gain the benefits of the *find familiar* spell, able to summon a pseudodragon, imp, fairy dragon, or a mundane creature such as a cat or owl, to act as your familiar. This grants you a modest boost in your health, and allows the familiar to act on your behalf. Unlike the base spell, you do not permanently lose health if the familiar dies, and in fact if they die you can resummon the same creature with an hour long ritual. The familiar *may* count as a companion if you wish to grant it CP, but otherwise can travel freely with you, not counting against any limits.

A Fine Weave (300): Your spellcasting, of any kind, is especially skillfully done and very hard to dispel or remove. In terms of this jump’s magic, you count as four levels higher for the purpose of other casters dispelling your magic. A similar moderate boost applies to other magic forms.

Spellweaving Shortcuts (400): You are able to take significant short-cuts with magical preparations, without harming the quality of the final effects. Whenever you are preparing or casting magic in a process that takes more than one minute, the time is reduced to 10% of normal, to a minimum of one minute. This includes the one hour normally necessary for a Mage to prepare their spells each day, and applies to all forms of rituals.





Paladin

A Paladin combines strength of arms with a limited set of divine abilities. They are as tough and even more resilient than a Fighter, but lack the ability to master weapons to the same degree. They have limited spellcasting, and a few inherent abilities, such as Detect Evil and Lay on Hands, the latter of which is a quick and potent combat curative for a wounded ally. Paladins are, however, required to uphold a high standard of behavior, or will magically be stripped of their abilities.

Class-Exclusive Paladin Perks

A Code of My Own (100): Generally Paladins have to follow a strict standard; the classic Paladins being Lawful Good. Upstanding soldiers of Justice and Right. With this perk, any conduct requirements on your behavior as a Paladin is abolished. You cannot “fall” or otherwise lose your powers due to your actions. Optionally, you can change the direction of Paladin abilities to suit a different alignment. For example, gaining ‘detect good’ rather than ‘detect evil’.

Martial Crusader (200): You are highly focused on the martial aspects of being a Paladin. Specifically, your fighting abilities are on-par with a standard fighter of the same level as your paladin level, including proficiency limitations, but only for melee weapons. If you already have a fighter level, then this compounds your ability.

A Focused Mission (400): You gain features related to one of the kits available to the Paladin class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one, but additional selections are not discounted. Any class can benefit from these choices, but they are subject to the constraints of a Paladin Oath if they wish to use them. (unless they also take **A Code Of My Own**).

- **Inquisitor:** Several times per day, you can cast either a powerful and rapid *dispel magic*, or *true sight*.
- **Cavalier:** You are immune to fear, poison and charm, have 20% resistance to elemental damage, and can cast *remove fear* many times per day.
- **Undead & Demon Hunter:** You are immune to energy drain, paralyzation and hold effects. Your attacks against undead and fiends are greatly enhanced.

Righteous Channeler (600): Instead of the restricted spellcasting available to the standard Paladin, you gain spells as a Cleric of two levels lower. If you do not have access to *any* Clerical spellcasting (such as having given it up for a kit), then you instead gain casting as a Cleric of four levels lower.

Universal Paladin Perks

Divine Grace (100): You have the modest holy protections of a Paladin, provided you are at least generally good and decent, though you need not be up to the standards of a Paladin. (If you have **A Code Of My Own**, or a similar ability, this requirement on your behavior is waived.) These protections amount to a small but not insignificant (2 point bonus to saves in game terms) improvement in your ability to resist all hostile effects. If you have Paladin levels, this effect compounds.

The Stench of Evil (200): You have a passive, always-on (unless you choose to suppress it) ability to detect either evil intent, or inherently evil beings. This functions within 100 feet, but not on creatures blocked by large amounts of intervening material (a normal wooden wall would not block it, but several feet of stone would). This may manifest as some sort of synesthesia, or simply a knowledge that comes into your mind; in either case it is never overwhelming to you. If you focus on it, you can determine who it is coming from and, in the case of intent, a vague sense of the intent (e.g. “murder”).

Smite Evil (300): Once per minute, you can make a mighty blow against an evil target (if not evil, the attack is just a regular attack). The attack is almost guaranteed to hit (if it’s possible for it to hit, it will), automatically be an incredibly effective blow (critical hit), and there is a high chance for the target to be stunned for a few moments.

Aura of Righteousness (400): You exude an aura to a hundred feet that boosts your allies and hinders your enemies. In spite of the name, you do not have to be righteous for this to function. For allies, this amounts to a small boost to attacks and resistances, and a small reduction in damage taken. For enemies, this is a small penalty to attacks and resistances, and a small increase in damage taken. Collectively it makes more than enough of a difference to turn the tide of a battle. In game terms, this is similar to the effects of the *chant* spell, except that it is permanent, undispellable, and a much larger radius. It also stacks with *chant* or similar.







Ranger

A ranger is a warrior most comfortable in the wilds. They love nature, and will fight for it as they have to, often working with Druids. Most rangers are also noble, holding to high standards of conduct, and fighting to protect those weaker. Their weapon abilities are strong (comparable to the Paladin), but fall short of a Fighter. They make up for it with their skill at stealth, and their small selection of druidic magics.

Class-Exclusive Ranger Perks

Expanding Enemies (100): Rangers gain hefty combat bonuses against one 'type' of enemy, such as beholders, kobolds, or spiders, representing a specialized training. You can choose two additional types of enemies to gain this bonus against, and can add additional ones with extensive study of anatomy and habits of the creatures. This only works for narrow creature types with special characteristics. Trolls or vampires, but not humans.

Devout of the Wild (200): Your ranger spellcasting combines the best elements of the limited spellcasting of the ranger and the paladin. Starts earlier like the ranger, extends farther to 4th level spells like the paladin, and includes both cleric and druidic magic up to 4th level spells. If combined with **Wild Channeler**, then this *instead* adds cleric spells up to 5th level to your available spell list.

A Path Through Wilderness (400): You gain features related to one of the kits available to the Ranger class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one, making a different selection each time.

- **Beast Master:** You can gain a familiar as a mage does, summon animals several times per day, and befriend wild ones. Summoned animals scale with your level, but are individually significantly weaker than an animal companion.
- **Stalker:** You can move through shadows and backstab nearly as effectively as a thief of the same level.
- **Archer:** You are as skilled as a pure-class fighter with a bow, and may make called shots that can cripple or penalize the targets that they hit.

Wild Channeler (600): Instead of the restricted and slow spellcasting available to the standard Ranger, you gain spells as a Druid of two levels lower. If you do not have access to *any* Druidic spellcasting (such as having given it up for a kit), then you instead gain casting as a Druid of four levels lower.

Universal Ranger Perks

Comfort of the Wild (100): You are extremely skilled in getting along in the wild, able to procure food for an entire party in all but the harshest conditions, sporting a keen eye for the fastest paths through the undergrowth, and always able to find a secure, warm, dry and hidden place to camp where it seems all but impossible.

Master Tracker (200): You can infer number and kind and size and type of creature from the barest tracks left, or scrapes across stone, in a manner that *really* should not be possible. Upon seeing the imprint of a shoe, in a moment you can discern the type of humanoid, height, weight, armor worn, speed they were traveling at, and how long ago the print was left. It's really pretty absurd.

A Wild Friend (300): You gain a loyal animal friend that scales with your power in your highest class level. The animal companion can be any form of animal appropriate to your power level, and they gain enhancements, greater strength, and improved resistances as you grow. If they are killed, you may restore them with a 24 hour ritual. The animal *may* count as a *companion* if you wish to grant it CP, but otherwise can travel freely with you, not counting against any limits.

A Protected Land (400): At the start of each jump you can claim an area of land to protect, which need not be limited to wilderness, and you can change your protected land once per year. As long as you are on that land, and acting in defense of that land in some way, you receive significant boosts to your attacks, resistances, and protections (In game terms, +4 bonus to attacks and saves, 20% damage resistance, and +2 to AC). Additionally, you are passively aware of threats to that land that enter it, no matter your distance away. The area that you can protect is one mile in radius per Ranger level, though in settings where most conflict is interplanetary, this scales up to a maximum of an entire planet and its orbit.





Thief

A thief is usually a sneak sort, using stealth to attack their enemies unawares. They can also perform a number of important functions, such as opening locks, navigating or disarming traps, and picking pockets. Their direct combat skill is decent, only exceeded by Fighters, Paladins and Rangers. But in combat they shine when they are able to attack their target from behind, dealing massive damage. At higher tiers of ability, they can also effectively use traps against their foes.

Class-Exclusive Thief Perks

Supreme Thief (100): Many thief skills, like Open Lock, reach a point of mastery where they have diminishing benefits past “100%”. With this perk, increasing those skills past 100 starts to cause them to work in extraordinary ways. For example, Open Lock of 200% may allow you to pick a magically sealed gateway.

Roguish Radar (200): Thieves have ‘detect traps’ and ‘detect illusions’ as core abilities, but normally they need to be focused on. For you, these features are always running, and work as though you were concentrating on them.

Roguish Method (400): You gain features related to one of the kits available to the Thief class, with none of the downsides. Choose one of the following. You may select this perk more than once to select more than one, selecting a different option each time.

- **Assassin:** You can skillfully use poisoned weapons, create poisons yourself, and are extremely effective at backstabbing targets.
- **Shadowdancer:** You’re able to slip into hiding even when being observed at times, and a few times per day can supernaturally move through shadows for a moment, as all else around you is frozen in time.
- **Swashbuckler:** You are more effective in melee combat, though not as much so as a Fighter of the same level. Your skill with a weapon in a hand allows you to deflect many blows, and you can use two weapons at once with great skill.

Arcane Trickster (600): You gain the same access to mage spells as a bard of your level does (up to 6th level magic). You suffer the normal restriction preventing the casting of mage spells in armor.

Universal Thief Perks

Assessing Eye (100): You have a keen eye for the value of things, in a monetary sense. With just a few moments, you can very accurately determine something’s market value. This functions for magic items only if you know the properties of the item, otherwise the assessment will be based solely on what you know about it.

An Armor of Stealth (200): Normally the wearing of heavier armors makes stealth effectively impossible, but you are able to swing it, operating as silently in full plate mail as you would with no armor at all. This does not amplify your stealthing abilities when unarmored, merely allows the wearing of armor to not impact them. This also grants the ability to wear heavier armors if you otherwise couldn’t, but does not stop them from impacting arcane casting.

Evasive Maneuvers (300): You are extremely skilled at evading ranged attacks from targets that you are aware of. If one were to represent the chance to hit you as a random roll, then your foe would have to roll twice and hit you both times, to actually be able to strike you. Very roughly speaking, this halves the chance that you’ll be hit by an enemy that is on par with you, and almost eliminates the chance that a notable weaker foe can strike you. You have a bit of a boost to your ability to evade ranged attacks from targets you are *not* aware of, but it’s not nearly so pronounced.

Roguish Intuition (400): Whenever you are going to attempt to hide, sneak, open a lock, disarm a trap, or pick a pocket, you just have a sense, in advance, as to whether it is going to work. As though you’d seen the attempt play out in your minds’ eye. If it’s not going to work, you can simply choose not to do it.







Barbarian

(BGEE Only)

A barbarian is a warrior class, second only to the fighter in sheer melee skill, that supplements that skill with a powerful raging ability that lets them shrug off many magics, ignore a percentage of damage, and boost their physical attributes, for a short time.

Class-Exclusive Barbarian Perks

Armored Hulk (100): Normally Barbarians are limited to lighter armors, but you have the ability to wear all forms of armor.

A Master of Melee (200): You can achieve the same level of mastery in melee weapons as a fighter does, though you must specialize just as they do for full benefit.

