Dungeons and Dragons 3.5E

Version 1.3 “I’m sleepy” Edititon
By Long Term Visitor

Introduction

Welcome traveller, to a land of magic, adventure, and horror. Where mortals are both insignificant and crucial, and axiomatic forces clash for the fate of the realm. In order to survive this land, you gain a stipend of 1000CP, representing your past in this cosmos. Spend them wisely.

Location and TIme

You may pick any time and any campaign setting to start in. Choose one of the following locations, or gain 100CP for rolling. (Note: Introductions are written assuming a humanoid race, adjust the flavour should you pick not to be one.)

1. A Tavern
   You wake up with your face pressed into a bar top, surrounded by light and noise. In the corners you can see shadowed men in hooded cloaks, while in the center of the room a bard performs. You appear to be wearing some sort of mail underneath your clothes, and at your hip is a sword. Outside you can see a bustling street with a wide variety of races rushing to and fro.

2. A Wizards’ College
   You awaken suddenly, feeling your bed give out from under you. As you fall, you pass through a vortex centered in the air, bisecting your bed. When you stand up, you find yourself in the entrance hall of a school, with nought but your sleepwear and the shattered remains of your bed to your name. In front of you is a particularly frantic looking wizard, attempting to speak to you and switching through many languages you do not understand.

3. A Cave
   As you wake up, you can smell some moss and taste moisture in the air. As you squint into the sunlight beaming through the cave entrance, you see a few deer grazing in a clearing nearby. At your side is a panther, grooming itself as it watches you get up and move around. Next to the bedroll you slept on is a club, a sling, and enough trail supplies to last you and your… companion? A week if stretched.

4. A Backalley Den
   You awaken to the smell of sewers and the sound of tussling. Attached to your belt is a dagger, on your back a cloak, and on your head a hood. As you look around, you note that you appear to be in an alleyway. Close to the entrance, you spot what appears to be

an impromptu wrestling ring, with spectators placing bets. Near you, farther in, you note a door set into the wall of a house, with a slot set into it.

5. An Abandoned Manor
   You awaken to the smell of rot and the creaking of walls, with dust sending you into a coughing fit as you sit up. When you recover and look around, you find you cannot see anything clearly. After a few minutes of fumbling around in the dark, you manage to find a shutter on a nearby window. As you open it, sunlight streams in, illuminating what appears to be a master bedroom decorated in an opulent manor. As you look around, you spot an assortment of jewellery resting atop a nearby dresser, the gold glinting in the fresh sunlight.

6. A Small Village
   As you awaken, you hear the sounds of a market being hosted outside. When you open your eyes, a child by the door runs off, presumably to tell someone you have woken up. You can smell the aroma of porridge wafting to you from the houses kitchen. As you look around, you note a sword by the side of your bed, and a set of boots next to the door.

7. A Lake
   You awaken slowly, lulled awake by sun rays hitting your face through the trees as the sun rises in the distance. In front of you is a clear lake, free of any contaminants. You can see fish swimming through the water, their scales reflecting the light into your eyes. Next to you is a fishing rod and bow, along with enough rations to last you a week. Behind you lies a forest, with a game trail leading to your feet.

8. Another Plane
   You wake up in another plane, disoriented and confused. Upon looking around, you do not perceive any immediate danger. There are a few examples of the local flora and fauna nearby, and a slowly closing portal to the material plane immediately behind you. Far in the distance, you see signs of civilization. As a bonus, you receive a basic ability to survive in the plane you're on. This extends no further than the equivalent of waterbreathing and an improved ability to swim, dependent on the plane you are on.

