Pathfinder Jump

V 1.0

Welcome to the world of Golarion! Scattered across the land lie an innumerable number of cultures and empires. Ancient Kingdoms have risen and fallen, leaving great wealth and powerful weapons to those able to claim them. The world is wide, but much of the events of note occur in a region known as the Inner Sea, with the City at the Center of the World, Absalom, housing many great and renowned institutions, notably the Pathfinder Society. But besides the Inner Sea, there are practically endless opportunities, notably in places like Tian Xia, where a certain Varisian tavern-owner may soon find herself heir to the throne, and beyond Golarion itself, there are the planes (Independant realities separate from Golarion) and other worlds sitting beyond the great gulf between the worlds, including Earth!

What you choose to be here and what mark you choose to make is up to you. Here, take this +1000cp

-Origin

Everyone Drops-in (or not) it's not like adventurer's don't just fall out of the sky on the regular anyway, backstory or otherwise. Your call if you want your life's memories or a proper history, or if you just poof into existence one day. Retain your current sex, or change it for free if you're so inclined. You're an adult for your race, unless there's some reason you wouldn't be. Also, take this.

Larger than life [Absolutely Free] Adventurers are not average, but you, as a jumper, probably already knew that. Anyway, your class and background will give you enhanced stats to be reasonably functional at your chosen class. This won't do anything crazy to push you beyond human (or whatever race you are) limits, but you'll be better off than most people. It also gives you that sort of "Adventurer's potential" that certain people seem to have that allows them to reach the legendary heights that the heroes of the world do. (In mechanics terms, consider yourself to have a stat array of 18, 16, 14, 14, 12, 10 before racial modifiers, arranged as you see fit.)

Starting Locations

Pick any starting location for free.

Absalom

The city at the center of the world, and the hub of the Pathfinder Society. Also the home of the Starstone proving grounds.The city is an incredible trade hub, and interestingly nobody pays property taxes. Absalom is presided over by the Grand Council, headed by Lord Gyr of House Gixx. Though largely populated by humans, most races and creeds are tolerated (though acceptance varies) here due to widespread integration and trade. Beyond the city itself, the rest of the Isle of Kotors is mostly wilderness, with a few small towns on the waterfront. Additionally, there's also the mirror Shadow Absalom, located on the Plane of Shadows, to which there is a permanent portal. There, Fetchlings and undead will find themselves at home.

Sandpoint, Varisia

A small town on the Varisian coast. Home to several inns, notably the Rusty Dragon, owned by a certain potential heiress (Ameiko Kaijitsu) to a foreign throne. The town has had a recent run of bad luck, known to the locals as the "late unpleasantness", a string of events including a few noteworthy murders and the local church burning to the ground. Soon, the town will come under attack by a horde of (mostly incompetent and non-threatening) goblins. But there may be something more sinister afoot. Perhaps there's a name to be made here?

Egorian, Cheliax

The crown jewel of the Chelixan empire.Another great city in the region, you'd be able to find any number of shops, academies or any number of other points of interest. Cheliax has the reputation of literally dealing with the devil, with the government modeling Hell's efficient and ruthless hierarchy, and they firmly believe that Hell and Asmodeus serve their nation. The people are highly nationalistic, and due to the rule of law being enforced heavily, even suspected traitor's are dealt with swiftly and severely.

Oppara, Taldor

Taldor has fallen from it's height. Nobles scheme and plot against one another Oppara shows the long, intricate Taldan history in its construction and culture. Aroden's religion quickly became popular here during the golden age of the empire. But time has taken its toll and the empire pales in comparison to what it once was.

Katheer, Qadira

The Gateway to the East. The Qadrian Empire cares about two things: Wealth and Trade.The more economically minded Jumper would be wise to consider this location.

Beyond being yet another trading hub, the region is mostly desert or other arid terrain. With enough cunning and starting capital, you may find yourself a very wealthy merchant before the end of the jump.

Hostile Plane

Hell, the Abyss, the Plane of Negative energy, Abaddon or some other place hostile to mortal life. No matter which you pick, expect opposition at every turn and the natives to be none too kind. But if you're so inclined you may be able to attract the attention of a powerful patron, for good or ill. Keep in mind that if you're not careful, you may find yourself dead in very short order, and without a means of traveling across the planes, you could be stranded in a very dangerous world.

Somewhere else?

Of course, these locations are places of note. But if you had somewhere else you'd rather be, feel free. You may start in any location that a regular, untrained adult could reasonably reach. If you've got some property, either purchased here or some other jump, you can start their at your discretion.

Races

If you're so inclined, you may take any alternate racial traits that you're aware of. Doesn't cover racial feats. If you have companions, they may be any race that they can afford. Racial modifiers are relative to baseline humans.

+100 Races

These races are noticeably weaker than the free races, either due to social stigma or racism, being far below human average in a number of ways, or being otherwise hamstrung.

Gnoll

Tough, hairy creatures resembling hyena's and behaving similarly, they're generally looked down upon as brutes and savages, a reputation that isn't wholly unearned, considering they'll eat carrion, prisoners, or fallen comrades. Their tough hides provide protection, and gnolls generally have strong teamwork with other gnolls as a result of persecution from other, more "civilized" races.
+Thick hide helps protect you as impromptu armor.
+Deceptive strength and vitality
+Teamwork skills and in-group preference from other gnolls

-You'll have a hard time fitting in with more "normal" people
-Eating other humanoids is generally frowned upon
-Your friends and family (if you have any among the gnolls) will probably eat you if you die. If you choose to have a background, you'll probably have done so at least once.

Goblin

A short "person" race. Goblins are practical subhumans raised in another culture of literal people-eating. They also tend to live short, brutal lives and many are illiterate because literacy steals the words out of your head. Most goblins would seem absolutely insane to anyone else.
+Unusually fast for their short stature
+Darkvision
-Short with no other benefits
-You're likely in a culture where most other goblins will be insane (by most standards) or incredibly stupid.
-Disgusting mongrel race
-Expect at least one villain to use you or your tribe as cannon fodder

Kobold

A race of scaly, lizard-like people. They resent other races for any number of reasons, particularly those who they believe to be superior in any way. They tend to be insular and xenophobic, living in subterranean colonies.
+Scales provide some protection from damage
+Sneaky
+Gets along with each other, certain kinship with dragons
-Even shorter than halflings and gnomes
-Piss weak
-Hate and are hated by almost every other race

Orc

The brutish progenitors of half-orcs. Generally speaking, they're much stronger than other humanoids on average, but are also not as smart and are prone to violence, which earns the ire of their neighbors quite easily. They value strength above all other things, so you could just as easily take control of your local tribe by beating anyone who stands in your way into submission. Orcs have a certain, begrudging admiration for their half-breed children, despite being weaker than pure-blooded orcs, also tend to be a great deal more cunning.
+Intimidation factor

+Real Strong
+Orc Ferocity makes putting you down harder.
+Cool scars make for good stories and are an artform among Orcs.
+Darkvision
-Ugly and probably also stupid
-The same goes for the rest of your family
-Surprise, most races hate you.

Free races

Any number of regular humanoids. Nothing *too* far out of the ordinary, but many possess mildly different physiology, which typically involves a sizable improvement in lifespan over humans (not that you're likely to care about that.), specialized vision or other senses.

Human

Pretty much your bog-standard humans that you'll find just about anywhere. Humans are adaptable and learn new skills quickly. You'll pick up new skills a tiny bit quicker.
+Learns skills more quickly.
-Not many frills.

Catfolk

Pretty much exactly what you'd expect. Catfolk live for adventure, and have a high tolerance for individuality and self-expression, including any oddities or character tics that they may have. They live in hunter-gatherer communities and the wellbeing of the tribe comes first, before personal gain.
+Good reflexes
+Sharper senses, catlike grace and predator instincts, low light vision
+/- Members of your race run the gamut between full anthro-cats and catgirls. Your choice on which one you are.

Dwarf

Short, stocky and hardy, pretty much as exactly as you'd expect. Living underground all their lives, they have the natural ability to see in the dark. Most dwarves, due to their familiarity with the deep places of the earth, more easily notice and understand unusual stone and metalworking. Lastly, dwarves have a tendency to drink (a lot) and have a substantially easier time resistaning poison, the weak livers being weeded out through countless generations.
+Darkvision

+Resistance to poisons
+Familiar with stone and metalworking
+Some spell resistance
-Dwarves are seen as greedy
-Giants really hate you, for what's worth.

Elves

Lithe and graceful, the elves of the world have a strong, magical tradition, and pick up on such skills easier, as well as having a bit of an easier time overcoming a foe's defense against their spells. Due to their unique physiology, elves do not sleep and cannot be forced to do so via magic, drugs, etc. (They may be knocked unconscious as normal.) Instead of sleeping, they typically go into a trance for four hours each night, which fulfills much the same function. Elves also have sharper senses than most races, and are better adapted to seeing under the night sky.
+Magic skills
+Immunity to sleep spells and drugs
+Low-Light Vision (See further in dim but not lightless environments)
+/- Must trance instead of sleeping

Gillmen

Humans who were enslaved by a race of creatures known as the Aboleth, they were mutated in order to help them survive in the domain of their masters. Hence, the gills. Eventually the Aboleth left them behind, but Gillmen today are distrusted and distrust in kind, fearful of being put under another heel.
+Strong Swimmer
+Amphibious, can live underwater or on land
-Need to submerge yourself every day. Go too long without doing so and you'll die.

Gnome

The real short folk. Passionate and often eccentric, gnomes rarely establish societies of their own, and when they settle, they integrate into others. Curious and afflicted with a wanderlust, Gnomes find adventuring to be their calling in life. You're familiar with that feeling, right?
+Short (harder to hit in a fight)
+Illusions you employ are more effective)
+Sharper Senses (includes low-light vision)
-Short, and proportionately weaker as a result. You're still less than four feet tall no matter what.