A Focused Rage (400): Your Barbarian rage is greatly improved. First, you can maintain full focus on your surroundings when you use it, so your armor class is not worsened. Second, it lasts for several minutes rather than five rounds, lasting all but the longest of encounters. Finally, the immunity your rage grants you to charm, hold, fear, maze, stun, sleep, confusion, and level drain magics, extends to a high resistance to those effects even when not raging.

Whirlwind of Death (600): The rate at which you can make attacks with melee weapons is doubled.

Universal Barbarian Perks

Martial Training (100): You have a natural knack for all weapons, even those that should be completely unfamiliar to you. Any weapon you pick up you are at least as skilled in as though you'd had a few months of standard training with it. This also provides a very slight boost to skill with weapons that you *are* familiar with.

Unbreakable! (200): You refuse to give up, to the bitter end. When you would normally die but your body is still mostly intact, you can continue to act for a few moments longer (one combat round). If you would still die at the end of those moments, then you do so, but this provides the opportunity to obtain quick healing to stave off death, or just to get in one last "fuck you" action if it comes to that.

Unstoppable! (300): No barrier may bar your way. For the purpose of smashing through your obstacles, such as bars, walls, etc, your strength is considered to be ten times higher (in force, not in your Strength attribute) than it is. Further, with sufficient strength, you even have the potential to break barriers that could normally not be broken by physical means, such as magical barriers of pure force magic.

Born To Tank (400): You were born to soak up hits. Your health (the damage you can take before falling unconscious) is flatly doubled.







Monk

(BGEE Only)

Monks are unarmored warriors whose master of their own bodies grants them a number of benefits. Primarily these benefits are defensive in nature, granting them improvements in armor class, resistances to magic, and immunities to a number of harmful effects, along with boosts to their movement speed. They are warriors, but are limited in usage of weapons apart from their own fists. They also have a limited amount of rogue skills, finding (but not disarming) traps, and being very stealthy.

Class-Exclusive Monk Perks

Path of the Blade (100 CP) Choose one weapon proficiency (e.g. longbow, or one-handed swords). You can become as skilled in that one weapon type as a fighter of the same level can. This means that you can attack as quickly with such a weapon as with your fists.

To Be Present (200): When not directed fully inward, Monks have full awareness of their surroundings, and this amplifies that even further. Monks have 'detect traps' as a core ability, but normally it needs to be focused on. For you, this feature is always running, and works as though you were concentrating on it. Further, it is exceedingly difficult to get the drop on you, imposing a penalty on others' attempts to hide when near you.

Sun and Moon (400 CP) You gain features related to one of the kits available to the Monk class, with none of the downsides. Choose one of the following. You may *not* select this perk more than once.

- **Dark Moon Monk:** You gain the ability to find and dispel illusions, with skill scaling as you grow more powerful. You can sheath your fists in magical ice to add cold damage to your blows; this damage scales as well. At high levels, you gain increasing amounts of cold resistance.
- **Sun Soul Monk:** You gain the ability to blast foes with a sunray effect, dealing fire damage to the target, and extra damage to undead. The power of the effect scales as you grow more powerful. You may sheath your fists in magical fire to add fire damage to your blows; this damage scales as well. At high levels, you gain increasing amounts of fire resistance.

Unhindered Path (600 CP) As your enhanced speed scales, it also provides additional modes of movement. At first, you can run across uneven terrain, such as sand, as easily as on solid stone. This increases as you level to the ability to run up walls, jump from branch to branch in a tree with ease, run across water and, at the very highest levels, to fly as fast as you can run (which is very). Additionally, you become highly resistant to effects that would impede your movement or paralyze you.

Universal Monk Perks

Soul of Discipline (100): You have some of the protections of a Monk obtained through rigorous self-discipline. This requires that you have at least some measure of actual self-discipline, though you need not be up to the standards of a true Monk. These protections amount to a small boost to your armor, and your ability to resist all hostile effects (1 point bonus to saves and to AC in game terms). If you have Monk levels, this stacks.

The Body Is A Weapon (200): You have a mastery of using many parts of your body to supplement your fighting style. When fighting with a weapon, this allows you to use your body in unexpected ways to enhance your attacks, or to distract your opponent. When without a weapon, you are able to hold your own with unarmed strikes, as much so as a standard monk of half your highest class level. If you have monk levels, this instead provides a notable boost to your ability with your unarmed strikes.

Evasive Maneuvers (300): You are extremely skilled at evading ranged attacks from targets that you are aware of. If one were to represent the chance to hit you as a random roll, then your foe would have to roll twice and hit you both times, to actually be able to strike you. Very roughly speaking, this halves the chance that you'll be hit by an enemy that is on par with you, and almost eliminates the chance that a notably weaker foe can strike you. You have a bit of a boost to your ability to evade ranged attacks from targets you are *not* aware of, but it's not nearly so pronounced.

Soul of Diamond (400): Your self-discipline extends the protections you have against magics targeting you. This requires that you have at least some measure of actual self-discipline, though you need not be up to the standards of a true Monk. You gain 20% magic resistance. If you have magic resistance from Monk levels, these percentages add together, to a maximum of 98%.







Shaman

(BGEE Only)

Shamans for the most part practice the same magic as druids, but it takes a different form. Rather than prepare different spells each day, Shamans simply *know* a small number of spells (by default, maxing out at 6 per spell level), and they can cast those a certain number of times a day (at least at first, they can cast more often than Druids by a bit). So they sacrifice breadth of spell knowledge for greater flexibility with the spells that they do know. Additionally, they have a strong connection to the spiritual world, most notably allowing them to summon spirits to their aid with a ritualistic dance.

Class-Exclusive Shaman Perks

Full Metal Shaman (100): Shaman cannot wear metal armor, and are restricted in their weapon choices. This perk simply removes this restriction; you can wear any armor and use any form of weapon (including gaining proficiency in them). Any item that a fighter could use, you can use as well.

Wisdom of the Spirits (200): Normally the Shaman does not gain bonus spells from a high Wisdom. This perk means that with high Wisdom, you will have increases to *both* your spells known, and your spells per day, collectively representing an enormous increase in the casting potential of the shaman.

Master of the Spirits (400): A significant enhancement to your Shamanic Dance ability, most notably ensuring that it continues to scale in potency and effect as you continue to gain experience, rather than stopping at “major nature spirits”. Additionally, the chance of summoning a spirit each round jumps to 100%, with an additional chance of summoning a second spirit. Finally, your cap on the number of spirits you can have summoned at once doubles.

Withdraw Into Nature (600): You seek the wild places of the earth, those overflowing with natural power, and you always know the way to the closest one. When you are in such a place, your shaman powers grow far more powerful: your resistances and defenses are improved (the equivalent of a 3 point improvement in AC and saves), you are subject to an ongoing *regeneration* spell, and your level is effectively 50% higher for the purpose of the potency of your shaman spells, effects and abilities. There are lesser versions of these effects in lesser areas of nature, as well.

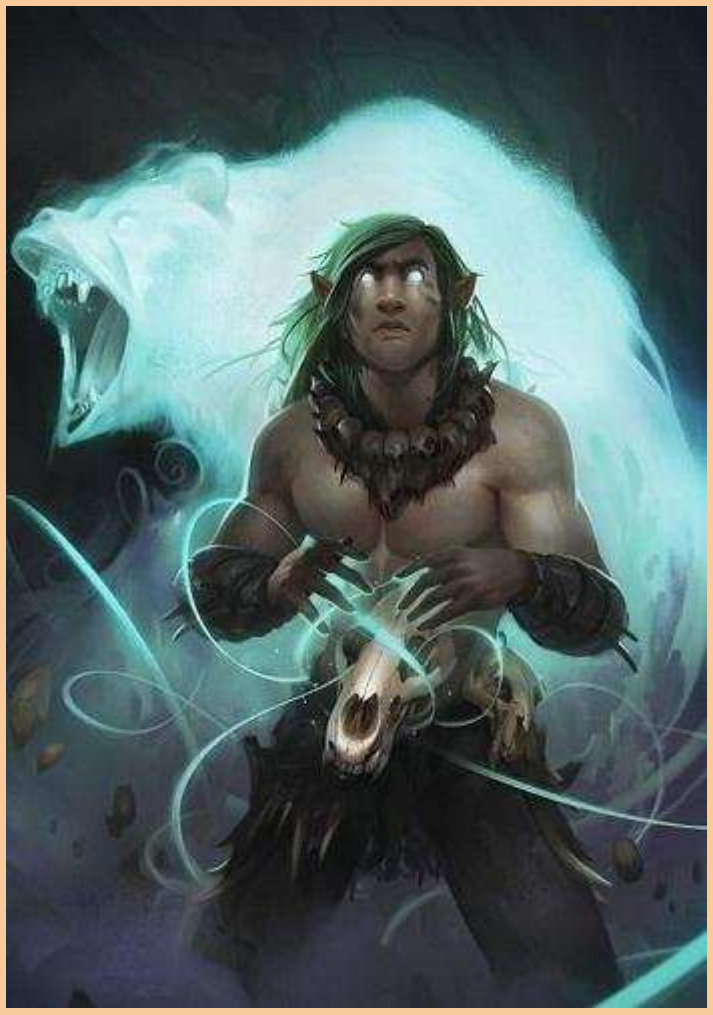
Universal Shaman Perks

Balance of Nature (100): Shamans tend toward neutrality. With this perk, you will always count as “neutral” whenever it would be more beneficial for you than counting as your actual alignment. For instance, if you are evil and someone tries to Smite Evil, you’ll count as neutral instead. You won’t detect as evil either, unless you wish to. The same applies to hostile effects that target “good” creatures if you’re a heroic type. ‘Neutral’ here refers to outlook or alignment on a cosmic or supernatural scale; this will not make people think you are neutral in a political conflict when you clearly are not.

To Please The Spirits (200): You have an instinct as to how to please, and how to avoid offending, any spirits, ghosts, fey, or similar minor spiritual beings of a world or setting you are occupying. When you wish to please them, you’ll have some gut feelings as to how to go about that. When you are about to offend them, you’ll have a split second where you realize this, allowing you to stay your hand if you wish to. This can be suppressed at will, until you choose to activate it again.

Earthen Skin (300): You have a permanent protection granted by an infusion of earth elemental spirit. The protection is equivalent to the druidic spell *barkskin* that can be raised or lowered as you desire, and scaling in power with your highest class level. It begins at protection equivalent to hide armor, scaling all the way to as tough as full plate mail. This provides no restrictions on movement or spellcasting for any class. Additionally, it provides a small bonus to saves. Unlike the spell, this cannot be dispelled, and does provide a partial bonus when combined with worn armor.

Whispers of Nature (400): The spirits will tell you what you need to know, if only you can listen. You can listen to the whispers of the air spirits, and the rumbling of the earth, and the animal spirits all around. The wild spirits will warn you (in ways that only you can understand) of those that come to harm you, of hidden treasures buried in the ground, and of secret places long forgotten beneath the roots and rocks. When in a natural setting, you are essentially aware of everything important within a thousand feet or more of you, and may be told of many secrets besides that.







Sorcerer

(BGEE Only)

Sorcerers are to mages what shamans are to druids, sacrificing breadth of spell knowledge for greater castings per day, and the ability to switch spells on the fly. They are equally incapable in weapon combat as mages, and similarly cannot use armor effectively due to their spellcasting.

Class-Exclusive Sorcerer Perks

Armored Arcane (100): The sorcerer's ability comes from an innate power, requiring less precision at times than the wizard. You are able to wear lighter armors, such as leather or studded leather, without disrupting your ability to use your magic.