Race

You may pick any creature with a stat block to be your race, and may modify it with templates/bloodlines/etc. Once you have a completed creature, you pay 50CP/CR for every CR below 10. CR above ten costs 150CP/CR. Should the creature lack a listed CR, but does have LA, treat the CR as LA-1. (This is based on a guideline in the DMG that suggests NPCs be given CR equal to their class level minus one) Should it lack both of those, assign it a reasonable CR on its own

Origin

Any of the following origins may be chosen to be taken without any history, instead appearing out of nowhere, with nothing to tie them to this world. Similarly, you may pick any sex and age to be-though be warned, those unable to defend themselves may not last long in this world…

Magician:
The archetypal wizard, bending reality to their whim.
Warrior:
The archetypal fighter, overcoming their enemies through strength of arms and skill in combat.
“Expert”:
The archetypal rogue, bypassing obstacles and acting in stealth for the betterment of themselves.
Aristocrat:
The one who acts behind the scenes, manipulating others to their own ends.

Perks

Basic Training (Free)
Throughout your life, you have maintained a basic health standard. Whether ploughing fields in your family's farm, learning duelling in noble courts, or testing your skills against the local fauna (or flora!), you are hardy and/or skilled enough to survive a bit beyond what the common man could.

Magical Talent(100CP, Free Magician)
At a young age you were found to have an unusual affinity with magic. Whether this manifests in an unusually potent sorcerous bloodline, or a talent for understanding magic beyond your peers, your magical prowess is far more refined than it would be without this boon.

Martial Talent(100CP, Free Warrior)
At a young age you began training in the blade, learning from those close to you how to wield weapons against that which would do you harm. As your training progressed, you were found to take to the material far better than others in your age group. You have maintained this aptitude throughout your life, understanding how to wield weapons and fight in melee at a faster rate than would be expected of you.

Stealth Talent(100CP, Free ”Expert”)
At a young age you were abandoned, whether in the wilderness or the city. In order to survive, you had to learn how to sneak around, how to find food to live, and how to find shelter within a reasonable timeframe. Later on in life, should you have received more formal schooling in how to survive, your teachers may have commented on the unusual rate at which you took to your lessons.

Manipulative Talent(100CP, Free Aristocrat)

Since a young age you have seen how people are manipulated, observing the intricate power plays that shape countries and worlds, the ways a leader enforces their will on those beneath them. It was only a matter of time until you began to *understand* how these things worked, the many ways in which you could get others to do your will. While nowhere near a master of the art (yet…) you have an intuitive understanding of how to do this, which may yet blossom into a true gift for it.

Luck's Favoured(200CP)
Your birth was preceded by subtle celestial events, granting you a measure of good fortune. Fate smiles on you, granting you reprieve from it's harshests effects, while aiding you against your enemies. Where those untouched by fate may fail catastrophically, you… do not succeed, necessarily. Your failures are blunted, nearly always able to be recovered from.
Iron Mind(200CP, Discount Magician)
At some point during your study, you encountered a magician who primarily used the enchantment school of magic. Whether this was a friendly meeting or not, you came away relatively unchanged, save for one boon. Your exposure to this school of magic greatly increased your resistance to it, to the point that you are immune to any further tampering with your mind or senses.

Magic Slicer(200CP, Discount Warrior)
During your training, you fought often with other trainees. Sometimes, your opponents fought less than honourably, convincing magicians to help them in both subtle and unsubtle ways. One of your common opponents was particularly fond of getting a mage to cast defensive spells on them before a fight, preventing you from striking at them. Eventually, you learned to slice through such defences as if they weren't there. Since then, you have learned how to cut through most forms of magical shielding, allowing you to slay those so protected.

Hidden Running(200CP, Discount "Expert")
During your time among those who remain apart from most of society, whether remaining intertwined yet separate, or entirely separated, you found two things to always be of great importance. The speed at which you could move, and your ability to remain hidden. Naturally, one tends to exclude the other. You have learned how to maintain both your stealth and your speed, without one hindering the other. You can run at great speed while evading detection, despite what common sense may say to the contrary. Keep in mind, you can only run so far…

Manipulator(200CP, Discount Aristocrat)
As you rose through society, you met many who you respected and many who you did not. One thing they all had by necessity of their positions was the ability to sway a room to their side, how to project their will on others while appearing to be magnanimous. You learned much from them, taking note of where each method succeeded and failed, eventually developing your own way of doing these things, greater than the sum of their parts. You now stand among the upper rungs of society through ingenuity and manipulation alone, and yet… you feel as if you could rise so much higher, given the opportunity.