Half-Elf

When an elf and a human love each other very much… You get this. they age quickly by Elf standards and slowly by human standards. Generally speaking you have a hard time fitting in among either humans or elves, who'll see enough of the other heritage to count you among them.
+Bonuses from being both Elf and human (Sharp senses, trancing instead of sleeping, minor learning bonus)
+Foot in both cultures can be helpful
+Slight resistance to the ailments of aging
+/- You're both an elf and a human, for any effect based on race.
-Lonely childhood (if you had one here)
-Humans and Elves may see you as a disgusting half-breed.

Half-Orc

Same as above, but Orcs instead. You're generally worse off than half-elves, considering that many other races hate orcs and you're seen as little better or even worse than a pure-blooded orc. Half-Orcs trend towards jobs that utilize their strength and intimidation, often working as security for organized crime or as mercenaries. Despite being traditional racial enemies with elves, they're often kindred spirits with Half-Elves who face similar discrimination.
+Stronk
+Intimidating
+Darkvision
+Orc ferocity makes it harder to keep you down
+/- Orc and Human for any race effect
-You're probably ugly by human standards
-People fear and hate you for your heritage

Halfling

Another short race, standing barely 3 feet tall. They have strangely good luck and a similar wanderlust to gnomes, besides being cheerful and sociable on the whole. Halflings live for good experiences and making friends, which they do well for themselves. They make loyal companions and great company.
+Sociable and good outlook on life. Boost to any social skills
+Minor luck boost
+Get in on all sorts of Tolkien Halfling jokes.

-You’re even shorter than gnomes on average and proportionately weaker than other races for the same reason.

100 cp races

These races tend to be a tiny bit more powerful than the free races. They generally have a few odd characteristics about them, and may have strange looks. Most of the more bizarre humanoids and Outsider-descended human-like creatures are covered under this section.

Aasimar

Aasimar describes humanoids that have a certain amount of Celestial blood in them, Angels, Archons, Azata, whatever. The blood manifests itself in unusual features, such as metallic hair or brilliant eyes, or something more unusual. They tend to live among human communities.
+Pretty
+Sharp senses, see in darkness
+Agreeable, minor negotiation bonus.
+Minor resistance to electricity, acid and cold.
+/- Your heritage might make you obviously something other than human
+/- Certain spells work differently on you (Spells that affect humanoids don’t work very well.)

Dhampir

The product of a vampire’s union with a mortal woman. Though technically alive, they’re said to have one foot in the grave, being injured by the positive energy that heals the living, and healed by negative energy that powers the undead.They possesses a supernatural longevity.like elves, but the daylight stings a great many of their eyes.. Shunned by society due to their heritage, many become the monsters the world sees them as, but some transcend the fate woven by their birth.
+Resistance to necromancy and negative energy, as well as an easier time resisting disease and mind-affecting abilities.
+Sharper senses
+You’re a little better at lying.
-Harmed by positive (life) energy.
-People who know what you are will probably hate you.

Drow

The darker, evil cousins of Elves, who live underground. Drow society is matriarchal, political and stratified, with each noble house having a patron demon-lord. Drow are almost invariably pragmatic and cruel, and don't regret for one second anything they do in the name of survival or advancing their agenda.
+Most of the benefits of being an elf
+Even better darkvision than most races who have it.
+Innate spell resistance
-You live in a society of manipulative, backstabbing, scheming, sociopathic demon worshippers.
-It's hard to see in daylight or other bright areas, sudden exposure briefly blinds you.
-Other races hate you. Especially elves.

Fetchling

Humans who've been trapped on the Plane of Shadows for generations are slowly changed by it, becoming Fetchlings. They appear spindly, bordering on frail, and have pale, monochromatic appearances, as the Plane of Shadow has sapped all vibrant color from them. Beyond that, they're very similar to humans in most regards.
+Shadow affinity
+Darkvision and low-light vision
+Resistance to cold and electricity
+/- Muted colors
+/- Certain spells work differently on you (Spells that affect humanoids don't work very well.)

Ifrit

Literal hotheads hailing from unions of fiery beings (such as the efreet), they typically live in desert environments. They embody fire, not just in form, but also in personality. They're flighty and impulsive, and this often gets them into trouble with the law. They cannot remain static and must continue to grow and change. Ifrit have a wide variety of appearances, but red, brass-colored or charcoal-like skin is common, and often prefer bright red, orange or yellow clothing.
+Fire affinity and resistance
+Darkvision
+/- Very difficult to pass for human
+/- Certain spells work differently on you (Spells that affect humanoids don't work very well.)
-You might've gotten in trouble with the law in the past due to your nature

Kitsune

Fox-people. Well known for their trickery and deception, they typically have two forms: that of a beautiful human, and their true fox-humanoid form, between which they can shift freely. Kitsune are also skilled in the use of enchantment magic (Charms, confusion, dominate and other mental effects.) and find any spell they cast of that sort to be more effective. Generally speaking, Kitsune only have a single human form, but for an extra 100cp, you may transform into any humanoid, allowing you to visually mimic any person you've ever seen, as well as turn into an actual fox. Kitsune may also purchase an additional tail for 100cp, with the option to grow additional tails with time and training, each one granting a new spell and making enchantment magic stronger still.

+Blends in with humans

+Enchantment (read: charms, compulsion and mind control) magic increased in effectiveness

+Low light vision

-Generally distrusted when found out to be a Kitsune instead of a human, but generally not outright hated. If that even happens.

Oread

Earth elementals, Shaitans or other spirits of the deep places and the plane of Earth will occasionally result in Oreads. Oreads typically keep to themselves and have a deep respect for the earth. Thus, they find themselves in company with Dwarves, who share the feeling. Oreads have stone-colored skin, though some may have the appearance of polished gems or some other, similar appearance.

+Darkvision

+Earth manipulation

+Acid resistance

+/- Stony exterior might make it hard to pass for human

Sylph

Mortals born from the various beings of Air. Djinn, Air elementals and the like find themselves creating Sylph down the line should they choose to sire mortal offspring.

+Air manipulation and magic comes easier to you

+Resistance to electricity

+Darkvision

+Free usage of Feather Fall

+/- Swirly wind marks and pale complexion make passing for human difficult, but doable

Tengu

The Tengu are a race of crow-men, who are generally reviled as a race of scavengers and thieves; unsurprisingly, given their resemblance to common crows. Most Tengu live in their own communities and under their tribe's banner. Those who choose to live elsewhere may find it difficult to integrate into other communities, the typical distrust causing difficulties for them.

+Enhanced eyesight
+Natural knack for languages
+You can eat carrion if you need to
-Distrusted (but not outright hated) by most races.

Tiefling

As the Aasimar are to celestial beings, Tieflings are the mortal spawn of the lower planes. Whether by Demon, Devil, Kyton or something else, they're almost universally reviled by most other races. Most tieflings succumb to their evil natures, though whether that's a consequence of the blood or persecution is anyone's guess. Like Aasimar, they quite often have a tell that they're not quite human, be it cloven hooves, a tail, horns or something similar.

+Fiendish or Unholy Magic improved
+You can have a prehensile tail if you're so inclined. Can't wield a weapon, but can retrieve light items.
+Resistance to fire, cold and electricity.
+Better at lying and sneaking around
+Darkvision
+/- Certain spells work differently on you (Spells that affect humanoids don't work very well.)
-Hated by nearly every civilized race
-Evil is literally in your blood

Undine

The mortal descendants of the plane of Water. Whether via Marid, Water Mephits or elementals specifically, these humanoids typically have a blue coloration in either their hair or skin. Undines embrace their heritage, and get along well with gnomes and elves, due to their mutual respect and curation of the seas, rivers and the like. Most Undines, unsurprisingly settle near water, and spend quite a lot of time there.

+If you can't outright breath water, you're probably a strong swimmer
+Water manipulation comes easier to you
+Cold resistance

+/- Certain spells work differently on you (Spells that affect humanoids don't work very well.)
+/- You're probably obviously not human.

300 cp races

Significantly more powerful than most races. These races often have a number of bizarre powers above and beyond what most humanoids, and are almost assuredly stronger than your average person. Most people will (rightly) hate and fear you as a result of your heritage.

Drider

Drow who have been warped through alchemy or magic into Spider-Centaurs. Upper Body of a Drow, lower body of a spider. Male driders tend to be more Tarantula like, with actual spider mandibles, whereas female driders have sleek spider-bodies and otherwise normal face and torsos, but I'll let you decide on the specifics.
+Eight legs for climbing, pretty fast on flat ground too.
+Natural armor from spider exoskeleton
+Drow Spell Resistance
+Darkvision
+Make your own spider-porn
- You're a complete and absolute monster. Don't expect to have normal interactions unless you shapeshift or something.

Gargoyle

Great, stony creatures. They often take on the appearance of the local statues over a period of many years. Gargoyle's tend not to ally themselves with anyone outside of their tribe for any significant period of time.
+Strong
+Flight
+Stony skin makes for good armor, and you'll take less damage overall as a result.
+Darkvision
+Can impersonate a statue almost indefinitely
-As with Driders, unless you transform or something, prepare to interact almost exclusively with other Gargoyles.

Other Races

If you feel the need to pick another race not listed here, you can choose that for the price of CR*50cp. You won't benefit from any gear or class levels that your new race has. Yes, this does mean you can technically become the Tarrasque if you spend [1250], but be prepared for a large number of adventurer's attempting to slay you. Similarly, choosing to be a demon or something will likely put you at the (rather minimal) mercy of those more powerful than you. Choose wisely.

Additionally, you may pay to have templates applied to your race. Increase or decrease the price as appropriate.

Classes

Pick one class that you receive for free. Additional base classes are [200] (Max 3 base classes) Perks are discounted if you have the associated class, with [100] perks being free. You may take archetype(s) if you're aware of any, but they must be compatible with one another. Fanwank a prestige class if you qualify for one.

Alchemist: The common alchemist is normally some learned individual who sits in a lab and creates the smoke-sticks, sunrods and other various utility options for adventurers. While you may possess the capability, that isn't you. Adventuring Alchemists create mutagens to enhance themselves, quickly mix chemicals into explosive weapons, and even invoke spells through the use of extracts, if he knows the right formula. An adventuring Alchemist is weaponized chemistry incarnate.