Power of the Blood (200): Normally the Sorcerer does not gain bonus spells from high Charisma. This perk means that with high Charisma, you will have increases to *both* your spells known, and your spells available to cast per day, representing an enormous increase in the casting potential of the sorcerer. This translates somewhat to other settings; the stronger your force of personality the more versatility you will have with other magics.

Divine Bloodline (400): You may choose to learn Cleric or Druid spells whenever you pick a spell known. For this purpose, Cleric & Druid spells of levels 1-5 count as wizard spells of the same level. Cleric & Druid spells of 6th or 7th level count as level 7 or 9 wizard spells, respectively.

Draconic Bloodline (600): You gain many powers of the Dragon Disciple. Your draconic heritage manifests more clearly as you gain power, leading first to a *scaling* (get it?) armor class bonus. You gain a few boosts to your Constitution as you grow more powerful as well. You gain the use of a draconic breath weapon of an elemental form of your choice, that also scales in damage and range as you become more powerful. Unlike the base kit, you can use this breath weapon once every few minutes. Finally, you can choose between gaining very strong resistance to one elemental damage type (fire, cold, electricity or acid) which eventually scales to immunity, or weaker resistances to all of them, which eventually scales to moderate resistance to all.

Universal Sorcerer Perks

Arcane Intuition (100): You have an inherent sense for spells, able to recognize the effects of most magic without any format study. In all settings, this greatly increases your ability to recognize spells, curses, and invocations of all kinds.

A Fine Familiar (200): You gain the benefits of the *find familiar* spell, able to summon a pseudodragon, imp, fairy dragon, or a mundane creature such as a cat or owl, to act as your familiar. This grants you a modest boost in your health, and allows the familiar to act on your behalf. Unlike the base spell, you do not permanently lose health if the familiar dies, and in fact if they die you can resummon the same creature with an hour long ritual. The familiar *may* count as a companion if you wish to grant it CP, but otherwise can travel freely with you, not counting against any limits.

A Fine Weave (300): Your spellcasting, of any kind, is especially skillfully done and very hard to dispel or remove. In terms of this jump's magic, you count as four levels higher for the purpose of other casters dispelling your magic. A similar moderate boost applies to other magic forms.

Overcharged Spellslinger (400): You have the capacity to put more power into your magic. If you use twice the resources as normal to cast a spell (such as twice the spell slots), it makes it much harder to resist the effects of the spell. In game terms, opponents would need to roll a save twice, and pass both times, to resist.





Crafting Perks

Player crafting of items is not actually part of the base game, but it clearly happens in the world, so some of this is extrapolation based on the economy of purchasing such items (asking “how could you make a reasonable but not excessive profit with these”). Making use of the first two perks meaningfully will require getting into some of the nitty gritty of the system, so those aren’t recommended choices for jumpers who don’t want to dive into that.

If looking to make a profit on any item, things can be *easily* sold for half their base value, or more than that with the right buyer and patience.

Scribe Scroll (100 or 300): You can craft spells that you know how to cast into a scroll form, allowing other casters of a similar type to use them, or just to have backups. For 100 CP, such scrolls will be identical in power to any other scroll of that form you could buy in this world. For 300, the scroll will replicate the power and impact as though *you* cast the spell (this is not normally possible within the world).

The base ‘value’ of a scroll in this world, as measured in gold, is 100/200/300/500/1000/2000/3000/5000/10000, for spell levels 1-9 respectively. To scribe a scroll, you will need to spend one quarter that much gold in materials (so 50 gold for a 2nd level scroll). It will take one hour of time per 200 gold base price to do the scribing (so one hour for a 2nd level scroll). Finally, you must use up experience points equal to 10% of the base sell price (so 20 xp for a 2nd level scroll). You must also cast the spell into the scroll as part of the process.

This perk can be extended to magic from other settings, if it makes sense to do so.

If you chose the 300 CP version, when you create a scroll you can reduce the time required by a factor of 10, or waive the experience point cost, but not both.

Brew Potion (100): You can craft potions that anyone can use. There is a wide variety of potions in the world, just some of which are alluded to in the Items section. The effects of any given potion are temporary, ranging from one minute, to hours. The exception to this is healing or restorative potions (the healing does not wear off).

To craft a potion, you must have a spell appropriate to the potion effect (such as any healing spell for a Potion of Healing, or *haste* for an Oil of Speed). Each potion has a base ‘value’ of its own, a few of which are given below (but there are many others). Based on that value, the crafting rules are the same as for Scribe Scroll above (25% base value in gold, 10% base value in exp, one hour per 200 gold base value, cast the appropriate spell).

This perk can be extended to crafting potions in other settings, if it makes sense to do so.

Healing	75	Invisibility	250	Cold Resistance	250	Antidote	100	Fortitude	500
Extra Healing	450	Hill Giant Strength	300	Fire Resistance	400	Agility	300	Master Thievery	1250
Superior Healing	650	Regeneration	500	Oil of Speed	300	Defense	700	Power	1700

Recharge Item (100 or 200): There are many wands you can acquire within the world, most of which have limited uses before being “used up”. Such as a wand that lets you cast *lightning bolt*, say, 23 times. For 100 CP, this perk lets you simply recharge such wands, and other items, by ‘casting’ the same spell into the item. This extends to items from other jumps as well that have similar limited-use magic.

For the 200 CP version, you can recharge the item by directing *any* magic of an equivalent power level into the item, if you don’t have that specific spell.

Master Crafter (200 or 400): For 200 CP, gain the base version of all three of the above. For 400 CP, gain the ‘improved’ version of all three of the above.

Background Perks

These perks are discounted (100CP) for the associated background and the associated NPCs. The discounts do not stack.

Blood of Bhaal (200 CP, ‘Gorion’s Ward’ and ‘Drop In’; Imoen)

You have the blood of Bhaal in your veins. As you become more powerful, you will gain a scaling number of powers that can be used a few times per day each. Though these duplicate spells, they are inherent, not subject to dispelling or magic failure, and are used instantly. First, you gain *cure light wounds* and *larloch’s minor drain*. Then, you gain *slow poison* and *ghoul touch*. Finally, you gain *draw upon holy might* and *vampiric touch*. While within this jump, you have strange and foreboding dreams about your heritage. The blood of Bhaal may also open up more options in future jumps…

What Passes For Spycraft (200 CP, ‘Harper Agent’ and ‘Zhentarim Agent’; Jaheira, Khalid, Xzar and Montaron)

Undercover members of organizations in this world are not often as skilled at spycraft as they could be. This perk serves as a significant increase to your abilities, knowledge and skills in maintaining information networks, ferreting out counterspies, seeding false information to your enemies, and generally uncovering the truth of what’s going on without being discovered. You’ll be as skilled as anyone among the Harpers or Zhentarim.

Mage on a Mission (200 CP, ‘Red Wizard’, ‘Greycloak of Evereska’, and ‘Wychlaran’ backgrounds; Edwin, Dynaheir, and Xan)

Using magic in the service of a higher organization or order can be challenging. You often need to have a wide variety of spells at your fingertips, never knowing what to expect on your mission. You have an increase in magical versatility when on a mission set by another. This manifests as a 25% increase in your spell slots available per level (rounded up, not limited to Wizard spells). In other magical contexts, this could be a 25% increase in energy.

Righteous Vengeance (200 CP, ‘Clan Orothiar’, ‘Avenging Angel’ or ‘Wrath of Nature’, Yeslick, Kivan and Faldorn)

Someone out there has hurt something precious to you. You’re in the right, and you’re going to make them pay. When motivated by this truth, and seeking your vengeance, you’re hard to stop. Your endurance, both mental and physical, increases significantly, allowing you to shrug off more blows (higher hp) and to go without sleep for much longer. Against the attacks and spells of the target(s) of your vengeance, your resistance improves by 20%.

Far From Home (200 CP, ‘Dajemma’ and ‘Fleeing the Underdark’; Viconia and Minsc)

Whether it was a choice or not, sometimes you find yourself far, far from home. A place you may, or may not, have loved dearly. This perk helps you fit in and feel comfortable while on the road. You have an instinct for how to mimic local customs and mores, how to deflect suspicion of an “outsider”, and how to get strange people to relax your guard around you. Further, you’re just as comfortable traveling on the road as staying in the comfiest inn.

Riches Abound (200 CP, ‘Treasure Hunter’ and ‘Guild Member’; Alora, Coran, Skie, and Safana)

You love to earn that gold. Whether it’s picking a pocket, performing a heist, looting a treasure, or claiming a bounty, few things get you going more. You have a sixth sense for the best targets of your gold-lust. This can manifest as a feeling for which of several bounties is likely to be the most lucrative, which merchant has the fattest purse, or which wizard’s vault has the best shinies. It does not tell you about specific items, however, just general value.

Outsized Personality (200 CP, ‘Charming Rogue’ and ‘Aimless Gnome’; Garrick, Eldoth, Quayle and Tiax)

Others may find you a grating, insincere, annoying, obnoxious, intrusive and self-centered busybody. And only some of those are true! With this perk, though, those you interact with will see your most irritating quirks in a positive light. You’re not a busybody, you’re concerned. You’re not insincere, you’re flexible. You’re not annoying, you’re engaged with the situation. And they’ll really believe it, too!

This only applies to traits that are generally tolerated in society; it will not cause people to see a “murderous thief” in a positive light, for example.

A Lust For Battle (200 CP, ‘Caravan Guard’ and ‘Seeking Challenge’; Kagain, Shar-Teel, and Branwen)
Your blood is only really pumping in the midst of life-or-death combat, when things are at the edge. This perk helps you at those extreme times, when your life really is on the line. When fighting a foe who threatens your life, you find yourself rising part way to meet them if they exceed you in combat ability, though perhaps not all the way to where they are. If a foe has four times your strength, perhaps with this perk they are only twice as strong, at least in that moment. If they are a master of the blade and yourself a journeyman, that skill gap narrows as well. You will have to use your wits and other abilities to close the rest of the gap. The perk has no effect when you’re not actually at any risk.

To Protect Order (200 CP, ‘Order of the Radiant Heart’ or ‘I Serve The Flaming Fist’; Ajantis)
You are charged by a higher authority to protect law, and perhaps justice as well. When this is true of your current path or actions, you find your way made easier, and paved with assistance. Everyday people and bystanders will be likely to assist you, even if they would normally have no love of the law. Bureaucracy will not impede you, and almost all will recognize the importance of what you are doing.

Meta-Game Perks

Obsessive Clicking (100 CP): You gain 95 points, instead of 90, in assigning your six attributes.

Ctrl+8 (300 CP): Instead of spending 90 points on your attributes, they are instead all set to 18, with a single one of the six set to 19. (Note that with 90 points you could set three of your attributes at the peak, while still keeping the others at least average).

10pp Mod (200 CP): You can select 10, instead of 5, of the companions in the next section.

Tell Me About Your Probl… I Mean Your Quest (200 CP): With uncanny frequency, talking to strangers or casual acquaintances will lead to them relaying information on a quest you can do for them, or one they are aware of (more info). This will lead to many treasures and much experience that you would not otherwise have known about, or had access to. You can choose to suppress this at will, if it becomes irritating.

Your Reputation Precedes You (200 CP): When you perform a heroic or infamous act within a given setting, many people you encounter will know about it even if it makes *no sense* for them to be able to. You can suppress this at will, and change whether it applies to heroic or infamous acts, or both.