A Class(400CP, First free)
You have firmly set your feet upon the path to power. Regardless of whether you have followed established traditions or forged your own path, you have discovered that you have such talent in your chosen path that you can grow just as fast as a dedicated follower of the path, without actively dedicating time to following it. This perk can be purchased multiple times, with purchases after the third being discounted.

A Refined mind(400CP, Discount Magician)
Your mind has been rarefied, refined in academia, combat, and everyday life. You can now reasonably be counted as someone at the peak of each mental attribute for your species, including those that are not traditionally measurable. You are somehow able to be both the most mentally flexible person around, while simultaneously having the willpower, self awareness, and stubbornness to never lose sight of who you are and what your ideals are. The process of rarefying your mind in this way has also rendered you both insane and sane at the same time-you can function just as well as any other person, and do not have any symptoms of mental illness. That said, you have learned things that no man was meant to know, and have been irrevocably changed by the process, giving you unusual insight and understanding of reality, in ways that may drive a lesser mind insane. Your unique nature as being both insane and sane renders you immune to further derangement, as your insanity devours any other that enters your mind.

A Refined Body(400CP, Discount Warrior)
A sound mind requires a sound body, for without one it has no way to defend itself, no way to interact with the world. While you may still have a ways to go on the mental front, your body has been improved beyond what those who train their entire lives could achieve. Through some combination of luck, training, genetics, and possibly a little magical augmentation, you have reached the peak of what your species could be physically, being more similar to a hero of legend than a common man. With this physique alone you could fight against a skilled veteran, matching the skill of thousands of battles with raw speed and power. Needless to say, should you have prior training you may grow to match those heroes of yore, becoming a legend in your own right.

Many Talents(400CP, Discount ”Expert”)
Once you have mastered speed and stealth, what else is there to learn for someone who fends for themselves? You appear uncertain, as you have a great breadth in your capabilities. While you may not cast grand spells or slay dragons by your body’s might, you have learned many more tricks than those who do.

Leader of Monsters(400CP, Discount Aristocrat)
When you reached the pinnacle of local society you still felt… unfulfilled. As time passed, you began to become more and more unhinged, but you hid it well. Eventually, you began to barter with beings beyond mortal ken. You learned how to negotiate with them safely, and eventually gained a reputation amongst such monstrosities. Eventually, you learned to bind them completely to your will, turning them into minions with irrevocable loyalty. For some reason, you

attract such entities to you, granting you a great many opportunities to bind them to your service. Keep in mind that some may require more… convincing than others.

Death Defyer(600CP)
Sometime during your journeys you encountered a… being. What this being is will vary depending on your origin and history in this world, but for some reason or another, this being cannot permit you to permanently die. Despite this, it's power is limited, so it will only resurrect you once a year. The resurrections you have gone through since have also subtly interacted with your extradimensional nature, anchoring you to it more firmly. From now on, you will be able to continue on your chain provided you are alive at the end of the jump-how you resurrect is unimportant, the only condition is that you are alive.Or Undead. Or animate. Really, provided you can interact with the world of the living you're fine.

Synchonist(600CP, Discount Magician)
You have seen many things during your studies, many esoteric branches of magic. You may have been changed by some of these branches, potentially making you incompatible with other powers, giving you weaknesses, or proscribing a strict set of behaviours upon you. You have overcome such limitations, losing the weaknesses and incompatibilities forced upon you. Now, you could walk freely under the sun and be healed by positive energy as a vampire-while still being healed by negative energy and not tiring. You could be a chaotic druid, revelling in the chaos that is nature while still maintaining your powers, a resurrectable outsider, or a devout ur-priest, worshipping those divines whose power you steal. You may even be able to escape a pact with a demon, retaining both your soul and power. They are yours, after all.