Improved Preservation.[100] Alchemists are normally limited in the number of Extracts, Mutagens and Bombs they can keep on hand at any one time. You, however, surpass them in this regard. Your various alchemical creations will never degrade, even when the chemical process that created them dictates they should, allowing you to stockpile an enormous arsenal. Additionally, your mutagens will function on others with the usual effect, but any given individual cannot benefit from more than one mutagen at a time.

Discovery! [300] Alchemists normally only make a handful of meaningful discoveries in their careers. You, on the other hand, may learn the secrets of any other Alchemist that you come across. Additionally, you'll learn new alchemical tricks at a much greater rate. Modifying your bombs to release poison instead of exploding? Trivially easy. What about cursing foes instead? Sure. Healing ailments with alchemy is good, but what about infusing actual magic into your regular brews. Or making useful potions permanent? What about reviving the dead? All of that and more are yours. Further, with enough tinkering, I'm sure you could fit other magical effects into your brews.

Mutagenic Mastery [600] Other Alchemist's work pales at your own. You gain the ability to create horrifying mutagens capable of a wide variety of fantastic effects. Stopping aging, regenerating limbs, transforming yourself into a living mummy, adding extra arms and all sorts of other bizarre effects. If you weren't already, you've become a master of mutagens, here and wherever else; if you've seen it done, you could do it yourself, probably better, too!

Antipaladin: Every once in a while, a Paladin falls from grace. They may struggle and fail to regain it, a process which could take years, circumstances depending. A 'select' few, however, fall from the light so hard and become Antipaladins. Not all are fallen, some are trained from youth to be the bringer of tyranny and ruin for the dark forces of the world. Antipaladins must place their desires above all others (save, perhaps, their dark master's), never knowingly commit charity or similar good deeds, and above all else, bring suffering and ruin to the world.

Supreme Will [100] As you are beholden to your own will alone, you may do anything as long as it advances your own agenda. Ethics, promises, rules and the like mean nothing to you when they conflict with your own ends. Certainly, you can still consider such things when push comes to shove, you see the above as only means, recognizing them only in how they may benefit you in the end.

Crushing Presence [300] As you gain strength, you exude a literal miasmic aura of death and despair. Your lessers cower at the mere thought of your wrath, and your presence is enough to erode the resolve of those who would oppose you. Your touch burns with unholy power, and you may spread any disease you have in you through it. Conveniently, you're a carrier for any disease, immune to their ravages, though you may control your infectivity to preserve your allies. Finally, you draw vitality and strength from suffering, either ambient or by your own hand. Those suffering under your diseases will fuel you, but not as much as putting them down yourself.

Unholy Might [600] The true paragon of evil stands against the light at every turn. You may call upon the forces of darkness to smite the minions of the light whenever you will it. Your resolve when facing such foes is insurmountable, granting you a mighty resilience to anything holy or good. The great evils of the world recognize your worth, and most could be convinced to deal with you (until you betray their trust.) As a result, you can call forth any fiendish minions that you can bargain or coerce into service, and they will obey you to the best of their abilities.

Barbarian: Powerful warriors, literally fuelled by their rage. They typically eschew heavier armor, preferring to use their adrenaline to shrug off injuries. When enraged, they gain an impressive boost to their strength and vitality as long as they have the stamina for it. Barbarians revel in battle and using the direct approach to defeat their foes.

Chainmail Bikini [100]: What kind of idiot would walk into battle with their entire midriff exposed to the world? What's even the point? A stray arrow would be the end of you, no matter your skill. Are aesthetics that important to you? Well, luckily, you seem to make it work. And luckily is meant in the most literal way possible. Impractically small armor never proves a hindrance to you, despite what simple logic would dictate. Those arrows simply bounce off of the bracers you wear when they should have proved a fatal shot and the enemies blade catches on the small sheet of metal covering your breast instead of the expanse of flesh surrounding it. You simply confound common sense.

Quelling Wrath [300]: Barbarians are feared wide and far. The reputation of their savagery and strength of arms proceeds them. And beyond that, they are often possessed of a fearsome visage even at a glance. The average barbarian is a grizzled, hulking mass of scars and muscle. So it is only natural that leveraging these facts is quite easy for you. With even the slightest effort, you can become almost supernaturally intimidating both in combat and in conversation. If you wish, you may appear as an unstoppable force of nature upon the battlefield or speak with a voice that tells of a barely restrained desire to rip the arm from someone's socket and beat them to death with it – and the full capacity to achieve this task. You might single-handedly rout entire groups of enemies or convince someone who could by all rights defeat you handily that you are not to be trifled with.

Rage Unbound [600]: All barbarians can draw strength from their anger – it's what makes them what they are. The sheer strength of their wrath can allow them to overcome limits faced by others and even themselves. Yet even this rage has its own limits. But then, limits have always been things that happen to other people, haven't they?

Your anger is without bounds. Your own berserk rage can continue forever, only ever burning more and more intensely as opposed to cooling down. You can trigger these bouts of uncontained rage simply by wishing to do so, feeling the white hot anger bubble up in your chest. During this, you find yourself enhanced in nearly every way. Your strength is bolstered, your endurance and tolerance for pain are pushed through the roof, and you can move faster than many can react. But it is not limited simply to

your physical form – all aspects of your being, including any powers or magic you may possess are increased proportionately to their existing strength. Such a frenzy will continue either until you are knocked unconscious, somehow calmed by the words or enchantments of another, or you summon up the will to calm yourself. And the longer you sustain such a fury, the more powerful the benefits shall grow. Though of course, you will lose all of these benefits after the rage subsides… and fatigue will quickly move to take its place.

Bard: Travelers who work magic through the use of their artistic talents. Their music can have a number of effects on those they ensorcel. Inspiring Courage in their allies, striking fear into enemies or used for mass hypnosis, any of these and more are possible. Besides that, they have some skill in light weapons and minor magics, as well as their wide breadth of experience making them learned on many topics.

Old Song And Dance [100]: The thing that separates a bard from a common minstrel is that some of their music is magical. The thrumming, deep powers that pervade all the universe, those of arcane magic, are entwined within every note of these deeply enchanting songs. This can allow the bard to have direct and visible effects on the world around them as they play these tunes. But you understand that all music is magical… some just not so much as others. You are capable of infusing minor magic within any music you personally create, allowing you to have subtle but profound effects on those listening as well as allowing you to make any music sound as if performed by a master of the art… even if you're making it up as you go along on an instrument you've never played.

Tall Tales Told [300]: Bards are keepers of lore and story. Not lore as the dusty tomes of monks and wizards, however. Myth and legend as well as history are spread far and wide by wandering bards, entertaining common folk and adventurers in many a tavern across the land. Of course, not every tale is preserved perfectly. And some of them are downright boring. So it's only natural that stories suffer a little growth and embellishment in the retelling. But the weight of the performance given by a skilled bard makes you want to believe their tales as you hang on every word. And really, isn't that enough? For you, this is particularly true. Tales of your deeds and accomplishments grow wildly out of proportion while still finding widespread belief from those who hear them. Those half a dozen bandits you slew become an entire legion of rebels you defeated single handedly. That imp you banished with a well-placed spell becomes a prince of hell outwitted by your clever mind. In the minds of most, you will stand eye-to-eye with figures of myth and legend.

The Face [600]: Sometimes, nothing is quite so effective as the right words. And often, those words are not the incantation of a spell, but rather simple conversation. Nations are forged and broken by the power of words, heroes are made and laid low by just the right turn of phrase. History has shown time and time again the weight inherent in a tongue made of silver. How fortunate, then, that your tongue is made of gold. Be it in manipulation, diplomacy, or making a barmaid blush, there are few in this world who can match your silken words. Given time, there is almost nothing you cannot convince someone to do. Within reason, of course… or at least mostly -- with your honeyed words, a great many unreasonable things may begin to seem all too reasonable.

Cavalier: Certain warriors, rather than spending much of their time perfecting the art of war, dedicate themselves to a cause, ideal or order. A cavalier is one such warrior, and draws strength from his oaths and ideals. Cavalier's focus mainly on mounted combat when on the front lines, and when not fighting directly, will advance their causes through speech, diplomacy or other such methods.

Superior Steed [100] Nearly all cavaliers have the service of a loyal mount, in whatever form that takes. In addition to the requisite riding skills, you now possess a telepathic link with your mount of choice, and even if they are not sapient, they will fight with you as well as any intelligent creature. In addition, your mount cannot be compelled to act against you against either of your wills, further, you'll find that your combat abilities while mounted will receive a moderate boost.

Expert Strategist [300] Cavalier's prove their worth in a war. But not just on the battlefield, oftentimes they can prevail before the battle even begins, through the use of superior tactics and battle plans. You possess similar skills in wars and tactics, able to outmaneuver lesser foes. Moreover, you'll find other, less direct warfare (in say, politics) or other subversive plots are similarly improved. You'll also have a vague idea of your foes plans and what role you might be playing in them otherwise unwittingly.

Rousing Presence [600] The greatest of Cavaliers are able to inspire their allies and comrades, allowing them to work and fight harder, allowing them to shift the tides of battle in their favor just by being there. Allies and your underlings, when you're present, will push through injuries and pain, reaching nigh-indomitable levels of willpower to achieve your collective ends. Everyone under your banner receives an even greater boost if doing so advances your cause.

Cleric: Many are called to serve their god. Clerics are simply the most devoted and are granted divine magic to exercise and accomplish their deities will. Clerics are not

required to answer to a specific deity, instead having sufficient faith and devotion to a philosophy or aspect to achieve the same abilities. Clerics may heal the living and repel the undead, or vice versa. Clerics pray for spells each day, and in addition to what's available to any cleric, they also have access to domains aspects of the deities areas of concern, over which the cleric has specialized in and gains additional abilities. Beware, Clerics must faithfully serve their god's agenda, lest they are stripped of their abilities.