Mod Expansions (200 CP): You can apply the content of a number of decently-made Baldur’s Gate mods to the world you are inhabiting for this jump, essentially just excluding those with ridiculously overpowered and unbalanced items (and even then, you can get the content without certain items). This generally means more access to characters, experience, and loot.
In other jumps, you find that many areas have much more ‘content’ than they otherwise would. This may manifest as extra levels to a dungeon, more area in a forest you are fighting monsters in, an additional unfamiliar (but interesting!) planet in a space-opera, or an additional competing school of magic in a fantasy world. This content will have negatives at times, but it will be more good than bad, as far as its benefits or enjoyability to you.

Wait… There’s A Main Quest? (300 CP): A common feature of RPGs like Baldur’s Gate is the fact that the main questline will generally wait for you indefinitely while you complete all manner of sidequests, run errands and just hang about. Sure, there may be trappings of time pressure, but you know it doesn’t really mean anything. With this perk, this principle applies to all similar situations. Whenever you have a clear primary ‘quest’, such as a BBEG, or a global threat, as long as you are actively engaging in that world in ways not directly applicable to that quest (such as via sidequests, or fighting random monsters, or researching an unrelated spell), the problems of the primary quest will not ‘advance’ any further than they currently are.



Companions

Imported companions can choose a different background than you, but no more than one of you in total can choose Gorion's Ward. They have the same character class, race and attribute choices available to you.

- Import a single companion with 300CP for a cost of 50 CP, with 600 CP for a cost of 100 CP, or with 900 CP for a cost of 150 CP;
- Import **up to** three companions with 300CP each for a cost of 100CP, with 600 CP each for a cost of 200 CP, or with 900 CP for a cost of 300 CP;
- Import **up to** six companions with 300CP each for a cost of 150CP, or with 600 CP each for a cost of 300 CP;
- Import **up to** ten companions with 300CP each for a cost of 200CP, or with 600 CP each for a cost of 400 CP;
- Import **up to** fifteen companions with 300CP each for a cost of 250CP;
- Import **up to** twenty-one companions with 300CP each for a cost of 300CP.

In addition to any other companions you may import, you can take up to five companions for free from those the game offers, because party, and party interactions, are a cornerstone of the Baldur's Gate experience. Each that is selected may take 300 CP of perks. You can give them additional CP by including them as one of your 'imported' companions through the options above. If you do so, you may also change their class 'choice' if you desire (but not their race, sex or background). You can travel with more than five of the below, but the ones you choose are guaranteed to run into you early, and be amenable to accompanying you if you do not act directly opposed to their interests.

Their attributes are listed as Strength/Dexterity/Constitution/Intelligence/Wisdom/Charisma. For the (up to) five that you choose, you can rebuild their stats using 90 points, but no attribute may be reduced below what is shown (if you don't want to get into that level of detail… don't).

BG character portraits from artastrophe



Imoen of Candlekeep - NG Human

Thief > Mage

9/18/16/17/11/16

A childhood friend of Gorion's Ward, Imoen is a good-hearted but mischievous young woman with a deeply loyal heart for her friends. Originally starting off as a thief, Imoen later gained interest in the magical arts, pausing her roguish pursuits to learn magic. Something she is well suited for with her exceptional intelligence.

In the 'canon' narrative, Imoen dual-classed, switching from Thief to Mage. When you meet her, she's just a Thief. If you don't discourage her from it, she will probably decide to make the switch on her own.



Jaheira of Tethyr - N Half-Elf

Fighter/Druid

15/14/17/10/14/15

An old friend of Gorion's, Jaheira is a no-nonsense Harper agent sent to the area with her husband Khalid to investigate the iron crisis.

She combines solid fighting skills with druidic magic. Though she leans to neutral due to her duties toward nature, Jaheira is about as 'Good' as druids get.

She and her husband Khalid will not willingly travel without each other. You may choose only one as one of your "five", but in that case the other accompanies you as well (just without any CP or other boosts).

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Khalid - NG Half-Elf

Fighter

15/16/17/12/10/9

Khalid is a stalwart and true fighter, skilled with a bow as well as sword and shield. Though he has a meek demeanor, Khalid is always willing to risk and sacrifice himself to protect those he cares for. His high dexterity and mastery of weaponry means that he is especially skilled with a bow.

He and his wife Jaheira will not willingly travel without each other. You may choose only one as one of your "five", but in that case the other accompanies you as well (just without any CP or other boosts).



Viconia DeVir - NE Drow

Cleric

10/19/8/16/15/14

Viconia is a Drow, a dark elf, who escaped from the Underdark. She fled for her life essentially because while she's evil, she wasn't *evil enough*.

Having abandoned the psychotically evil deity Lloth, she has adopted the more moderately evil deity Shar, and is a potent wielder of divine magics in her name.

Viconia feels constantly hunted, imagining pursuers from her homeland, and not needing to imagine the hatred most surface dwellers have for drow.



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Dynaheir - LG Human

Mage(Invoker)

11/13/16/17/15/12

Dynaheir is Wychlaran, a spellcaster part of the ruling class of Rashemen, far to the east. A "witch" in more common parlance.

She is a noble minded spellcaster with a focus in Invocation, making her especially well suited to magics of battle, and dealing damage to her foes. The precise reason for her journey here she leaves unstated, though perhaps you can uncover it.

Dynaheir will not willingly travel without her protector, Minsc, and vice versa. You may choose only one as one of your "five", but in that case the other accompanies you as well (just without any CP or other boosts).



Minsc (and Boo) - NG Human

Ranger

18*/15/15/8/6/9

Minsc is simple minded in many ways, but noble and true, willing to fight and die for "Goodness". He has traveled here on his Dajemma to prove himself, protecting the mage Dynaheir as part of that.

Minsc is a Ranger, but also a Berserker, able to fly into a powerful rage lending his blows vicious force. His strength of 18 belies the fact that his might extends beyond that score. It falls short of truly superhuman.

Minsc is always accompanied by his animal companion Boo, who is to all appearances a hamster, though Misnc insists Boo is greater.

Xzar - CE Human

Mage (Necromancer)

14/16/10/17/16/10

Xzar is… probably… insane. At least a bit. A powerful necromancer, in order to make use of his skills you'll have to tolerate quite a few idiosyncrasies. While rarely actively malevolent, he certainly does not care who or what is hurt in the pursuit of his interests.

He is here at the behest of the Zhentarim, though one must guess why such a group would trust him with a delicate task.

Xzar and Montaron will not willingly travel without each other. You may choose only one as one of your "five", but in that case the other accompanies you as well (just without any CP or other boosts).



Montaron - NE Halfling

Fighter/Thief

16/17/15/12/13/9

Montaron is a selfish, murderous and scheming halfling, acting partly as Xzar's 'minder', and partly for his own secretive ends. He is a member of the Zhentarim, a villainous organization primarily interested in turning a profit, to investigate the iron crisis.

Montaron is a skilled thief, and likes few things more than sinking a blade between some shoulder blades.

Xzar and Montaron will not willingly travel without each other. You may choose only one as one of your "five", but in that case the other accompanies you as well (just without any CP or other boosts).



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Edwin Odesseiron - LE Human

Mage (Conjurer)

9/10/16/18/9/10

Edwin is an egotistical, selfish, power-hungry, conniving, deceitful, and very skilled mage. He considers you, and everyone else, beneath him.

Traveling from the lands of Thay, far to the east, he is in the area on his own business, which he declines to discuss. He is amenable to a mutually beneficial relationship, however, and enjoys collecting arcane knowledge along the way.

As a conjurer, Edwin has a versatile speciality that allows him to conjure both creatures to serve him, and energies to use in a variety of ways.



Xan - LN Elf

Mage (Enchanter)

13/16/7/17/14/16

Xan is a Greycloak of Evereska, an elven enclave to the north east, investigating the troubles of the region.

A skilled enchanter, Xan is also the wielder of a moonblade, a powerful hereditary item passed down through elven generations.

While noble in action, Xan has a very dour and pessimistic outlook on life, regularly grousing and doomsaying about everything from the rocks in the bedroll, to the certain death you'll be facing tomorrow… and the day after that.

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Branwen - N Human

Cleric

13/16/15/9/16/13

Originating from Seawolf on the Norheim Isles, Branwen left her home at an early age. There, the priesthood of Tempus, God of Battle, was reserved for men, and yet Branwen felt a calling.

Branwen is a capable battle cleric, with enhancing, healing and protective magic. This supplements her own skill with a warhammer in battle. As a follower of the God of Battle, she sees value in combat for its own sake. While neutral in outlook, she has a strong sense of honor that will prevent her from bringing battle to defenseless targets.



Kivan - CG Elf

Ranger

18/17/14/10/14/8

Kivan is a skilled archer and ranger, hailing from the forests of Shilmista, though he has not been home in some time. He is grim and serious, without much patience for idle talk.

Presumably much of this is due to events a few years past, where he and his lifemate, Deheriana were on a romantic sojourn when set upon by brigands. Kivan eventually escaped, but not before Deheriana was killed by their leader, Tazok.

Driven primarily by revenge, Kivan desires little more than to see Tazok fall.



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Ajantis Ilvastarr - LG Human

Paladin

17/13/16/12/13/17

Ajantis is a newly-minted Paladin of Helm, traveling in the region to prove himself against the evils of the region.

Hot-headed, he senses evil everywhere and is often quick to jump to conclusions, and has difficulty seeing any shades of grey. Confrontation between him and any evil companions is very likely.

Naivety aside, his skills as a Paladin are valuable. He favors a sword and shield, and heavy armor, making him a valuable bulwark against your foes.



Kagain - LE Dwarf

Fighter

16/12/20/15/11/8

Kagain is a gruff, no-nonsense, money-minded mercenary. He ran his own company before encountering some trouble.

Kagain disapproves of frivolity, and especially empty talk. In spite of this, he's generally capable of putting the goal (and the payday) ahead of any personal grudges.

As a Fighter, Kagain's greatest asset is in his extreme durability, able to absorb huge amounts of damage before falling. He favors an axe and shield.
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Safana - CN Human

Thief

13/17/10/16/9/17

Safana is a flirtatious, beautiful, and shameless rogue, not afraid to use her wiles to achieve what she wants. She has a colorful past, filled with many adventures of questionable veracity, and is always seeking the next big treasure, or thrill.

Safana is a skilled thief and a reasonably good archer, in addition to her utility at, say, charming a guard to let you slip through a gate.



Shar-Teel Dosan - CE Human

Fighter

18/17/9/14/7/11

Shar-Teel hides a traumatic and violent past that has honed her into a deadly warrior, just as it has left her with few feelings of compassion, and even fewer for men in particular.

She respects only strength, especially of the martial variety, and will scorn and belittle any man unable to best her in combat.

Should you be able to work past this, she's a strong and dextrous warrior, able to use dual blades, or a bow, with equal skill.



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Garrick - CN Human

Bard

14/16/9/13/14/15

Garrick is a somewhat naive and idealistic young bard, left at loose ends in the town of Beregost.

He's a good hearted man who values honor and respects those who show such a characteristic, even if he overly romanticizes it at times. His driving goal is to play his music across the land.

As a Bard, he's usually most effective as a support character, buffing the rest of the party with his music, or by casting his arcane spells.



Coran - CG Elf

Fighter/Thief

14/20/12/14/9/16

Coran is a roguish flirt of an elf, though not the kind that would take advantage of one who was expecting more than a dalliance. He is an exceptional archer, and a skilled thief.

Coran originally resorted to thievery out of necessity, trying only to steal from those he thought wouldn't miss it. Now driven by the thrill of adventure and payouts, his decency still prevents him from taking objectionable jobs.

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Faldorn - N Human

Druid

12/15/11/10/16/15

Faldorn is a Shadow Druid, a faction of the regional druidic circle willing to take extreme measures to stop the encroachment of civilization on the wilderness.

She is harsh and abrasive toward those who don't share her ideals, but willing to work with anyone who is not destructive toward nature.