Mage Slayer(600CP, Discount Warrior)
During your adventures you have faced many a foe, from beasts that hold villages in sway to spellcasters raising an undead army. During those adventures, you were often hit by supernatural attacks. Over a long period of time, your body has grown more and more resilient to supernatural harm, and now you are entirely immune. While the heat of a fireball may burn you, the magically produced flames will burn out upon meeting your resistance. Psionics will find no purchase upon you, your mind and body rejecting all such attempts to alter them against your will. Keep in mind that this only protects you, not those around you…

Stealthier Than The Wind(600CP, Discount "Expert")
You have journeyed far, and seen much. During this time, you have learned from many, many people how to go unnoticed, how to survive on your own, both in the wilds and in civilization. Your skills have been tested and refined, over and over, until they border on the impossible in your areas of expertise. You could walk through a bandit camp undetected while picking every pocket, set up a comfy campsite and find good food in a desert, or identify a new plant's properties by smell and sight alone. Furthermore, you have mutated in an unusual way: the longer you spend in a location, the more attuned to it you will be-you know the shortcuts, you know how to manipulate it, you are harmed less by its natural dangers.

True Malumancer(600CP, Discount Aristocrat)

You have bargained with entities beyond your understanding for power often, but always worried over being discovered, uncertain whether your pacts and magic will hold. Eventually, the powers you bargained for synergized with each other and with you in a way no one expected. Now, whenever you curse a being, or otherwise gain some kind of mystical control over them, you find that your power over them only grows over time, never weakening. This is a slow growth, a gradual corruption of all that they are. The truly insidious part of this is that the more they fight against it, the more they or anyone else tries to remove your influence, the faster they are corrupted. The attempts to stand in your way fail, with all the progress towards salvation that would have been made on success instead worsening their condition.

Items

You receive 200CP to spend on items, and one discount per tier. Discounted 100CP items are free

Adventurers Gear(Free)
You own a basic assortment of gear, somewhat adjusted for your origin. Examples of this gear would include somewhat flimsy armour, a poorly constructed bow and arrows, or a well worn spellbook.

Bag of Nutritional Delivery(100CP)
You have in your possession a refilling bag of food. What exactly is contained within will vary from day to day, but it is always nutritious and edible for whatever species you happen to be. This even works if you have more… exotic dietary requirements, but what is contained within cannot be used for non-eating purposes.

Scroll of Legend(100CP)
In your adventures, you have come across many tales and legends. This scroll contains a record of one such legend, a record of someone amongst your race who used their powers in ways that are still considered impossible in the modern day. Strangely, the scroll appears to indicate that this is more than a mere legend, containing half completed instructions for obtaining this power, and a map of an unidentified location…

Reagent Pouch(100CP)
You have an unusual pouch of reagents, with what is inside being undetermined until you open it. It can provide any magical reagent/reagents worth less than 50GP. These cannot be used for anything but magic.

Golem Core(100CP)
During your journey, you come across a small, simplistic golem core. If you implant it in a body made of stone, wood, or similar, it will form a dog-sized golem that obeys your commands. It is not especially strong or smart, but its presence warms your heart and fills you with motivation. You may gradually infuse magic into the core over time in order to permit it the ability to pilot larger bodies. The core does not contain an enslaved elemental.
Tome of Magical Instruction(200CP)

You have created or come across a tome that contains an introduction to magic, able to grant the ability to use it to those who would otherwise lack it. In addition to this, this tome has been enchanted with the ability to analyze the basics of every magical system it comes across, creating within it an introduction to that system and the ability to grant others the potential to use that system.

Altar to a Small God(200CP)
You have come across a collapsible altar devoted to a little known deity. While largely lacking in power, the deity is benevolent towards you, and will gladly assist you in minor ways. The altar serves as an amplifier to sacrifices done upon it, making them provide far more energy to the god than they otherwise would. Perhaps, over time, you could spread the word of this deity to the masses, gradually growing it's power and influence.

Almanack of Exploration(200/400CP)
You have in your possession an almanack containing general maps of the world. As you adventure, the almanack gradually details the area around you, noting interesting locations and resources. For an additional 200CP, Upon completely mapping the world, you will receive a new almanack that can be used to teleport to and from a new world to explore.