Ear of the Divine [100]: The gods are worshipped by many, and the most popular gods are always inundated with a caconophy of prayers. Desperate pleas for help, choirs singing their praises, someone hitting their finger with a hammer – that type of thing. But you are not some peasant praying for rain or something so mundane. You are a Cleric, a holy man, a living conduit of divine power. And when you pray to a deity, your voice is the sound of thunder amongst the rain of other prayers and it will never go unheard. This extends to any other beings that can hear prayers, not just your own god. Something about your inner voice is simply impossible to ignore, even if such a being were actively attempting to tune out prayers.

Will of the Gods [300]: In a world where gods are an active presence in the land and their servants walk about healing the sick and smiting heathens, it is not hard to convince the common folk to venerate them. For you, this is particularly true. Just interacting with people in a positive light will cause most you meet to start adapting your ideals and beliefs. Something more extreme such as saving them from a grisly fate at the hands of a monster or raising their child from the grave would likely cause most to drop to their knees and convert to your religion on the spot.

Holy Man [600]: No mere priest are you. You are a living avatar of the god or concept that you worship. All those who look upon you can instantly see that you are more than a man of flesh and blood, you are an icon, a living saint. Were you to worship a god of the sun, all who saw you could tell that you burned with your god's light and you could summon an aura of sunlight to literally burn with glorious incandescence.

Furthermore, you overflow with divine energy. Without even channeling energy, your mere touch can heal minor wounds or repel the undead. And your domain spells can be cast at will as often and as many times as you wish without preparing them, so long as you are capable of casting spells of the level of the domain spell you wish to cast. Finally, you can create copies of your holy symbol and favored weapon at will which will remain in existence so long as you are in contact with them but will slowly fade away otherwise.

Druid: The protectors and guardians of Nature. Druids, like clerics, prepare spells in advance, usually during a prayer or meditation session. Druids are capable stewards, effortlessly traversing through natural terrain and may take on the forms of the wild, in addition to their magic. Many druids also take on an animal charge, who becomes a loyal companion. Druids may not wear metal armor or use metal weapons, nor can she teach the secret druidic tongue to others.

Shapechanger [100]: All druids eventually learn to wear the shapes of wild beasts, able to become as though majestic creatures they guard and shepherd as servants of nature. You have taken this ability and learned to apply it not only to yourself, but to others as well. After all, if it is possible for you to change your form, why shouldn't it be possible for you to change the forms of others? You can temporarily transform another person into any animal you can become, with a touch. Though it should be noted that it is possible for the person in question to attempt to resist such a transformation.

The Hills Have Eyes [300]: To be a druid is to become one with nature – or at least as close as is possible. You have learned a unique skill, allowing you to meld your mind with that of the natural world around you. By taking a moment to focus, you can allow your consciousness to drift away from your body and attach to any plant or unintelligent wild beast within a 5 mile radius. Doing so allows you to perceive the world around the plant or animal for as long as you remain focused on doing so and they remain within the allotted range. If you deem it truly necessary, you can even fully leave your body behind, possessing and gaining full control the animal or plant you are attached to. If it is a plant, the nature magic you are in tune with suffuses it, animating it for so long as you remain.

Lord of the Land [600 CP]: Druids are one and all guardians and servants of nature and its balance. But you are not merely a servant of nature, you are nobility among the greatest beasts and spirits of the wild. In your soul courses the primal beat of the song of nature, marking you as its companion and guide. Where other druids may learn spells to call upon aspects of nature’s fury, you can simply ask it for help as a dear friend. Ask the ground to quake, the rivers to flood, the harvest to grow, or the beasts of the field forest to come to your aid and it shall be so. Of course, this does have its limits. The larger or more unnatural the occurrence you ask for, the more difficult it will be to rouse nature to your call. It is far easier to call a storm on a cloudy day or ask a predator to fight than a beast of burden to attack… and nature will be loathe to take actions that significantly harm itself, such as causing a forest fire, unless such an action is necessary.

Fighter: Classically trained men and women, who spend entire lifetimes honing their combat abilities. Fighter's boast incredible skill in all different kinds of combat. Many choose to specialize in particular weapons or styles that suit their fancy. Fighters take up the sword (or bow, or what have you) for any number of reasons, but nonetheless respect the art of combat.

Iron Will [100]: Those possessed of sift wills do not make good adventurers. Certainly, they do not make effective warriors. But that is not something that should concern you, for your will is most certainly not weak. No, you possess a steely will that is near unbreakable. Temptation and vice can be easily dismissed, while attempts to torture your flesh or wrest control of your mind and soul would be truly difficult tasks even for those well versed in such things.

Steel And Flesh [300]: This is a world where the power of the arcane and the divine suffuse every inch of reality. Where wizards cast spells that shake the world and dragons breath fire that burns down legions of men. However, despite all of that, there remain men and women possessed only of will and blade who have accomplished deeds as great as any wielder of supernatural power. If you possess the drive and ambition to do so, you may count yourself among these figures spoken of in awe. For when you face down foes who wield supernaturally great powers or monsters infused with magic, you find yourself with luck smiling upon you to nearly absurd degrees.

Mages will make mistakes in the casting of their spells that weaken them, or perhaps even cause them to fail outright or even backfire. The arrow enchanted to always strike true may be foiled as something crashes into it before it reaches your heart. The sword that can cut through anything perhaps makes only a glancing blow on your armor. The dragon's breath is slightly off its mark, singing your hair instead of boiling your skin.

This is far from enough to render you invincible when facing the supernatural… but it does go a long way to evening the playing field.

Lord of War [600]: Any fool can pick up a sword and swing it at their enemies. Perhaps, with time, they may even prove competent at it. If they survive long enough, they may even find they have become a renowned master. But the art of war involves so much more than the clash of steel; it is the clash of the brilliance found in the mind of tacticians. And such brilliance cannot be learned in the way that swinging a blade can – not really. Oh, a man might learn to bark orders troops, to stay in position or to advance. But he is simply parroting those who truly see the inner workings of the grand clock of war. Such men and women born with innate brilliance, who can see the slightest

opening in the enemy's forces and command their troops to take advantage of it. Who can see what moves the enemy will make before they even begin to make them. Who can decide the fate of a battle before a single blade is drawn. That is what true understanding of the art of war entails. And that is a brilliance that you possess.

Gunslinger: A relative newcomer to the world are the black powder firearms, and the few who wield them. Gunslinger's are something of wild cards, relying on trick shots, creative applications and good old-fashioned daring to pull their weight.

Reliable Guns[100cp] A luxury in this place, to be sure. You'll never need to worry about your powder getting wet after a swim, or your guns jamming or misfiring ever again. That stuff doesn't make you look cool. Additionally, you'll find that your equipment in general requires less upkeep to remain functional, and what upkeep it does require will be less labor intensive.

Do you feel lucky? [300] Gunslinger's thrive on performing the daredevil acts that others would balk at. Incredibly brave (or incredibly stupid) acts aren't as dangerous as they seem, but only when you do them. You've got the inherent, wily instinct that'll allow you to make the split-second decisions and the gut to know which risks to take in a fight. Additionally, whenever you take such a ballsy risk, you'll look much cooler when you succeed. Enough to inspire awe and admiration, at least.

Insane Skills [600] You're quite the marksman aren't ya, partner? It's honestly ridiculous the things you're able to do with guns. A mastery of trigonometry to ricochet bullets multiple times to hit their mark, shooting multiple targets with single shots, sniping with a handgun (even the shitty ones around here.), parrying incoming projectiles with your own and any other number of crazy marksmanship feats are now within your realm of ability.

Inquisitor: Another servant of the gods. Inquisitors use their wits and cunning to destroy the enemies of the faith. Suspicious of others, almost to a fault, they have incredible intuition towards destroying the enemies of their gods, answering only to their god and whatever sense of justice they have.

Detect Heresy [100] Inquisitor's traditionally have been tasked with rooting out heresy, corruption in the church and similar problems, for the good of the people and for the will of their gods. In order to do this, you would ordinarily need investigation, evidence and tips in order to even be aware of these goings on, much less prove them. You know possesses a sort of sixth sense in detecting heresy or other violations of oaths sworn to

an organization. Mind you, you won't be able to go around randomly accusing anyone of anything have it be taken as absolute proof, but it'll at least put you on the trail, assuming there is one. You may even have better luck in gathering evidence of such crimes.

What Must Be Done [300]: Occasionally, unsavory or difficult tasks that conflict with the tenants of a religion becomes necessary. As an Inquisitor, the responsibility to make sure these tasks are completed falls on you. Other members of your religion may not like it… but they accept it. After all, sometimes hands need to be dirtied and as long as it's not theirs, then it's really none of their concern, you know? And besides, Inquisitors wield divine magic granted directly to them, so who are they to act in opposition to a man granted providence by their god?

Similar understands seem to follow you to any other organizations you become a part of. So long as you are acting in their best interest or performing tasks deemed necessary, actions you take that would be unforgivable if undertaken by nearly anyone else can be… overlooked. Of course, there are limits to this, but you are unlikely to find them unless you clearly abuse your privileged position.

Judge, Jury and Executioner [600] All Inquisitor's can pronounce divine judgment on their foes. You have an uncanny knack for this particular ability, and may pronounce such judgments as often as you will it. Specific Judgments include piercing the defenses of evil creatures if you (or your deity) are good or vice versa, with the same applying to lawful or chaotic creatures, bestowing protection on allies or the innocent, cleansing harmful influences (in body, mind or soul), gaining greater willpower, making your blows more likely to strike true and other such feats.

Kineticist: Masters of manipulating raw elemental powers. Kineticists are usually on their own for discovering their powers, since their unique talents aren't inherited or acquired through study, and many choose to strike out on their own as a result.

Elemental Mastery [100] Your affinity for the elements affords you many advantages. With any elemental ability that you have at least minor proficiency with, the element in question will follow your will. Fire won't burn you unless you permit it, mud, quicksand and water will give way to temporary stepping stones with the proper skill, and the rain will never fall into your eyes or the wind mess your hair. The elements seem to conspire to make their master's life just a touch easier.