As a pure class Druid, Faldorn reaches higher levels of divine magic than any other companion, rivaled only by Branwen.



Yeslick Orothiar - LG Dwarf

Fighter/Cleric

15/12/17/7/16/10

Yeslick Orothiar has seen a couple centuries, though this has not dulled his utility as a valuable Cleric-Warrior.

He is one of the last members of Clan Orothiar, most having been killed in a great flood of their mines and homes many years ago. Now it seems that the mine has been drained, and is being used for some hidden purpose..

Yeslick is uncomplicated. He values honor, tradition, and decency among his companions.



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Alora - CG Halfling

Thief

8/19/12/14/7/10

Originally from Iriaebor, Alora is more or less a thief for the joy of it. She just can't help herself. A shiny thing calls, and she answers.

Unable to content herself with hearth and home as her family wishes, she set out to see the world, getting herself into all sorts of trouble. She often ends up in over her head, but it's worked out… so far. Perhaps thanks to her lucky rabbit's foot..

Alora has a good heart, and while she often takes things that don't technically belong to her, she'd hate to ever think she genuinely hurt someone significantly in doing so.



Quayle - CN Gnome

Cleric/Mage(Illusionist)

8/16/11/17/10/6

Quayle IS very intelligent, and very knowledgeable about a great many things, but his love of his own voice goes far beyond that. He's always willing to share his wisdom on pretty much any topic.

If you can get past his talkative nature, he is a versatile Cleric/Mage, a devotee of Baravar Cloakshadow, giving him the broadest access to spells of any companion.

He has no particular goals, other than to explore, and share his instruction with all that will listen.
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Skie Silvershield - N Human

Thief

11/18/15/15/8/13

Skie is the daughter of Entar Silvershield, one of the Grand Duke's of Baldur's Gate (sadly, she does not have easy access to most of her family's fortune). Her sheltered life has left her somewhat naive to street level knowledge, and susceptible to be taken in by those more worldly.

Skie yearns for life beyond her family's walled compound, and has had many escapades into the rougher parts of the city. She's clever, tough, and exceptionally agile, giving her the foundations of an excellent thief, though she has no need to steal for wealth.



Eldoth Kron - NE Human

Bard

16/12/15/13/10/16

Eldoth is a selfish, scheming bastard. Just as good a poet and singer as he is a manipulator. Charming, for sure, and likely to get along well with someone who doesn't judge him for his activities. Especially if they share in his view that women are to be used. In such a case, he makes a perfectly competent Bard.

Originally from the island kingdom of Ruathym, he came to the Sword Coast at an early age. He trained his music, and his ability to get money from his many lovers. Though quite good at it, it has led him to have to skip town a few times.



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Tiax - CE Gnome

Cleric/Thief

9/16/16/10/13/9

ALL HAIL TIAX! This gnome is a lunatic. A competent lunatic, but still a lunatic.

A worshiper of Cyric, Tiax shares in a portion of the god's madness, clearly. He will often wax on such topics of what he will do when he rules over all others, and the ruin he will bring down upon them.

He's perfectly willing to use you in his rise to the top, though. And, if you can humor him just a tad, he's a surprisingly resilient little package of thief and cleric.



Gorion's Ward - ???

If this were a video game, you'd be *playing* as Gorion's Ward. If you chose the Gorion's Ward background, in a sense you still are.

Otherwise, though, there's a Gorion's Ward out there. If you wish to, you can choose them as a companion, and build them from scratch yourself. They only get the CP that any companion would, though.

If you *don't* want to choose them as a companion, then you can optionally choose to build them according to legal build rules, with no CP, just in case you care what kind of Bhaalspawn is out there.

That is the end of joinable NPCs present in the original versions of Baldur's Gate 1. The next four are only present in the Enhanced Edition of the game, and thus only options if you have selected the Enhanced Edition toggle option.

Neera - CN Half-Elf

Wild Mage

11/17/14/17/10/11

Neera is a bit flighty, a bit cheerful, a bit capricious. She has a bit of manic pixie dream girl energy about her, and a haunted past (of course).

Neera is a wild mage, whose power is enhanced by some inner connection to wild magic. This grants her the ability to cast more spells than normal, but every time she does cast a spell there is a 5% chance something bizarre will occur, positive or negative. She can also take big risks with wild magic to cast far more of her powerful spells than usual.



Rasaad yn Bashir - LG Human

Monk

16/16/14/11/14/14

Rasaad is a serious but noble monk, here seeking the trail of those who have destroyed many members of the Order of the Sun Soul, of which he is a part. He mourns for his lost older brother, Gamaz; the two were each other's only family growing up.

As a monk, Rasaad is not amazing at any one thing at first, but can grow into a powerhouse able to confound enemies with nearly impenetrable defenses.



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Baeloth Barrityl - CE Drow

Sorcerer

12/14/16/19/12/16

Baeloth styles himself "The Entertainer", and one of the best showmen to have ever lived. He also figures himself to be one of the top five spellcasters in all the realms, which is certainly not true.

That being said, he's pretty competent for what he does, having an unusually high number of daily spells of the lower level variety, he can blast away all day.

He is essentially a narcissist, and always on the lookout for the next opportunity to show his greatness.



Dorn Il-Khan - NE Half-Orc

Blackguard (Evil Paladin)

19/16/14/10/15/16

Dorn Il-Khan has a black heart. A twisted mirror of a Paladin, he is a servant of the demon Ur-Gothoz who grants him many fell abilities making him a fearsome warrior. He is in the area to seek his vengeance on some who have wronged him.

In spite of his dark nature, he's quite capable of working well with those able to tolerate his demonic connections, and provides much utility to any party willing to have him.

Items

Most items here are versions of those found in the world of Baldur's Gate, though some have been tweaked slightly for balance against other choices. CP purchased items are, of course, likely to be more effective than the in-setting equivalent against effects from other settings. They are slowly self-repairing if not completely destroyed. They will return to you at the start of each jump if they are destroyed or stolen. Items will not be recognized by others as being the same as in-setting items, unless you wish them to be.

CP-purchased items ignore class, race or alignment restrictions, but not physical requirements or impositions. For instance, you still need 18 strength to use a Composite Longbow, and you still can't cast arcane magic in armor. These items can be 'melded' with an existing item that you have (but not each other), even if you do not have an ability to do so. Finally, a few are simply better in some way, as noted in the description.

You get **+50 CP** that must be used in this section. Options are divided into categories, such as "Tier 2 Weapon". Each time you purchase that category, you may make one selection. There's no limit to how many times you may purchase a category.

Full set of Quality Gear (50) - Includes a full set of mundane armor, all necessary traveling gear, enough gold for several weeks in an inn, and two or three weapons plus necessary ammo. Any mundane armor but full plate is permitted. Then choose one of the following:

- Add a minor enchantment (+1) to one of your weapons, or your armor;
- Upgrade your armor to mundane full-plate;
- Gain twenty pieces of ammunition with a minor enchantment (+1) that refills once a day if used.

Weapons

A weapon's bonus (+1, +2, etc) provides that bonus to the rolls made to hit, the damage roll, and the speed factor of the weapon. Some creatures can only be harmed by magical weapons, and a few very rare, extremely powerful creatures require +2 or +3 weapons to deal them harm. For ranged weapons, it is the ammunition, not the launcher, that needs to be magical to harm such creatures.

Translating this effect into non-gamey language, a "+1" weapon represents a minor enchantment that slightly improves your chances of striking an enemy, slightly increases the damage you do to them, and increases your reaction time with the weapon just a bit. +1 weapons aren't exactly *common*, but an experienced adventurer is likely to have one of them, and they are certainly obtainable in any decently sized commercial center.

A "+2" weapon is a more significant enchantment, and much rarer, with the same effects as the +1 weapon just amplified. Such a weapon is likely to be the prized possession of all but the most powerful adventurers, and you never assume you'll be able to find a +2 variety of any given weapon in a shop.

A "+3" weapon is almost always a unique weapon with a specific history to it. This is the kind of weapon a warrior-king wields.

Tier 1 Weapon (25) - A magical weapon, or a set of ammunition (20 pieces, that refills once per day if used), with just a +1 bonus.

Tier 2 Weapon (50)

- *Varscona* - This is a +2 longsword that also does a small amount of cold damage with every hit.
- *Root of the Problem* - This club appears to be the root of a very old oak tree, and is a potent druidic symbol. It acts as a +1 club when used against humanoids or natural creatures, but a +3 club when used against unnatural creatures and supernatural beings.
- *Deadeye* - This +2 longbow can, once per day, have an enormous boost to accuracy for one shot that you make.
- *Eagle Bow* - This +2 shortbow has the same range for shots as a longbow.
- *The Stupifier* - This +1 mace has a 10% chance of stunning a target for several moments on a hit; powerful targets may be able to resist.
- *Arrows of Ice/Fire/Acid* - This is a set of 20 arrows with a basic +1 enchantment, which also deal a bit of additional ice, fire or acid damage (your choice of one when you select this). The arrows refill once per day after being used. If you choose this option twice, you can get one set of each (60 total arrows).
- *Light Crossbow of Speed / The Army Scythe* - This Light crossbow +1 fires much more rapidly than another of its kind, though in truth this only brings it up to par with a shortbow or longbow in skilled hands. Still, for those less skilled as warriors, this can be a potent ranged weapon.
- *Heavy Crossbow of Accuracy* - Though slow to load, this crossbow has a massive +5 bonus to hit targets, though only a modest damage bonus, making it a great single-shot weapon to use before switching to an alternative.
- Any +2 - A magical weapon, or a set of ammunition (20 pieces, that refills once per day if used), with just a +2 bonus, and no other enchantment. There are a large number of such weapons throughout the sword coast, most with a name and a history.

Tier 3 Weapon (100)

- *Icingdeath* - This +3 Scimitar that also grants strong resistance to fire damage. Drizzt Do'Urden carries such a blade, along with Twinkle.
- *Twinkle* - This +3 Scimitar that also helps deflect blows, making you harder to hit.
- *Xan's Moonblade* - This powerful +3 longsword burns with a visible magical blue flame that does not harm its user. It grants its wielder a moderate elemental resistance to either fire, or another elemental damage of your choice, and also helps to deflect blows somewhat.
- *Spider's Bane* - This +2 greatsword also places its wielder under the effects of *free action*, which makes them functionally immune to magic that impedes movement, such as *hold*, *web*, or paralyzation effects. Unlike the native version, this only prevents *negative* effects, rather than preventing things like *haste*.
- *Sword of Chaos* - This is a version of the sword wielded by Sarevok. It is a +2 greatsword, and steals a tiny bit of life from the target with every hit, giving it to the wielder. This will not heal the wielder beyond maximum health, it does not steal life on killing blows, and it must be a solid strike against the target.
- *Bala's Axe, Wizard Slayer* - This axe was specifically designed to kill casters. In general statistics, it is "only" a +1 battleaxe. Upon successfully hitting (damage is not necessary) a target, there is a high chance that the target will be affected by a condition which gives them an 80% chance to fail at casting each spell. This condition lasts for two minutes. The more powerful the target, the more likely they are to resist the effect, but they must resist it *every time* they are hit.
- *Dagger of Venom* - This +2 Dagger injects a potent poison into targets that it damages if they fail to resist the effect. This ultimately deals twice as much in poison damage as the original strike!
- *Staff of Striking* - This powerful staff is modeled after those crafted by the elves of Evermeet. The staff is a +3 Quarterstaff, but three times per day (when desired) will deal twice the normal damage on a successful strike.
- *The World's Edge* - This is a potent +3 greatsword once owned by Durlag Trollslayer. When you are completely surrounded by enemies (in melee with you), it deals double its base weapon damage.