Essence Staff(400CP)
You have an unusually potent arcane focus. Whether it takes the shape of an orb, a rod, or a staff, it has one very unusual function: it negates the XP cost for spells. Where before you would have to sacrifice bits of yourself to fuel the more potent magics, you can now cast those spells without any cost to yourself. Please note that this does not apply to GP costs, and you may run into trouble if the effect of this focus gets out…

Contacts (400CP)
You have a semi-reputable information network at your disposal. While you are not the leader of it (yet…), you have a somewhat high standing within it. This allows you access to basic information on a wide variety of topics, and a slight discount on services. Most of the jobs within the network rely on bartering goods or services for information, making this an ideal spot to learn of adventures to be had. Unusually, you have received a special designation within the network-no hostile action is to be taken against you, and anyone who knows of a plan to harm you or yours is obligated to inform you of it. This protection extends to selling others information on you.

Champions Armour(400CP)
You have an excellent set of armour, protecting against the vast majority of harm that may come your way. While not flawless, and unable to adapt to new damage, this could last half a day in a dragon's fiery breath without beginning to take damage. After that point, it would begin to falter, permitting injury to you and requiring repair.

Manor of Magic(400CP)

You own an enchanted manor, containing many wonders within. Within it lies a wide variety of rooms, from dedicated labs and workshops to grand dining areas to cosy reading rooms. These all pale in comparison to its true value: an intricate network of portals, with each leading to a major city. There is at least one portal on every plane, with most major planes having many more. These portals cannot be removed or detected by outside forces, not permitting entry unless you will it.

Demiplane of Life(600CP)
You have come into possession of a demiplane with an unusual affinity for natural energy, greatly speeding the growth of any life within it. Animals and plants that live within it will gradually mutate in beneficial ways, gaining new abilities, being far healthier, and living longer lives. The more life within it, the larger it grows, always having enough room for everything within to live comfortably. As you own the demiplane, the life within is not hostile unless provoked, allowing harvesting of plants and capture of animals without issue. Furthermore, it's close connection to you allows you to prevent others from entering or leaving should you wish, or force people out.

Weapon of Harmony(600CP)
You have found an item of great power, a weapon that could slay a god given time to grow. It starts out as a high quality, albeit non magical sword, but will grow as you do, developing new powers to complement yours. These powers will always remain relevant, even if you reach heights of power unseen before. Eventually, it may grow into a thinking being, a partner in every battle. Should it do this, it will be able to grow on its own as well as reflecting your growth.

Spellbook of Legend(600CP)
You have found an extremely rare item. A spellbook of legend, what it contains has not been seen for centuries. Contained within its pages is a guide to every method of using magic. While somewhat light on actual spells, it contains good enough instruction to take a completely untalented, uneducated commoner and teach them enough theory to make them respected across the plane for their ability to create and combine spells-even ones utilising wildly different methods of casting.

Companions

Companion Import/Creation(100CP)
During your journeys, you have encountered many people, and may have formed bonds with them. This purchase represents a close bond with another being, to such a degree that they would willingly leave their home to journey with you. They receive 600CP to spend on purchases from this document, and you may transfer additional CP to them at a rate of 100CP of yours granting them 200CP. Freshly created companions personality, backstory, and relationship to you are up to you to decide.

Drawbacks

+0CP Edition Switcher

Should you not like the ruleset for 3.5E, you may choose to go to a world representing another edition of dnd.

+0CP Homebrew

You may choose to add any homebrew to be represented in the world. Please keep in mind that you will not necessarily be the only one with access to the homebrew…

+0CP Supplement Mode

You may utilise this jumpdoc in conjunction with another one, going to that setting instead. The setting must roughly match the theme of dnd.

+0CP Physics Modifier

DnD physics, as outlined in the rulebooks, are a mess. This modifier allows you to roughly outline how physics work in the world, whether that be matching the rulebooks completely, being essentially the same as the modern world with the exception of magic, or something else entirely.