Feel the Burn [300] Normally, a Kineticist can empower their abilities by accepting additional strain and stress on their body. Ordinarily, there's a finite amount of stress that you can acquire this way, but you may accept as much injury and strain as you can bear in order to fuel your powers to otherwise unheard of heights. Additionally, the injuries and stress you receive as a result of this can be magically cured (which is atypical for Kineticists), and you have a grasp of how much burn can be accepted before you cause yourself permanent injury.

Elemental Body [600] At the apex of your mastery of the elements, you may freely transform yourself into an elemental, composed of one or more of your mastered forces. The elements now bow to your will, and will defend you automatically. Additionally, you may consume elements in the environment in order to heal your injuries and restore your stamina, though it may require a significant amount to achieve noticeable effects.

Magus: Most users of magic eschew study of the arts of war. Magi, on the other hand, blend the mystical and martial arts, combining them into a cohesive whole. Often wielding a weapon in one hand, leaving the other free to cast spells, they may opt to channel their magic through their weapon to fantastic effect.

Magic Touch [100] Magi typically have a pool of raw arcane energy, that they may draw upon to enhance their weapons for short periods of time, allowing the to benefit from a number of common enhancements to weapons. Instead, you require no expenditure of energy to do so, and may freely shift the weapon's enchantment to any commonly found in this world.. Additionally, while heavy armor greatly hinders arcane spellcasting (due to mucking up hand gestures) you will never suffer from such annoyances. Lastly, weapons and armor are at least mildly magical as long as you are holding them, and you'll find it easier to add permanent enchantments to any such items.This grants (or at least, will help obtain) the know-how necessary to use these enchantments. If you're persistent, you could learn to add other, non-native enchantments using this ability, but it'll take more practice.

Knowledge Pool [300] Most arcane spellcasters are limited to spells they actually know (or have recorded in their preferred medium) However, you may temporarily learn any spell you could cast simply by seeing it, either in use or in written form. Granted, these learned spells only last until the end of the day, but it could be useful to you in a pinch. Certainly, if you have enough time, you could jot it down for future use.

True Battlemage [600] The greatest Magi don't even need to think to channel their spells through their weapons. Whenever you use your magic in combat, your

concentration cannot be broken. Both spell and weapon will strike true and go much farther to pierce whatever defenses your foes may have. If you ever find yourself in melee with an enemy spellcaster, you may expend some of your magic energy to counter their spellcasting as you strike.

Medium: ~~Renting your body for fun and profit~~ Mediums channel the spirits to gain power. Simply put, the Medium performs seances every day to invite a local spirit into themselves. Though empowered by the spirits, the Medium may be influenced or controlled.

Spirit Negotiator [100] It would be very difficult to invite the spirit to inhabit your body and lend you it's aid if you couldn't speak to it, and dangerous to do so if you couldn't negotiate terms with it. Now, you'll find whenever there are spirits around that are capable of intelligent communication, they are at least willing to hear you out instead of attacking you on sight. Confer's no benefit to actually negotiate better deals with the ghosts, but does give you the ability to at least communicate with a given spirit, if it can do so.

Spectral Clout [300] Spirits not only inhabit and suffuse your body, but now, you may command the local spirits to do your bidding. Spirits, ghosts and other such beings in your vicinity bend to your will, as long as you prove yourself their superior. The greater the difference in power, the more influence you may exert over them, and the greater favors you can extort before they forsake you or turn against you.

Soul Mastery [600] The spirits may never command you! You resist any controlling influence on your mind or soul with ease, and your body may be a vessel for an incredible number of spirits, allowing you to bring to bear the might of many at once. Additionally, you may also conjure an image of the spirits you've contacted in previous worlds to aid you, though they must've been willing (or at least able to be coerced into service) in order for the image to be of any significant use to you. But at the very least, most will be able to answer questions to the best of their ability.

Mesmerist: These lot excel at using their psychic abilities to command and control others for their own ends. Merely meeting the eyes of a mesmerist can see an individual falling under their spell, and frequently become the center of cults, though their talents may have darker uses still.

Beguiler [100] There's just something about you. The way you carry yourself, the way you speak and gesture that draws people to you. It makes people trust you, almost on

an instinctual level. You'll find that those who trust you can be lied to and manipulated so easily, and even when confronted with evidence, they'll rationalize it, believing you only had the best intentions.

Hexing Gaze [300] Normal beguilers can implant suggestions with a look, swaying their lessers just by locking eyes. A neat trick, to be sure, but you've taken it to an art-form. Now, whenever you meet another's gaze, you can silently apply magical effects to your intended target, helpful or harmful, though it works best for illusion or mind-control effects.

Absolute Control [600] The weak willed follow your command's nearly absolutely, attracted and controlled by your mere presence instead with a gaze. Were you to speak in public, you could ensnare a crowd. Moreover, the strong willed find that even their resolve against you eroding, and with the new ability to layer mind-control effects, you could break even them with relative ease, as their mind is worn away by your overpowering will until it finally gives way to your commands.

Monk: Martial Artists, may or may not be of a particular religious bend. Strict adherence to tradition, as well as plenty of discipline and training has enabled the Monks to become potent warriors in their own right, enough to rival the more traditional sort with just their bare fists. Additionally, their quest for self-perfection has given them a number of superhuman abilities.

Agility [100] Monks typically eschew weapons and armor, preferring dodging and artful movement to relying on protective equipment. Whenever you're not relying on gear external to your body, you'll find yourself lighter on your feet, more easily able to avoid an incoming blow, your reflexes are a bit quicker and your body feels all around more responsive.

Ascetic's Ways.[300] The road of the monk is not one taken lightly, nor is it one you could consider easy. You give up a few things along the way, but what good thing was ever gained without some sacrifice and pain? The ascetic's ways have empowered you, giving you immunity to poisons, disease and aging. As long as you live you'll never suffer such frailties. Additionally, all Monks have a small Ki pool, with which to augment their strikes. Yours is vast even by a master's standards, and you regain your stamina with just a few minutes rest.

Perfection of Self [600] The end-game of most Monks, and a simple, admirable goal at that. So many orders will study for entire lifetimes and never reach this peak, but you've

succeeded and surpassed the limit. Many monks have supernatural abilities, but yours are above and beyond. Hostile magics will struggle to injure you, you may become incorporeal and ghostly at will, and you may duplicate a wide array of magical effects thanks to your bodily mastery. With continued training and effort, you could gain even more fantastic powers as your body reaches greater and greater heights.

Ninja: An assassin by another name. Masters of stealth, infiltration and the like, they're often contracted out as hitmen or spies. Similarly to Monks, they have supernatural reserves of energy with which they perform fantastic feats.

Sneaky [100] It's part of the Ninja gig. Whenever you're trying to remain hidden, you're overall more aware of your actions and how to maintain your cover. You're far less likely to snap twigs or take similar action that'd alert your quarry to your presence.

Improvise [300] You won't always have the tools to do your job, or what you do have may not be ideal. But the best Ninjas make do with what they have. Scarves as garrotes, some quick chemistry to create poison or smoke bombs, or quickly putting together a trap. You've also got a bit of a knack for turning everyday objects into lethal weapons at a moments notice, using them creatively to deadly effect.

Ninja Arts [600] Beyond the above, you've gained the ability to do all sorts of fantastic things. Your study of anatomy allows you to inflict horrific wounds that resist healing, know all the right places and ways to poison someone for greatest effect, or to kill silently. Similarly, your use of Ki is greatly enhanced over other Ninjas, allowing you to use all of the ninja tricks that require it longer, more frequently and to greater effect. Tricks such as forming blades out of shadow, walking through walls and cloaking yourself in shadows to become invisible.

Occultist: Scholars of the world, Occultists focus on the supernatural energy that exists all around them. They prefer to work with magical "implements", but just as often, they are merely a focus for the Occultist's own abilities. They seek to understand the magic of the world, and the items in it are as valuable as books, containing great wealth in knowledge and history.

Remnants [100] A certain talent you've picked up, you can read the psychic resonance left in items more accurately than most. You could take a broken board from a cart, and not only learn when the cart passed and how the board came to lay, but where the owner was days before, the cargo, and so on. To you, everyday items contain a surprisingly amount of information, but not all of it necessarily useful.

Intuition [300] Your experience with magical items has given you a certain understanding of them, what their purpose might be, how they might work, and at least a general understanding of how to use them. Even handling an item briefly, you'll glean at least a little useful information about one of these topics, and using any given item a few times will allow you to learn an item's secrets in short order.

Internalized Implements [600] At the apex of your ability, you came to the realization: implements are merely just a vehicle for your own abilities. Not only do you no longer require implements or the focus invested in them, you may now siphon off the power of magical items and make it your own. The items in question will still function, but you no longer need them to access their effects, though you must supply the energy yourself.

Oracle: Not all divine servants are formally ordained. Some brush with the divine or happenstance such as illness or injury causes them to see the truth. Oracles are the product of such events. All Oracles are cursed in some fashion, but as they advance in their magical abilities, the curse brings its own gifts. Sensory impaired Oracles may find their other senses heightened beyond mortal limits or gaining a new sense (Tremorsense is common in deaf oracles.) Each Oracle has a specific mystery that they are touched by that determines their abilities. Your Oracle Curse becomes toggleable post-jump, though with Blessed, Not Cursed, if you keep your curse off you'll find your growth in it's boons signficantly stunted.

Revelation [100] Each Oracle, as they grow in experience and power, gradually learns new abilities. Whatever the source of their powers grants them new abilities. They may find themselves learning new spells or gaining additional applications of existing powers, but whatever it is, it broadens their skill set slightly as they continue to grow. An Oracle may even see non-Oracle powers increase in scope, and they find themselves a bit more able to find creative applications of an existing ability.

Blessed, Not Cursed [300]: You did not choose to become an Oracle. Through no permission of yours, forces beyond your knowing chose to empower you, granting you insight into some fundamental nature of reality. But such exaltation is never without a price. Every Oracle suffers a curse that mirrors the blessings granted to them… and many feel, greatly outweigh them. You may have been rendered blind or had you mind tainted with the madness of some primordial darkness.