Armor, Shields & Helmets

The bonus on armor or shields (+1, +2, etc.) makes it harder for attacks to hit you. Helmets do not, baseline, make it harder for you to be hit, but they do reduce your chances of taking critical amounts of damage. Enchanted helms have a variety of effects.

Tier 1 Armor (25)

- Any armor or shield with just a +1 bonus, other than full-plate. Or, mundane full-plate armor.
- *Helm of Charm Protection* - This simple looking magical helm makes the wielder immune to attempts to magically charm them.
- *Helm of Infravision* - You gain infravision out to 120 ft. allowing you to clearly see the form of living creatures, and some other ones, in the dark.

Tier 2 Armor (50)

- *Ankheg Plate Mail* - This extremely light weight armor is expertly formed from the chitin of the wild ankheg. It provides the same protection as +1 plate mail, but it is much lighter, non-magical, easier to move in, and can be worn by druids (who cannot wear metal armor).
- *Full-plate +1* - While a lower enchantment level than others on this list, full-plate is far and away the best base armor for a melee warrior to wear, putting this *at least* on par with +2 varieties of other armor.
- *Kiel's Buckler* - This unassuming buckler of Kiel the Legion Killer has a +1 bonus and additionally increases Dexterity slightly.
- *Kiel's Helmet* - This helmet boosts your morale, and makes you immune to panic and fear effects.
- *Helm of Glory* - This helm helps to deflect hits against you, and increases your Charisma slightly.
- Other +2: Any armor or shield (not helmet) with just a +2 bonus, and no other enchantment, other than full-plate.

Tier 3 Armor (100) - The best armor you are likely to run across in your adventures in Baldur's Gate.

- *Enchanted Mithral Chain*: This fine, light chainmail provides as much protection as (mundane) full plate armor, but its lightness allows weaker characters to wear it, and it allows one to use thieving abilities, such as stealth, with no penalty. An ideal choice for a fighter/thief.
- *Robe of the Archmagi*: A powerful garment for mages. Its base physical protection is as strong as wearing splint mail, though it of course allows unrestricted spellcasting and has no strength requirement. In addition, it provides a small bonus to your ability to resist all hostile effects.
- *Shadow Armor* - This +3 studded leather provides as much protection as splint mail. Additionally, it provides a huge boost to the wearer's ability to hide, drawing the very shadows surrounding them to conceal them from view.
- *Helm of Balduran* - This copy of the historical relic grants a well-rounded set of moderate bonuses, giving a boost to your ability to avoid attacks, to your ability to resist hostile effects, and to your ability to connect with your weapons, as well as a moderate boost to health.
- *Helm of Defense* - The well-rounded defensive enchantments on this helm are focused on protecting the wearer from more magic and more exotic attacks. It boosts your ability to resist all hostile effects, and provides moderate resistances against all forms of elemental damage.

Protective Accessories

Tier 2 Protective Accessories (50)

- *Amulet, Ring, or Cloak of Protection +1* - This item provides a small bonus to your ability to avoid blows, and your ability to resist all hostile effects.
- *Greenstone Amulet* - 1/day, you can consciously activate this amulet to grant immunity to charm, confusion, fear, domination, ESP, detect alignment, hold, stun, psionics, sleep and feeblemind for one minute. Unlike the base version, you may also set it to activate automatically the first time per day you would be affected by a subset of those effects that you indicate.
- *Shield Amulet* - 3/day, you can activate this amulet to place a *shield* effect on yourself for ten minutes. This provides protection as strong as Splint Mail, and gives you an additional protection against missile attacks.
- *Ring of Fire Resistance / Batalista's Passport* - This powerful ring grants significant resistance to fire damage.
- *Boots of the North / The Frost's Embrace* - These boots grant significant resistance to cold damage.
- *Boots of Grounding / Talos's Gift* - These boots grant significant resistance to electrical damage.
- *Girdle of Piercing / Elves' Bane* - This belt makes it much harder to hit you with piercing weapons, including arrows.
- *Girdle of Bluntness / Destroyer of the Hills* - This belt makes it much harder to hit you with crushing and blunt weapons, including sling stones.
- *Golden Girdle / Golden Girdle of Urnst* - This belt makes it much harder to hit you with slashing weapons.
- *Boots of Avoidance / Senses of the Cat* - These boots make it much harder to hit you with any ranged attack.
- *Bracers of Armor* - These create a field of deflection providing as much protection as hide armor, but not impede movement in any way.
- *Moonlight Walkers* - These fine boots, intended for a monk, allow you to dodge blows more easily, but only when unarmored.

Tier 3 Protective Accessories (100)

- *Amulet, Ring, or Cloak of Protection +2* - This provides a moderate bonus to your ability to avoid blows, and your ability to resist all hostile effects.
- *Cloak of Balduran* - This legendary item provides a small bonus to your ability to resist all hostile effects, and a moderate resistance to all magic.
- *Cloak of Displacement* - This shifts your image to observers, making you *very* hard to hit with ranged attacks, and a bit harder to hit in melee.
- *Ring of Free Action / Edventar's Gift* - This potent ring provides functional immunity from magic that impedes movement, such as *hold*, *web*, or paralyzation effects. Unlike the native version, this only prevents *negative* effects, rather than preventing things like *haste* from working as well.

Miscellaneous Accessories

Tier 2 Miscellaneous Accessories (50)

- *Ring of Holiness / Honorary Ring of Sune* - This grants one extra spell slot per day for each spell level for divine casters (Cleric, Druid, Shaman, Ranger, Paladin), as long as they can cast at least one spell of that level.
- *Ring of Wizardry / Evermemory* - This doubles the number of slots available for 1st and 2nd level spells for any arcane caster.
- *Ring of Invisibility / Sandthief's Ring* - 1/day, you can instantly gain an *invisibility* effect yourself, per the spell. The effect ends once you've made an attack or other hostile action, or cast a spell, but otherwise lasts all day. This version of *invisibility* is a bit harder to dispel or see through as compared to the standard spell.
- *Ring of Infravision / Topsider's Crutch* - You gain infravision out to 120 ft. when wearing this item, allowing you to clearly see the form of living creatures, and some other ones, in the dark. You can also create a magical *light* effect, as bright as a torch, at will.
- *Boots of Stealth / Worn Whispers* - These boots make your footsteps completely silent, greatly increasing your ability to move silently.
- *Bracers of Archery* - These bracers give you a moderate boost to the accuracy of your ranged attacks.

- *Glimmering Bands* - These bracers give you a moderate boost to the accuracy of your unarmed strikes.
- *Gauntlets of Weapon Expertise* - These braces give you a small boost to the accuracy and damage of your melee weapons.
- *Algernon's Cloak* - This cloak makes the wearer a bit more charming with a small Charisma boost, and grants the ability to use *charm creature* 1/day. Creatures as powerful as the wearer are more likely to resist it, while weaker creatures are more susceptible.
- *Cloak of the Wolf* - This cloak grants the wearer the ability to take the form of a standard wolf at will.

Tier 3 Miscellaneous Accessories (100)

- *Rabbit's Foot* - This lucky charm is the real deal, granting a powerful Luck effect. Essentially, this makes poor outcomes of any action less likely, though it does not increase the best possible outcome. It can be worn as an amulet, or wrapped around the wrist.
- *Cloak of Nondetection / Whispers of Silence* - This simple looking cloak makes the wearer undetectable by all forms of divination magic.
- *Gauntlets of Ogre Power* / *Hands of Takkok* - These powerful gauntlets increase Strength significantly (6 points), to a maximum of 19.
- *Boots of Speed / Paws of the Cheetah* - These boots make the wearer run incredibly fast, doubling their base movement speed. (Monks, e.g., would have their base speed doubled before adding movement speed increases from their class).

"Cursed" Items

These are 'cursed', meaning they cannot be removed. Ones purchased here can easily be removed by the purchaser, or those the purchaser designates.

Helm of Opposite Alignment (50; 100 for a set of three) - This helmet, which can take the form of any headgear, implements a magical form of mind control and/or brainwashing that dramatically inverts the ethical and moral outlook of the wearer. A Good being will become Evil, and vice versa. A Lawful being will become Chaotic, and vice versa. Only for the most balanced of Neutral characters will there be no effect.

Girdle of Masculinity/Femininity (25, 50 for a set of three) - This belt, which can take any form, magically inverts the sex of the wearer, turning man to woman, and woman to man. As in the game, it does not alter their sexual or romantic preferences.

Cursed Rings (50) - "The Discipliner", a ring that sets Intelligence and Wisdom to 3 (complete imbecile), and "Jester's Folly", a ring that makes the wearer incredibly clumsy, including making it very hard for them to use magic. These would be useful to trick an enemy into wearing, or to force one who displeases you to put on.

Potions & Other

Refilling Potions (25) - Pick one option. All potions refill once daily if consumed.

- *3x Potion of Healing* - A set of three lesser healing potions. They may be split up among allies if desired.
- *Oil of Speed* - If splashed over yourself, for one minute you are dramatically sped up, able to make more attacks, and to run much faster.
- *Potion of Invisibility* - If consumed, you gain the effects of a standard *invisibility* spell.
- *Elixir of Health* - A bit more potent than a healing potion, this elixir also cures poisons and disease.

Unloseable, Unlimited Spellbook (50) - A mage's spellbook is his lifeline. Without it, you're fucked. This version is just as the name says. You'll never run out of room, it's undamageable, and if stolen or lost can be summoned back to your side with a thought.

Golden Pantaloons (25) - Pantaloons of a quality heretofore unseen by the eyes of either man or beast. Dynamic styling and comfort that cradles, cuddles and coddles. Seduce your thighs, cajole your calves; enjoy Golden Pantaloons... TODAY! Trousers you would be proud to take home to mother, if mother rode fast and fought hard. Mechanically, provides +1 Charisma when worn. They may be the key to something even greater, if carried forward...

Drawbacks

You cannot receive more than +1000 CP from drawbacks, but the first section does not count against that limit.
Drawbacks can never invalidate or make other drawbacks easier.

Level-Playing-Field Drawbacks

These four drawbacks are designed to limit the advantages you come into the jump with, and potentially to cap the power you can achieve to be more reflective of the setting. These do not count against any form of drawback limit.

One Hand Tied Behind Your Back (+200 CP to you, +100 CP to all companions)

Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the "real world" is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won't have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions. Further, companions that die are not restored until the end of the jump (except through in-setting magic).

The exception to this are perks and items purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback even if this is your first jump.

Both Hands Tied Behind Your Back (+200 CP to you, +100 CP to all companions, requires One Hand Tied Behind Your Back)

Your powers, and those of your companions, are further restricted. Skills, physical capabilities, and abilities are fully reduced to those of an **average human being**, other than benefits of this jump. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse or any similar add-on. (Essentially, you cannot 'escape' the setting.) Companions that die are not restored until the end of the jump (except through in-setting magic). You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump, unless that knowledge would be present in the jump already.

For example, you may remember that you have used guns, but you have no capability to introduce gunpowder into this world. You could use archery skill you have acquired, but not beyond that of an average archer. Any memories or skills that are lost as a result are restored at the end of the jump.

You *can* take this drawback even if this is your first jump.

XP Cap (+100 CP to you, +100 CP to all companions, requires One Hand Tied Behind Your Back)

There is a limit to what power you can achieve from your class levels in this jump. Specifically, this is the same as the 161,000 experience point limit from the game. This means that the maximum level that you can achieve in any of your classes is limited; one of the appendixes goes into more detail about the specific class level achievable under this limit.

If you choose *at least one* Narrative Drawback, and fully resolve all Narrative Drawbacks, then this cap is removed for the remainder of your ten years.