Elemental Vulnerability(+100CP)

For some reason, you have been rendered extremely vulnerable to one kind of damage. Pick one damage type, you now take roughly twice as much damage from that as you did before. This may be taken multiple times.

Monster Bait(+100CP)

You have an unusual tendency to attract monsters. While not often life threatening, they tend to show up at inconvenient times and places.

Honourable(+100CP)

You have a strong sense of honour, and will not use underhanded tactics against your foes, instead preferring to give them a fair fight. While this is not suicidal devotion, this will hinder you in combat. On the other hand, this has far less effect outside of combat, and may leave you near entirely unaffected if you do not venture out.

Stranded+200CP

You do not start at the location you chose. You instead start somewhere in the wilderness, far from civilization. While not in immediate danger, you are quite a few days walk from the nearby village, and there have been reports of monsters in the area…

+100CP

You will wind up in a situation similar to the previously described at least once a year. While you can mitigate the threat of monsters by culling them, you will always wind up somewhat far from civilization.

Nerfed(+400CP)

All abilities more potent than what you may find here are sealed away, those that remain in scale with the setting remain usable.

Enemy(+200CP)

For some reason, you made an enemy of a somewhat powerful figure near your selected starting area. In game terms, this enemy would most likely be around level 6-10-nothing terrifying, but a definite inconvenience. At this level they most likely do not want to kill you, instead trying to ruin you. Alternatively, this may indicate that you have run afoul of local law enforcement, and should probably leave town soon.

+200CP

It appears that the enemy you made was stronger than expected, instead being around level 10-16.

+200CP The enemy you have made is truly mighty, being the equivalent of a level 20 character backed by a party around their level. Suffice it to say, you should expect a tough fight very soon.

Living Stereotype(+300CP)

You are now compelled to perform whatever racial and class stereotypes you fit-from the haughty elves to the backstabbing rogue, whatever you are is exaggerated. You are only released from this compulsion if you are in significant danger.

Explorer(+300CP)

You have a calling in your veins, an insatiable urge to venture forth into the unknown. You feel discomforted if you do not discover new things at least once a week, and have a strong preference for exploring new locations. This can be anything from delving into a lich's lair to going to a new bar.

+300CP

Your urge is now truly insatiable, leading you to spend nearly every waking moment discovering new things, whether to you or to all.

Plotbound(+400CP)

You are now entangled with what you may now recognize as the “main plot” of the campaign, joining “the party” early on in their adventure. The campaign now *starts* at a level that can challenge you, and proceeds from there. Taking this obliges you to pick a starting time and place that reflects the start of your campaign.

Ending

Well, your times in this land have come to an end. As is tradition, you have three options to choose from. Or perhaps, you are not yet done with this cosmos…

Stay Here

You may remain here, living amongst the aftermath of your adventure, for good or ill.

Go Home

You may go home, bringing the wonders of this realm to a realm unused to them.

Move on

You may continue on your journey, this adventure being but one of many you will see throughout your lifetime.

Another Tale?

Or perhaps, you feel there are roads that you wish to walk down that were denied to you on your journey. Should you wish, you may take this jump again, not receiving the 1000CP granted in the introduction.