Whatever the case may be, there is always hope. As an Oracle grows in power, they often find their abilities begin to counteract their curse. A blind Oracle, for instance, may

find herself able to inherently sense the world around her. But in your case, the curse will continue to atrophy, gradually fading as time passes and your power grows. They will never truly vanish, but it will come so close as to be irrelevant. And it is not only your abilities as an Oracle that are so affected, but any other powers or abilities you have, you will find that their downsides also continue to shrink into negligence over time.

Exalted [600]: You were chosen by forces you do not know for reasons beyond your understanding to fulfill a purpose that has not been illuminated to you. Many Oracles never gain answers to these mysteries. Many more never seek them to begin with. Yet the fact remains that for some reason, they were chosen. In your case, there is simply something about you. The forces that empowered you likely did not fully understand the reason either, but you very essence is as a bright light in a vast darkness. You find yourself a lightning rod for blessings and boons granted by great or powerful beings.

Be it unfathomable gods on high or the kings of men, those with power will find themselves looking to empower you. Oh , most of them will not do so purely out of generosity -- if any do so at all. They will have their own agendas and schemes in which they seek to make you a valuable piece. But of course… many will learn that if they are not careful, their hand may be bitten even as it feeds you. (Yes, you can be blessed with other Mysteries.)

Paladin: Warriors devoted to righteousness, the Paladin protects the weak and destroys the wicked. Their devotion is so great that they literally radiate goodness and serve as symbols of hope to their allies. The most powerful and righteous Paladins also gain some minor spells to better aid them in their goals, as well as protective auras to shield them and their comrades. Paladins must adhere to the tenets of the law and goodness or else they fall, losing any supernaturals until they atone for their misdeeds.

Oathkeeper [100]: A paladin draws their strength from an Oath taken upon the true start of their journey. A covenant with a god to be a holy crusader, a force for good. And if a paladin breaks this oath, they lose much of their power. As such, it would take truly dire straits for a paladin to betray a such a dear promise, forged from their most closely-held beliefs. And in this, steadfast honor, you can place such restrictions on others. Whenever you are witness to a promise, oath, or contract, you may choose to sanctify it. If such a deal is broken, the offending party will face consequences for their actions based upon the severity of the betrayal and the scope of the contract. Someone betraying the trust of a friend may simply find themselves with a run of bad luck, but an emperor who defies a deal made in good faith and costs the lives of thousands would likely see their kingdom suffer greatly.

Good Triumphs Over Evil [300]: As a paladin, it is your duty to stand as a paragon of good, lighting a flame of hope within the hearts of the innocent… and one of fear in those of the wicked. And when you fulfill this role, protecting the weak and the innocent, standing strong against the darkness of the world, you will find yourself bolstered. Lady luck will smile on you just a little more, you blade shall be ever so slightly sharper, your wits quickened the tiniest amount. When you seek to spread the light, you shall do so, those you stand for will find hope and inspiration, where the foul and dark-hearted will find themselves growing more terrified of you as you defy them.

JUSTICE [600]: As a paladin, you are the sword of your god. Their instrument of justice upon this world. It is your duty to seek out and smite heathens and sinners wherever they are to be found, protecting the weak and the innocent with honor and piety. To do this, you god has granted you a number of divine abilities. But you are particularly favored even amongst paladins. The divine power that suffuses you is without end, the stream never running dry. Where other paladins can only call on their god to heal others or smite the wicked a few times per day, you may do so as many times as is necessary.

Finally, the power strengthens and protects your form, granting you greater resilience and strength and allowing you to heal rapidly as well as allowing you to resist magic - particularly dark magics of the arcane or that of evil deities and infernal beings.

Psychic: Rather than studying tomes, worship or in-born talent, the Psychic unlocks their power through their minds and force of will. There are several different disciplines to do so, the different methods offering their own benefits. Controlling shadows, perfection of the body, even harnessing technology to enhance your psychic abilities. But whichever discipline you choose, it will have a profound impact on your newfound abilities.

Mental stability [100] Ordinarily, Psychic spells require a still mind, else the extreme emotions can cause the spell to fail or otherwise go awry. Through your training, you've gained an innate resistance to the emotional extremes. Overwhelming fear, anger or sorrow or other such emotions will not impair your mental functions any longer.

Expanded repertoire [300] Though all Psychics learn their abilities through the varying disciplines. You, however, are able to learn to channel your own abilities to learn the powers from outside of your own discipline, taking the best of each of them. Further, you can continue learning more psychic powers from other sources, though (at least

initially) you may not be able to match another setting's psychics for raw power in their own styles.

Mind Magic [600] Psychics ordinarily have a well of power, with which they can enhance their abilities, but above that, you may now enhance any of your abilities with the power of your mind. Magic empowered by psychic force, throwing punches with extra telekinetic force, guiding projectiles with telekinesis and more. You will also find the well of psychic energy inside of you greatly enhanced as well, and will continue to grow as your mental facilities do.

Ranger: Hunters of any stripe. Bounty, game, monsters, it's unimportant. Hunters simply do what comes naturally to them. Blessed with minor spellcasting to assist them, most hunters specialize in a few specific types of creatures to aid them in their chosen endeavors.

Run, But Not Hide [100]: All rangers are master trackers, able to follow trails that most would never even be able to find. But you take this a step further than even the supernatural skills other rangers can attain. Simply by focusing on a specific creature that you have interacted with in the past, you can feel a pull in their general direction, no matter where they are. Once you are within a hundred feet of them, you feel a jolt alerting you of their immediate presence.

Apex [300]: A ranger is a predator. But unlike the beasts of the wild who wield fury, fangs, and claws, your favored weapon is one far more dangerous: knowledge. Knowledge of your prey. Their habits and their homes -- and more importantly, their weaknesses. When you set your sights upon a target, information about them, particularly any chinks in their armor or weaknesses to be exploited, quickly and easily become apparent. Even just a glance would glean much useful information and prolonged study would grant such understanding that you can practically predict any move they will make and see just the path needed to defeat them.

Beast Mastery [600 CP]:Most rangers can only bond with a single animal companion. You're ability to command the beasts of the wild is greatly enhanced, and you may have that deep, meaningful connection to as many animals as you're capable of managing. Animal is a fairly loose definition, and you'll be able to bond with and command greater wild beasts. At the height of this ability, this could extend to dinosaurs, whales, or perhaps even aliens! Won't help you control sentient fauna, but anything below that threshold is fair game.

Rogue: Living on the outskirts of society, Rogues pick up a wide variety of skills to eke out a living. From combat, stealth, assassination, theft, information brokering and more, rogues are nothing if not versatile, cunningly and pragmatic.

Perfect Roll [100]: There are fools who would knowingly attempt to withstand damage instead of simply avoiding it in the first place. Why anyone would do so, even for minor damage, is simply beyond you. Why take the risk? Well you don't. You will do what you can to dodge attacks every time. And for you, there is a lot you can do. In fact, your ability to avoid attacks through a mix of skill, agility, and no small amount of luck approaches the absurd. Attacks from a skilled swordsman, a volley of arrows, a fireball exploding feet from you, it can all be dodged. Of course, it's not easy and sometimes it simply isn't possible even for you. But what is possible for you encompasses a lot more for you than it does for others.

A Devil's Own Luck [300]: In a world where luck is a real force governed by fickle beings all too easy to offend, it pays to be able to make your own. And boy do you. Your runs of fortune can at times border on the absurd. Perhaps an entire volley of arrows simply… miss altogether. Or one of them might hit in a superficial spot that leaves you with a ruggedly attractive scar when it heals. Maybe that key you found half-covered in dirt will unlock a chest found deep in a dungeon later in your journey. Though this is far from infallible and if you find yourself relying on it, may just be the end of your story. As well, it is still hardly wise to offend the Lady Luck; she may not be able to curse you with the misfortune others who earn her ire would face, but she could at least cancel out your serendipity.

Thief of Legend [600]: All that exists can be taken. No matter the safeguards and precautions in place, nothing can be so perfectly protected that it is impossible to be stolen. From a few copper coins in the pocket of a merchant to the fire of the gods perched in heaven, the right thief is all it takes. And you are just that thief. It will certainly not always be easy – though easier for you than most any other – but given sufficient time, you can create and carry through a plan to pilfer any treasure which you can find. All traps can be bypassed or disarmed, all spells dispelled or prevented from activating. When your eyes are set upon a gleaming prize, nothing shall stand in your way forever.

Samurai: Honorable warriors of old, who bind themselves in service to a lord or an ideal. Similarly to Cavaliers, they swear themselves to orders and dedicate themselves to such causes.

Challenge [100] You're exceptionally skilled in single combat. Without needing to worry about anyone beside your foe, you can focus entirely on defeating them. Whenever you face only one foe, you'll strike harder and receive fewer injuries as your focus heightens and you enter a sort of battle-trance.

Weapon Mastery [300] Each Samurai has their preferred weapons, with which they are particularly skilled with. Beyond that, you have your favorites. Whenever you use your unique weapons, you'll gain a marked increase in ability, simply through your incredible practice and familiarity. You're similarly able to instruct others to use their personal weapons to greater effect, and may eventually learn (and teach!) entirely new styles.

Unshakeable Resolve [600] Your will is nigh unbreakable when fighting for your cause. You'll shake off blows that would easily kill your lessers. You'll keep on fighting until the battle is won (or you're utterly annihilated), wounds short of dismemberment will have no effect on you. You just plain won't break when your cause is threatened, and both friend and foe will view you as a paragon; your allies will become emboldened and attempt to imitate you (to varying success) and foes will fear your might.

Shifter: In some ways, they are like Druids, guardians of Nature, life and the like. However, Shifter's differ in that they prefer to take on the animal aspects and focus on the transformations, either in spirit or in body, to achieve their goals.

Animal Aspects [100] The very basic skills of the Shifter involve taking on the nature of the animals, mimicking them and to utilize their strengths. The connection lies in your soul, and beyond the normal benefits of taking on the bull's strength or the monkey's agility, you'll be able to communicate freely with animals of the same type. They'll be inclined to listen to you and heed your words, and will often assist you in whatever ways they are able.