Tabula Avatar (+100 CP, or +200 if combined with Both Hands Tied Behind Your Back)
Your knowledge of Dungeons & Dragons, Faerun, Baldur's Gate, this document, and related materials is suppressed for the duration of your jump here. The same applies to companions. You cannot through any means access sources of knowledge about the world that are not part of the setting itself. You retain knowledge of what perks and abilities that you purchase here, and an understanding of your own abilities. You retain any knowledge imparted by your background choice.
You may take this drawback even if you have no prior knowledge of the setting, but note that it means you don't "know" the stuff in this document.

Narrative Drawbacks

The first drawback in this section grants +400 CP, the second one +300 CP, the third +200 CP, and the fourth +100 CP. You may choose more than that, but they do not grant more CP. This CP *does* count against your +1000 CP drawback limit, in combination with drawbacks taken from the next section.

Choices here impose narrative challenges or situations on you. Each should be assumed to be of roughly equal challenge *on balance*, but of course any given jumper might have strengths that make one easier to deal with than others. Provided you overcome in some way what should be a very real challenge, these do not necessarily continue to affect you the entire ten years. *Not* meaningfully overcoming the narrative situation is a failure condition.

For each choice here, in order to get the CP then *either* you have to have taken the Both Hands Tied Behind Your Back drawback, *or* you must allow the challenge of the drawback to scale relative to your power level. They don't scale to where they are *likely* to cause your downfall, but at least to where it's *plausible* that they could cause your failure (like a "don't roll a 1" kind of situation). If there's no way to imagine it scaling to be such a challenge to you, then you cannot receive the CP for choosing that option.

Gorion's Ward (requires 'Gorion's Ward' background)
You *are* Gorion's Ward, and you must defeat the plots of Sarevok & The Iron Throne, though you are not required to do things in the same order as the game. Failure occurs if Baldur's Gate & Amn go to war, if the Iron Throne maintains a position of supremacy over the iron trade, if normal iron mining is not restored, if bandit raids are still a *major* concern (they'll always be somewhat of a concern), if Baldur's Gate itself is notably damaged, or if Sarevok maintains a position of power or influence anywhere in the region.
If you do *not* take the Blood of Bhaal perk, then Sarevok still *believes* you have the Blood of Bhaal, and still wishes you dead for that reason.

Gorion's Completionist (requires Gorion's Ward)
In addition to the conditions of Gorion's Ward, you have to complete all major side quests and expansion pack bosses. This does *not* include Siege of Dragonspear, but does include the Ice Island, Isle of Balduran, Durlag's Tower, Thieves' Guild content (either destroy the guild or steal the airship plans), Gnoll Stronghold, Searching For Balduran's Helm, The Tale of Captain Brage, and killing Aec'Letec. As long as you seek them out, and don't overly delay when you have a lead, you are guaranteed to have the opportunity to do all these things.

The Interest of Thay
The Red Wizards of Thay, perhaps the most powerful organization of wizards in Faerun, has *noticed* your presence in some way, and they are interested. More interested in capture and study than murder, most likely. The degree of their interest depends on your relative power, scaling all the way to the attention of the feared lich, Szass Tam. They will be determined and motivated to capture, or perhaps kill, you, but not to the point of stupidity. The Red Wizards are careful, cruel, and ruthless. If they are still trying to hunt you to a significant degree at the end of ten years, it is a failure condition.

Abducted Companions (Requires that you choose to travel with at least five companions, from this jump or previous companions)
Early in your jump you'll be *successfully* ambushed and left for dead. When you wake up after the ambush you find your (five or more) companions have been abducted for nefarious purposes. You need to discover what happened, where they were taken, and save them in any way you can. You won't find more than one or two in the same place. As long as you strive without stopping needlessly, they'll survive until you can reach them. Failing to recover all your companions is a failure condition. (If they die after recovering them, it is not a failure.)
Until you get them back, you're unlikely to find other trustworthy companions in the Sword Coast, given the current troubles.

WANTED!
Right from the beginning of the jump you've been framed for a heinous crime, and your name and face are well known throughout the region. The actors behind this are subtle and cunning, with many connections to the powerful. You'll find little quarter from the people of the region if you cannot prove your good intent. Failing to fully clear your name and reputation is a failure condition.

Knowledge Must Serve Man
You may be ideologically opposed to the book-hoarding, knowledge-denying ways of Candlekeep and its monks. Whether you are or not, by the end of ten years you must reform the monastery into a place of learning open to all who wish to learn, and its monks to an order of scribes that produce copies of the books to help spread the knowledge. Or, you must Candlekeep, take their collection for your own, and build your own Hall of Knowledge that does such a thing. Candlekeep is deeply set in its ways, and its forces are nothing to scoff at.

Ice Island Luau
Early in your journeys here you (and companions traveling with you) will find yourself trapped on Ice Island, whether forced there or drawn by magics. At least a year you will find yourself trapped by the immensely powerful wards preventing travel elsewhere. You must survive the environment, the many insane or evil mages also trapped there, and the boredom, to eventually find your way off of the cursed place.

Dopplegang This! (Cannot be used with Drop-In background, or Gorion's Ward drawback)
You aren't the individual of your background, but rather a doppelganger meant to replace them for some nefarious end! You must avoid detection even though you don't actually know their history or personality. Fortunately, standard detection magic will not reveal your nature… but sloppy lies might! In addition to avoiding detection, you must complete whatever nefarious plot you were intended to enact. That may be on the behalf of Sarevok, or another.

Jumper's Throne (Cannot be combined with any other Narrative Drawback)
No Jumper, you are the villain! You take Sarevok's place in events, starting just after the protagonist has escaped the initial ambush (and you will be unable to find them at first). You must see Sarevok's plans to fruition, completing the sabotage of the iron trade, infiltrating all levels of Baldur's Gate's government, and ultimately starting a war with the city of Amn... a war in which Baldur's Gate must be meaningfully destroyed. The city's destruction and the murder of its citizens will be then fueled through a ritual in the underground temple of Bhaal into you, granting you power as if you'd slain all those people yourself. Would that be enough to make you a god, as Sarevok dreamed of?

Hindrance Drawbacks

These drawbacks are ongoing hindrances or dangers, mostly inspired by the game in some way, that can never be fully resolved within your 10 years. Some of them will *not* "make sense" from an in-world perspective. You may decide whether this is weird to others, or if they just accept it as normal. Choices here count against the +1000 CP limit. For the first four below, you must strive to keep five or more companions with you in order to receive their CP; if you fail to at least make an honest and ongoing attempt, you forfeit the CP along with what you purchased with it.

Infighting (+100CP)
At any given time, at least two of your companions will be squabbling and fighting over something. This doesn't mean they will literally always be talking at each other, but at least one of them will always be fuming about some perceived insult, etc., and it will often erupt. It *will* be irritating, but as long as you put some effort into mediating, it won't come to literal blows.

Hard To Please Companions (+100 CP)
Companions regularly pass judgments on your actions and decisions, pointing out perceived flaws even if they would normally agree with you completely. This will not cause them to betray you or work against you in any way, but it's an ever present, irritating judgment.

You Must Gather Your Party Before Venturing Forth (+200 CP; cannot be combined with Poor Pathfinding or Abducted Companions)
You and your party members are unable to meaningfully separate from each other. Specifically, none of you can voluntarily choose to be more than 100 feet from each other at any given time. If you find yourself more separated than that unwillingly, reuniting must be a top priority, and if you do not make it so yourself, you'll find your body moving against your will. Your party members will *not* like this, and it cannot be spun as a positive to them. However, in spite of the horrific inconvenience (at best), this will not cause any NPCs to want to leave your party.

Poor Pathfinding (+200 CP)
Somehow, it will be difficult to keep your companions together when moving any reasonable distance, such as across a city block. With annoying regularity, one of them will get caught in an alley, or in a narrow ravine, and take a moment to realize what they should be doing. This can lead to real danger, as you will occasionally be separated when danger looms.

You Have Been Waylaid By Enemies And Must Defend Yourself (+100 CP)
You are frequently attacked by enemies when traveling from one location to another, averaging twice a week. Somehow they are always at least a hindrance no matter what trash monsters they are, and give no good XP, or loot. Unless you really let your guard down they won't pose a deadly threat. This occurs no matter what. If you stay in your pocket dimension house, then you'll somehow be attacked by hobgoblins while going to the bathroom.

Inventory Management (+100 CP)
You somehow find yourself always needing to re-arrange packs, or shelves, or quivers. No matter what you do or where you are, you and any companions will spend at least 10% of your time sorting through items unproductively, rearranging who is holding what, etc.

Party Limit (+100 CP)
You cannot have more than five companions assisting you at any time, this includes *companions*, and just people that are voluntarily fighting at your side for more than a single encounter. You may also have one familiar/animal companion on top of this.
If you took the 10pp Mod perk, then it's ten companions instead.

The Common People (requires 'One Hand Tied Behind Your Back'; +100 CP, or +200 CP with XP Cap)
In addition to whatever other classes you chose, you are multiclassed in "Commoner". For example, if you chose Single Class mage, you still get the bonus CP of single class, but you are actually leveling as a Mage/Commoner. The main consequence of this is that your experience is shared with a mostly useless class, slowing the leveling of your other ones. The only possible benefit the class might grant you is the ability to use a grain-flail, and you *might* get better at some mundane skill, like sewing, tending to horses, or mining.
At the end of jump, you lose the Commoner class (but optionally keep your bit of mundane skill from it), but your other class(es) don't suddenly jump in levels. It's just no longer a drain on your experience going forward.

True To Alignment (+0 CP for fully neutral; +100 CP for NG, NE, CN or LN; +200 CP for LG, LE, CG or CE)
You have an alignment in the game sense. Pick Chaotic, Neutral, or Lawful. Now, pick Good, Neutral, or Evil. Congratulations. That's you, now. This overrides the effects of beneficial alignment perks for the duration of this jump.
For the duration of your time here, if you are about to make any decision that strays too far from this alignment, you will know. For example, a Chaotic character could not cooperate with lawful authority much, and an Evil character would not be able to be kind very often. If you follow through on a decision you are 'warned' about, you forfeit the CP of this drawback immediately, along with any purchases you made with it.

An Inconvenient Reputation (+200 CP)
Whenever you wish to be seen as Heroic or decent to someone you are interacting with, they are certain to be aware of the most evil or destructive actions that you've taken (this jump). If you've taken no notable evil or destructive actions this jump, then they will believe some false rumors on the level of you stealing from merchants or beating up a farmer. This does not prevent them from *also* believing true things about good things you've done.
Whenever you wish to instead be seen as Infamous or threatening, then any evil or destructive acts that you've performed (this jump) have been twisted by rumors to instead paint you as a heroic and kind character. A real do-gooder.
This overrides the "Your Reputation Precedes You" perk where relevant.

A Crisis Of Iron (+300 CP)
Items and gear of yours and your companions will frequently break or crack when in use, including pre-jump items, in ways that are not easily fixed. If it's a CP-purchased item, it's a temporary disabling, but still lasts at least the duration of your current encounter or danger. This will happen *at least* once a week, and more frequently if you're in frequent conflict. Metal items are more likely to break than others, but any item can.

Noober (+300 CP)
Noober is a young man living in the town of Nashkel. Famously irritating, he makes a habit of pestering adventurers with endless questions and comments of the most inane nature. With this drawback, Noober accompanies you for the entirety of this jump. Not literally every moment; you can eat and sleep, etc, but he's always in your company when doing anything important… somehow. You cannot kill him, or engineer any harm to him, and if incapacitated or killed or silenced he's quickly restored. His questions are ever present, and *will* try the most endless patience.