Notes:
This is intended to be a jump for the *world* of 3.5, which will not match the game perfectly.
Chewy from Discord helped with “Expert capstone
200CP Warrior could be applied to nonslashing weapons
400CP Mage and Warrior are supposed to represent high mental and physical stats. As a side note, examples of “insanities” that the mage perk immunizes you to include addiction, internal corruption (Bloodborne’s beasts, for example), and more general mental illnesses. For the purposes of powers that feed off of/are empowered by insanity, this insanity “counts as” any other form of insanity you have encountered/encounter. Charisma was split off into the 200CP Aristocrat perk, as I felt it fit better in the manipulator tree.
400CP “Expert” is supposed to represent getting extra feats and skills, not quite happy with how it turned out though.
600CP Mage perk does not prevent the deities or demons you annoy from getting revenge, you just keep the power without the weakness. It also functions as a toggle for other perks, but I couldn’t figure out how to word that while keeping in theme. For clarity, it also functions as harmony from GFJ and Out of Context from GSA.
600CP Warrior perk still permits beneficial magic to function. Or other magic, if you want it to.
The end of the 600CP “Expert” perk may be confusing, so I’ll rephrase it with less fluff. You gradually adapt to your environment over time, becoming more and more suited to living there without reducing your other capabilities. Furthermore, if you stay in a single place long enough, you gain things similar to the lair actions from 5e. I am not immediately familiar with any equivalent in 3.5, but I feel that it matched the general theme I wanted for the perk
The refilling bag of food could provide a moral source of souls for a soul-eating monster, but they could not be used as sacrifices for rituals, or similar.
The scroll/map is inspired by Nexusverse’s racial progression scenarios. For examples of what could be expected from it, look there. You will recieve a new scroll in each jump, for whatever race you are.
What “level” you are at start is determined by perks, purchasing all perks from an origin would probably place you at around level 10-15 in a class that origin represents. This is a rough guess. Please keep in mind that, for the most part, classes and levels are a gameplay abstraction, and you are not playing the game-it is suggested that you start the jump by drafting up a character with a class to determine what you know, but that would most likely become useless going forward, as you grow and develop naturally.
The weapon of power is essentially an *actually good* item of legacy. You do not take any penalties for possessing it, do not need to perform rituals, and it grows with you far better than the weapons of legacy in the book do.
You may place the manor within the demiplane.
All purchased locations can be teleported to and from at will. For the house, this will bring you to the foyer. For the demiplane, this will teleport you to one location consistently, you may choose where. By default, this is unaffected by anti-teleportation and antimagic effects. This ability to teleport may be extended to allies at your discretion. The house connects to new locations every jump.
Items refresh 1/month

The golem follower was inspired by RikoIsLoveRikoIsLife's suggestion on discord, quoted here: "Tiny golem follower that's just an enchanted rock with a face carved on it."
You may receive the golem for free if it follows the quote
Should you wish, you may defer your 1000 starting CP to "Another Tale", starting from 0 in the present jump
You receive a new almanack every jump
The world of the reward almanack is essentially a new cosmology, unconnected to the previous
Baroque of the Designer Eyebags suggested the altar
You may import any deity to dedicate the altar to, and it will retain it's bonus to sacrifices. The little god's altar will wind up somewhere else. You may also not dedicate it to any deity, instead dedicating it at a later date, allowing the deity to follow you through jumps.
In regards to the alternate altar options, deity can be applied to any sufficiently powerful being.
Should the edition toggle be used for an edition that lacks LA, treat all races as CR 0
Blatant cheating using homebrew or physics switching is not permitted.
The 600CP Aristocrat perk does work on possession and cursed items/locations, devoured souls, or any other similar supernatural effect-mind control, fleshwarping, etc. You can direct the changes should you wish. You can also release others from this, should you wish. It could even work on technology! Items purchased with cp will receive the benefits of the perk.
Any perk affecting magic works equally well on magitech and other supernatural abilities. You'll need something else to bridge the gap for pure tech. (Tech sufficiently divorced from the norm, such as worm shards/tinkertech, counts as magitech)
Should it be relevant, you may calculate the CR for the race cost before calculating class levels, as some templates have variable CR depending on hit dice. You may decide this on a per-template basis.
Provided you are animate at the end of the jump you can move on.
Companions/followers/etc. granted by class features, feats, or similar follow from jump to jump, and may be imported into the create a companion purchase to obtain CP to spend.
Characters encountered in setting may be taken along for free should they agree to it.
Each purchase of A Class grants a class slot, similarly to gestalt, with no purchases being normal progression.
Using both the homebrew and the supplement toggles does not necessarily cause the supplemented setting to change. The same applies to the physics switcher.
Bonus for those who took the one way to get 50CP in the jump:
50CP
You receive one wondrous item of CL 4th or less
If you somehow find a scenario not covered here, figure something out. I outlined pretty much everything I can think of.