Chimeric [300] The strength of a bear or the flight of the birds. Certainly useful, but sometimes it just isn't enough. Sometimes, you'll need to be two animals at once. You're able to seamlessly meld different parts of animals into a coherent and functional form. Ordinarily, this'd be difficult (and in many cases, useless.), but for someone like you, such changes come naturally. As you continue to grow in strength, you'll be able to tack on additional changes, creating many unique, hybridized forms to suit your needs.

Skinwalker [600 CP]: Shifter's are able to transform into beasts. But for you, such is not enough. You, however, have amplified your shapeshifting abilities to such a great extent that you are no longer limited to becoming mere beasts. Sure, it may be useful to take

the form of a wolf or bear occasionally, but it hardly makes you invincible. No, you are much more dangerous than that. You have learned to take the shape of any of your prey. Any being you personally slay, no matter their nature, you can transform into.

Sorcerer: Born of magic instead of learning it, sorcerers command powers that many others would require years of study to replicate. Be it from dragons, age-old pacts with the infernal, being fate's favored, a scion of humanities accomplishments or just the latest child prodigy in a long line of wizards.

Sorcerers obtain their power from their magical heritage. Choose a bloodline, could be anything vaguely magical. Most are assumed to be descended from Wizards and are accordingly Arcane Bloodline, which gives them the option of a Familiar or Bonded Item.

Meta Slick [100]: For one such as you, whose magic come almost too easily, leaping at your beck and call, it is only natural that you should learn find flexibility in the arcane. Despite this, many sorcerers find that an innate ability bend their spells does not come so easily to them, requiring much greater concentration and increasing the time required to cast magic. For you, this is not the case. Any metamagic you apply to your spells, such as casting by eschewing parts of its components or increasing its power, can be called upon with no increase to the time required to cast it – though any additional cost or strain required will not decrease.

Wide-Blooded [300]: Every sorcerer is naturally suffused with deep magic energy. For most, this is traced back to a supernatural ancestor that bred into their lineage at some point in the past, but for others it may be as simple as having been born of a line of talented wizards or even the air of a great destiny hanging about them. Whatever the case may be, every sorcerer owes their power to this strange magic that suffused their being, known as a Bloodline. Your bloodline can influence you in a number of ways, from simply having a greater proclivity to certain spells to greater or lesser innate magical abilities and a warped physical appearance.

You yourself are even more saturated with not one source of magical blood, but two. While this is rare, it is not entirely unheard of, but you are different. Where the bloods would conflict and be diluted within others, in you they are willing to play nicely and you gain the full benefits of both Bloodlines. A strange one you are, but then such is the nature of a sorcerer regardless.

Deep-Blooded [600]: All sorcerers draw their power from their potent magical natures, drawing on the traces of arcane in their blood and focusing it as their power increases.

Some take this farther than others, Dragon Disciples are sorcerers who draw out their dragon blood, slowly transforming themselves and growing ever closer to their draconic ancestors. But this has its limits, as these disciples eventually reach a ceiling, an equilibrium in their nature between both races. However for you, as the trend seems to be, this is not the case.

When you possess the blood of an ancestor that is potent enough for you to possess some trace or echo of their abilities, those abilities will grow over time and perhaps even branch into entirely new ones over time. In time, you can grow to become as if a member of this ancestor's race yourself. The time required for this will vary greatly depending on both the strength of the being in your lineage and how diluted the blood is, but the more you exercise the abilities, the faster it will be.

Spiritualist: Unlike the mediums of the world, who change spirits like clothes, a Spiritualist is an individual who bonds with a departed soul, who for one reason or another, couldn't pass on in the common fashion. The spirit and the host work as one, and many seek to understand life and death.

Friend of the Ghosts [100] The phantoms that bond with the Spiritualists know all too well the pain of unfinished business in the mortal coil. Ghosts and other restless spirits will recognize the phantom, and the Spiritualist they are bonded to, as birds of a feather. Ghosts will almost always be friendly to you as a result, and you have an inherent understanding of what would be needed to put ghosts to rest, or to otherwise assist them.

Manifest [300] Maintaining a presence on the material plane is taxing on the Spiritualist, and so few do so for long periods of time. But for you, doing so is as easy as breathing. You are able to manifest your spirit nearly indefinitely, having a sort of guardian angel to watch over and protect you at all hours of the day. Additionally, all manner of spiritual or soul powers become a bit easier for you to use.

Going Ghost [600] As you master your phantom, you may find yourself able to exist entirely as a spiritual being, unbound by mortal frame, and having complete access to your phantom's past knowledge and skills. The ghosts that you aid in your journey will be more than happy to volunteer useful information to you, gifting you a portion of their knowledge before departing to the afterlife.

Summoner: Many may conjure beings from elsewhere in order to fight or bargain, none are as skilled as the summoner. Summoner's will form permanent bonds with specific

Outsiders, which form Eidolons. However, the time they spent conjuring beings and practicing with their eidolon has cost them some raw power in their magic.

WHAT?! [100]: What good is power without style? Why should one bother to be legendary without also being glorious? These are questions that nag at your soul, shaping your actions. For you will not appear so drab as the common men dressed in rags and flailing about. You move with confidence and grace near unmatched, and any fashion you adopt appears more than suitable on your body. You also have the ability to strike poses that awe those who see them. Such poses will never interfere with your ability to perform in combat, and perhaps may even help as some enemies will undoubtedly be shocked by your bold moves. Most impressive of all, however, is your ability to call your Eidolon to your side in an instant, with none of the usual restrictions, simply by striking one of these poses.

One And The Same [300]: As a Summoner, you are intrinsically linked to your Eidolon in ways that most will never truly understand. You fight together, live together, and grow together. However, for you, more than any other Summoner, the last one truly applies. Any strength you gain will be shared with your Eidolon. If you grow stronger, so does it. If your swiftness increases, so shall its. This will apply to both permanent growth and temporary buffs and will also apply in the opposite direction. Furthermore, this will affect any other beings or projections with which you are similarly linked.

Legion [600]: As a Summoner, you will learn to call on other beings for aid, even beyond your Eidolon. Beings of spirit and power, they will be. Monsters and guardians from other planes where man dare not tread. You can call upon their aid to lay waste to your enemies… but what of those enemies? Should they simply go to waste after the trouble they cause you? No, you will not settle for that.

When you slay another being, snuffing out its life, you may attempt to capture its essence as it flees from the mortal coil. If you are successful, you contain the spirit within your own soul, where it will lie in wait for your call. When summoned, the essence will take on an ephemeral form reminiscent of its body, but obviously different in nature. Any beings such called can be mentally commanded by you with the slightest effort and will possess all abilities that they possessed while they yet lived, but will not grow beyond this strength unless you also possess One And The Same. For now you are only capable of calling upon one stored essence at a time… but that is sure to change as your power and skill grow.

Vampire Hunter: The creatures of the night are not the only ones who hunt under the cover of darkness. The majority die in their first encounter with their most noteworthy foes, but those who survive are hardened by the encounter, and as they grow more experienced, they adopt some of their traits as well. Vampire Hunters pursue their quarry with zeal bordering on obsession, and develop magic from their faith, to better serve these ends.

Pursuit [100] What good would a Vampire Hunter be if any of Night's Nobles could just slip off? They're quite adept at doing so and elude many who'd seek their destruction. You've gained considerable skill in tracking and hunting, particularly the undead, and your skills are enhanced even further when tracking a known enemy, allowing you to glimpse the tiny details that most would overlook.

Bane [300] The creatures of the night may vary, but to you they're all the same, at least as far as killing them goes. No longer will you need to worry about a monster being unexpectedly immune to a tactic common to killing their ilk. As long as some weakness or method of disposal has worked on any foe of a given kind (Vampires, Werewolves, Demons, whatever), it'll continue to work on future foes regardless of the world. This also means that different varieties of vampires or other creatures will find the weaknesses that trouble their brethren are theirs as well.

Vampiric Might [600] Along their way, the Vampire Hunters take on some of the traits of their hated foes, becoming faster, stronger, more resilient as they go. At first, you'll only have a few of the base abilities; summoning the wildlife, sharpened senses and superhuman vigor. But as you go on, you'll find yourself adopting more vampiric traits, but curiously none of the usual weaknesses. This is compounded by slaying powerful vampires, which will cause you to develop their powers as your own as you consume their vampiric essence.

Vigilante: Not everyone wants, or needs, to be the big-name hero, to have glory and admiration lavished upon them. The Vigilante shuffles between different identities, meting out justice in secret, battling the wicked and corrupt in whatever form they take to prey on the innocent. They hide behind a well known, respected or harmless facade, but are ruthless and capable combatants to those who would oppose them.

The Mask [100] Vigilante's usually only keep one secret identity behind the public face, but you may maintain as many as you choose to, and flawlessly swap between the persona's at a drop of a hat. Beyond the obvious use for your (possibly illegal) activities, this also proves to be useful for making you a fantastic actor.

The Jack [300] Vigilante's, over the course of their careers, pick up many small, useful skills to assist their disguises. You may quickly pick up the basics in any given trade or skill set, taking a mere fraction of the time to learn (how long depends greatly on current knowledge, related skill sets and complexity) You'll have an inherent grasp for the basics, but learning anything more will require a significant time investment.

Perfect Disguise [600] Beyond the usual capabilities of Vigilante's mastery of the art of disguise lie your own abilities. Where an ordinary Vigilante can only be tracked magically via his current identity, you cannot be tracked through such methods at all; even if they had a body part, they still couldn't pin you down through all but the most basic methods. Similarly, whenever you're in any of your disguises, anyone will ignore evidence that you could be anybody else. Your mastery goes far enough that you could even fool "Purity of heart" or similar tests, by simple virtue of being good enough and buying your own con.

Witch: Bonding with an animal, Witches awaken to strange powers and talents. They may find themselves servant to strange and enigmatic Patrons, who grant boons and knowledge to those they deem worthy. In addition to their spellcasting, witches also have access to a number of hexes, which may accomplish the traditional witch feats of flight, binding spirits, the evil eye, sniffing out children, brewing in cauldrons and all sorts of other, useful abilities. Witches must commune with their familiars each day to regain spells.