Durlag's Jump (+300 CP)
Durlag's Tower is an infamous dungeon in the region of Baldur's Gate, known for being incredibly deadly, with all manner of traps and magical death traps. With this drawback, you will inexplicably encounter similar traps and death traps in all places that you travel, though only you or your companions will set them off. The danger of them will be such that they *will* be a threat, and you will need to be continuously on your guard. Even though the actual traps only occur every week on average, you will never see them coming without constant vigilance.

End

You survived ten years? Congratulations! You know the drill: move on to the next jump, return home, or make this your new home

Appendix 1: Game Terminology & Details

None of this is *necessary*. This is provided for those who want to understand more about the mechanics behind the system and world.

Alignment - Alignment in Dungeons & Dragons is measured on two scales: Lawful-Neutral-Chaotic and Good-Neutral-Evil. NE would refer to someone who was not particularly lawful or chaotic, but was notably evil in their ethos. “Any lawful” would refer to a character who was LG, LN, or LE. Further details on measuring alignment can be found in droves elsewhere. The only place alignment matters mechanically in this document is for Paladins (who are required to be Lawful Good, unless you take their **A Code Of My Own** perk), and for Druids (who have to at least tend toward neutrality for the purposes of this document, especially on the law-chaos scale).

Class Levels & Experience - Every class has a level associated with it. As you gain experience in it, you will increase this level, gaining durability, resistances to effects, and additional skills and abilities. There is no actual limit to the level in a cosmic sense, but after a certain point (roughly past level 20), improvements to class level are consistently spaced out and offer few, if any, milestone increases in power (HLAs, or high-level abilities, were introduced by the second game as notable boosts to those over 3,000,000 experience and are **not** considered canon to this jump). To make matters confusing, different classes gain levels at different rates. This doesn’t matter too terribly much for this jump, *except* in the case that you are taking the XP Cap drawback.

For some context, the chart below shows the maximum level you’ll be able to achieve with each class if you are single classed, double classed, or triple classed (the more classes, the more your limited XP is divided, and thus the lower the achievable max level). The first number is for the XP Cap present in this game (161,000), and the second number is for 3,000,000 XP (roughly the XP cap in the sequel game, Baldur’s Gate 2: Shadows of Amn.

	Single	Double Class	Triple Class
Fighter, Barbarian	8, 20	7, 14	6, 12
Ranger, Paladin	8, 18	7, 13	6, 11
Monk, Cleric	8, 21	7, 14	6, 12

	Single Class	Double Class	Triple Class
Druid	10, 15	8, 14	7, 13
Bard, Thief	10, 23	8, 16	7, 14
Mage, Sorcerer, Shaman	9, 18	7, 14	6, 12

As an example in reading this chart, a double class Cleric/Thief would achieve levels 7/8 under the level caps of the first game, and 14/16 at 3,000,000 xp. It’s a very strange system in many ways, and the leveling rates can be bizarre. In particular, due to particularities with how druid advancement works in the *lore* of the game, druids advance much quicker at first, and much slower later. I use a popular ‘tweak’ mod to the base game that makes Druids level at the same rate as Clerics (which is bad early on, but better at high levels). Consider this a blessing to apply the same rule here, if you wish, as long as you’re willing to be more patient at first.

Magic & Spell Levels - Magic using classes (which is everyone but Fighter, Barbarian, Monk and Thief by default) receive spells divided into discrete Spell Levels, which are distinct from class levels. Spell levels range from 1-7 for ‘priest’ magic (Cleric, Paladin), 1-7 for ‘druidic’ magic (Druid, Shaman, Ranger) and 1-9 for ‘arcane’ magic (Bard, Mage, Sorcerer), though not all spell levels are achievable by everyone. Druidic magic and priest magic have much more overlap with each other than either does with arcane (notably, both have a lot of healing and restorative magic, while arcane has pretty much none of that), and each class may have variations in their own spell lists. Further details on what spells are available to each class will have to be researched outside this document.

The chart below shows when each spell *level* is accessible to each class. Number of spells that each class can use is not covered here, but is usually in the 1-6 range baseline for each spell level, each day, growing as you level to a single digit cap. So, this chart tells us that the Bard will achieve 4th level spells at 10th level.

Spell Level

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Mage	1	3	5	7	9	11	13	15	17
Sorcerer	1	4	6	8	10	12	14	16	18
Druid, Cleric	1	3	5	7	9	11	14	-	-
Shaman	1	4	6	8	10	12	14	-	-
Bard	2	4	7	10	13	16	-	-	-
Paladin	9	11	13	15	-	-	-	-	-
Ranger	8	10	12	-	-	-	-	-	-

Some Combat Basics - Combat is divided into *rounds*, which is a period of six seconds, and most actions are constrained to rounds. For example, in most cases you can cast one spell per round. Warriors have APR, attacks per round, which determines how many attack rolls they can make in that six second period.

Every creature has an armor class (AC), which represents how difficult the target is to hit, and the *lower* the better. 10 is an unarmored human, while a knight armored in full-plate would be down to 1. It can (and will for experienced adventurers) become negative with various enchantments, and adjustments from a high Dexterity.

When you attack a creature, you make an attack roll, rolling a 1d20, and making various adjustments based on enchantments, strength or dexterity of your character, etc. The number you need to achieve gets *smaller* as your character becomes better at attacking, and *higher* if the target has a better AC. Warrior classes (such as fighters) improve at these rolls much faster than clerics and thieves, who are much better than mages, e.g.

If the attack is successful, you roll a damage roll to determine how much the target takes. If the 1d20 rolls a 20, the attack is a critical hit, dealing double damage.

Saves & Saving Throws - When a character is potentially going to be affected by a hostile effect that’s not a simple attack, such as a spell, a poison, a disease, a dragon’s breath, or an aura of fear, they will usually make a “saving throw”, which means rolling 1d20, and the result is modified by the difficulty of the effect in many cases. These are divided into five categories (Paralysis/Poison/Death; Rod/Staff/Wand; Petrification/Polymorph; Breath Weapon; Spell), but that is not necessary to understand the concept. As characters level up, the number they need to achieve goes down, meaning their chances of succeeding against any given effect improves.

If a character succeeds on a saving throw, or “save”, the effect is either negated, or reduced in effect.

Luck - Roughly speaking, for many rolls, luck adjusts the range of possible results on a roll, but doesn’t change the best possible roll.. When *you* are rolling 1d6 for damage, +1 luck would change your damage range from 1-6 to 2-6. If damage was being rolled against you, it might change 1-8 damage to 1-7 damage.

Resistances - Resistances are expressed in percentages in the game rules, and for things like fire, cold, and slashing resistance, represent a flat decrease in the damage that is taken of that kind. Resistances stack within the game, but if not given by a perk, stacking damage resistances may not be fully effective against damage from other settings; I leave that to your interpretation.

Magic Resistance is a flat percentage chance that you won’t be affected by magic targeting you. Generally speaking, it applies to magic that targets you *directly*. If magic is used to pick up a rock and drop it on you, it won’t do anything.

Appendix 2: The Story of Baldur's Gate

Summary edited and expanded from one by becherbrook.

Bhaal, the evil god of murder, is dead. However he split his essence around, putting portions of his essence in perhaps hundreds of random mortals. Now there are many people with untapped divine power (bhaalspawn) running around. Whoever is the last Bhaalspawn left alive gets to have god-like powers as the new 'Lord of Murder' (Bhaal), or so some believe, so one Bhaalspawn (Sarevok) takes it upon himself to hunt down and kill other Bhaalspawn to gain that power.

Sarevok manages to get himself made leader of the Iron Throne, a mercenary company headquartered in the city of Baldur's Gate, and in an effort to control the Sword Coast for his schemes he hatches a plot where he opens a secret iron mine in Cloakwood, while spoiling the iron deposits in other parts of the Sword Coast, and paying off mercenaries and bandits on the trade routes to stop iron being imported. There's a cold war with a neighboring country (Amn) going on as well, that Sarevok wants to push into a hot one in the name of Bhaal. He hopes that sacrificing thousands in war will aid his ascension to godhood.

You are one of the bhaalspawn, although you don't know that yet. Your adoptive father Gorion did know that, tried to raise you right and protect you from Sarevok. He was also a (retired) member of a secret society of do-gooders called the Harpers. He, a mage, took you as a young child to the scholar-fortress of Candlekeep where you lived out your whole childhood.

At the start of the first game, sensing your whereabouts are no longer a secret from Sarevok, Gorion makes plans to get you to safety with his Harper friends (who he intends to meet at the Friendly Arm Inn). Alas, it is too late and Sarevok finds you, killing your adoptive father while you run for it. Meeting up with your adoptive sister, Imoen (who followed you in secret), you make for the Friendly Arm to meet Gorion's friends Jaheira and Khalid. There you all make plans to go to Nashkel (where the most important local iron mine exists) to find out what's causing the iron crisis.

You discover the tainting of the iron by nefarious means, which then leads you by breadcrumbs to discover the hideout of the bandits, picking up Minsc and Dynaheir on the way: a berserker warrior and his witch companion from Rashemen on their 'dajemma' (journey of self discovery and growth). You assault and disperse the bandit camp in some manner, and from there, you find clues leading you to Cloakwood and the secret Iron Throne mine.

You end up in Baldur's Gate, and uncover a number of plots by Sarevok and the Iron Throne, including replacing many figures with dopplegangers. With the help of Duke Eltan of the city, you find that the Iron Throne is visiting Candlkeep, your home. There, you are framed by Sarevok for the murder of the other Iron Throne leaders (which itself leaves the organization primarily in his control), and with the aid of some old friends manage to escape.

Heading back to Baldur's Gate you manage to collect allies, and evidence, to reveal Sarevok for the villain he is. In the final act of the game, you track Sarevok through the undercity to an underground temple to Bhaal, and the final confrontation with Sarevok, leading to one of your deaths.

This is just the "canonical" story. In its game form, it could have involved many variations, including which companions accompanied you on this journey.

Appendix 3: Notes & Changelog

0.9 > 0.9.2
Started changelog; Added familiar/animal companion to the party limit to make better use of the six companion import; added 'Note' about natural 1s on saving throws; changed base font to 12. Many formatting fixes. Added more clarification to several drawbacks. Added "You Must Gather Your Party Before Venturing Forth" drawback. "Finished" appendixes 1 & 2.
0.9.2 > 0.9.3
Several minor corrections/clarifications. Three "Item Crafting" perks added. Drawbacks section significantly altered, with several new options, and categorizations.
0.9.3 > 1.0
'Master crafter' perk added. Added many images. Some formatting fixes. Described attributes.

NOTES:

- In the 'game' rules, rolls of 1 for saving throws on a d20 are automatic failures. This is a rule made for a game in which foes are of comparative power to you, or at least not TOO much weaker, and not one that could involve demigods crushing bandits, as many jumpers will be. So, if you imagine that rolls are governing things in this jump (which you do NOT have to do), you may instead treat 1s as just… 1s. Which is still really low, and you'll still fail if you don't have amazing resistances/saves, but it's not an *automatic* failure.
- In imagining what 8th or 9th level Cleric spells might look like (for the **A Higher Power** perk), first bear in mind that Mages and Clerics share many spells, though Clerics will not have the powerful offensive options that Wizards do. You can also just make improved versions of 6th and 7th levels spells. E.g., taking a spell that normally affects only one target to have it affect many.
- Feel free to use the AD&D "core" rules for making scrolls, etc, without paying CP for the Item Crafting perks. That nonsense is *far* more arduous than the perks, though, involving getting a magical feather and conceptual ink for each scroll (and other bullshit), and obviously won't extend to other settings