Witches may choose a familiar. If you're not taking Direct Line (for some reason) you must have a familiar in order to cast spells.

Direct Line [100]: Witches require their familiar, granted to them by the same patron who supplies their magic, to prepare their spells. To do so, they must commune with the familiar, who then links them with the patron. You, however, have a much deeper connection to a patron, allowing you to prepare spells on your own and can even forego a familiar entirely if you so choose. Further, this deeper connection allows you to cast a limited number of spontaneous spells each day.

Two-Timer [300]: As a witch, you rely on your pact with a magical being or force for your abilities. Such powers as you possess can reach truly astounding heights, but the nature of your benefactor can also limit the scope of your potential. You find this unacceptable and have managed something impressive even amongst your kind: the ability to form such pacts with multiple sources. In fact, there are no limits to the number

of these bonds you may have… though it is likely many patrons will find the idea of “sharing” a witch rather distasteful and may require convincing.

The Fine Print [600]: On every world where mortals dwell, they tell stories of men and women making pacts with beings of eldritch power. These men and women invariably think themselves more clever than their strange patrons. They themselves had heard the same tales, but of course fairy tales or the failings of others were no concern of theirs. They would succeed in their own schemes to overthrow the beings they made their Infernal deals with. But of course, just as inevitably, they are wrong.

But you, you truly are different. Any pacts you make with other beings for powers will see the metaphysical bond slowly favor you over time. Each day, just a little bit of the power will slide through the connection, permanently merging with you to become truly yours. Any power gained this way cannot be stripped by your patron. And eventually, the power drained will surpass what was originally agreed upon, and you will begin to absorb the very essence of that being. By the time they realize this, it will be far too late for them to stop it by any means except to directly attack you and snuff the life from your body.

Though if you wish, you may choose not to do this. To simply allow the contract that was agreed upon to remain as it was when formed.

Wizard: Learned scholars who gain their considerable arcane abilities through study. Each day a Wizard must study his spellbook in order to use his magic. He may even push his studies further, choosing to specialize into one school and gain additional abilities, at the cost of making two of the other schools more difficult to use, due to eschewing their study. Many wizards choose to do so, for the boons of becoming a school student are great.

Wizards may choose a familiar or bonded item for free.

Magesight [100]: Some are born with an eye for magic – literally. You are capable of seeing magical auras with your naked eye, allowing you to detect spells or enchantments in the world around you as well as any aberrations in the flow of magic. But that's not all. Not only can you recognize that these spells are there, but you also intuitively understand what effects they have. With a glance, you can tell what enchantments that artifact holds… as well as if it’s booby-trapped with dangerous magics. Additionally, you are naturally capable of reading magical scripts that would normally require spells to decipher.

Spell Savant [300]: Wizards are powerful, there is no doubt. Masters of the arcane arts, the world bends to your will. But you are also vulnerable in a number of ways. Your magic does not come easily to you in the way it does to sorcerers. For you, it is a science and an art. Your spells must be prepared in advance, these rituals are typically written down in a wizard's spellbook – one of their most valuable possessions - which is required to prepare the spells. Fortunately, you possess an almost eidetic memory in respect to spells, allowing you to remember even the lengthiest and most powerful spells or rituals with but a glance. This allows you to eschew the need for a spellbook, though you can certainly carry one if you wish – style points and what not.

Spellmaker [600]: Some mages are masters of the art of creating new spells, weaving such magic in the same way a great composer controls an orchestra. You are counted among their number, being capable of creating new spells with an ease that is the envy of any other wizard. Any attempts to create new spells can be accomplished by you with a quarter of the time, effort, and cost required by an average wizard. And that is for entirely new spells; simply adapting spells you already know for new purposes can be managed even easier.

But that's not all. Any two-bit wizard can make spells, even if it comes easier to you than it does to others, that alone hardly makes you particularly special. No, what makes you particularly special is your insight into the underlying nature of the arcane. Deep insight into the very underlying nature of magic has granted you a revelation: arcane magic, divine magic, nature magic… really it's all the same stuff on a fundamental level. This arcane epiphany has allowed you to go beyond limitations that bind lesser wizard. You can create arcane versions of any other spells, not only usable by you, but usable by anyone you can teach spells to.

Hybrid Classes

Perks are available at [400] to everyone, discounted to [200] if you have one parent class and free if you have both. Buying Hybrid classes doesn’t cause you to lose parent class features.

Arcanist:[Sorcerer and Wizard] Arcanist’s lie somewhere between a Sorcerer and Wizard. Instead of preparing spells normally, they choose what spells they know and may cast them as many times as they are able, similar to a sorcerer. Arcanists adore magic in all the forms it takes, even the less orthodox, and as such gain access to a reservoir of raw arcane energy with which to perform the subtle hacks and shortcuts.

This enables you the usage of Exploits, which enable the Arcanist to tweak active spells, disrupt opposing spells, teleporting short distances and a number of other interesting effects. In time, you'll accrue more of these Exploits. Additionally, although you can only convert spells into energy, you may learn the reverse, as well as siphoning the energy of magic items to fuel your spellcasting.

Bloodrager: [Barbarian and Sorcerer] The Bloodrager combines the magical potential innate in his blood with unbridled fury. Bloodragers have the ability to cast spells even while in the throes of their rage, something that a normal barbarian is incapable of. The magical blood coursing through your veins may manifest in strange and powerful ways, granting you new abilities, unknown even to sorcerers of your own blood, though many will revolve around resilience and strength. Lastly, your magical abilities will directly augment your physique while enraged, making you an incredibly formidable foe.

Brawler: [Fighter and Monk] Martial Art's purists to the last, Brawler's opt to forgo the Monk's mystical abilities and the fighter's manufactured implements in favor of perfection of body and of unarmed combat. As you battle against a foe, you will begin to pick up their combat style. Of course, using their style comes with all of the inherent weaknesses, you'll build up a veritable library of fighting styles, which you will be able to seamlessly mix and match. You will also begin to learn the flaws in any given style, and how they may be exploited. These abilities work best against unarmed martial arts, but there's no reason they can't be applied to combat with weapons.

Hunter: [Druid and Ranger] The beasts of the wild are at your beck and call, above and beyond the norm for Druids and Rangers. Animals are inclined to fight at your command and will do so both readily and ferociously, your presence guiding them into preternatural coordination with each other and yourself. Animals, when not in immediate danger, feel at ease in your presence, and you may converse with them freely, with most willing to speak with you unless you've given them cause to distrust you.

Investigator: [Alchemist and Rogue] Curiosity drives the Investigators of the world. Possessing alchemical know-how and a wide variety of practical skills, they let their minds and intuition lead the way. Any mundane skills that you're not an expert at, you can at least make a hack job solution. As well as the jack-of-all-trades function, you can examine objects or creatures and quickly determine their weak-points.

Shaman:[Oracle and Witch] The shamans of the world speak with the spirits that infuse the world around them. Most choose to bond with a particular spirit, though this is by no means necessary. You are able to communicate with the spirits readily and many are

willing to teach you what they know, from forgotten bits of lore to strange hexes. The spirits of the world are more amicable towards you and are often willing to bargain for what they know.

Skald: [Barbarian and Bard] Skald's combine the best aspects of their parents, gaining physical might and well-versed eloquence. Their performative arts awe and inspire their allies and terrify their foes. Beyond the regular spellcasting abilities of bards, however, they may also cast spells that would normally only be available to wizards or clerics, though doing so is initially very taxing for the Skald.

Slayer: [Ranger and Rogue] Masters of tracking their foes and quickly eliminating them, you have the capability of tracking an individual across any distance. Once you have the trail it's nigh impossible for you to lose it. Clues you pick up while tracking an opponent along the way will often give you details of how best to slay your foes, and even the most careful and paranoid foes, the ones who know you are hot on their heels, are likely to leave behind at least some tidbit of information for you to turn against them.

Swashbuckler: [Fighter and Gunslinger] Combining the practiced combat skills of the Fighter with the Gunslinger's daring creates a unique combatant, and so long as you wield a light weapon (such as a rapier), your fencing grace and nimble movements make you an incredibly deadly foe. Your strikes may bypass armor or perform incredible acrobatics while making your attacks. Your swordplay is almost terrifying to watch and may quell the weak of will.

Warpriest: [Cleric and Fighter] Holy warriors, these lot tend to bond with particular weapons, with which they channel their faith to smite their foes. The size of your faith directly influences your ability to destroy your enemies. Additionally, you gain a number of blessings, that not only augment your own weapons, but your allies, as well as granting them divine boons that you yourself receive.

Deities

The gods of this world are very real and have a rather active hand, not only in the outer planes, but often in the personal lives of their worshippers.They may grant favor to their faithful and help them in times of need. Pick any one deity to worship, you receive discounts on the associated perks. Clerics, Inquisitors, Paladins, Druids and others who draw their powers from the Divine should probably pick the god they worship.

Abadar

The Foundation of Civilization [200]: Abadar favors ordered civilization over the harsh wilds or lawless frontiers. After all, what good is a god of commerce and banks to beasts and barbarians. But all the world was once such places and had to be forged into the civilized places that are found today. This took millennia, hundreds of generations of trial and error to crawl as far as has been managed so far.

But if there had been more men such as you upon the pages of history, who knows what how much faster things would have developed? You are adept at creating organizations and rules that are widely considered reasonable and fair, be this simply creating a guild or business or something as great as planting the seeds of what will grow to be a prosperous kingdom. Any time you have a large hand in organizing and creating rules for such groups, you will find that there is little unrest in such things, with most affected being content and very few attempting to buck the system.

Flowing Vault [400]: Abadar is the lord of commerce and trade, as well as all wealth that flows from such things. From the coins a pauper scrounged cleaning pots to the river of gold controlled by the wealthiest merchants, all of these are the domain of the Master of the First Vault. Those who earn his displeasure often find their funds dwindling and their businesses crumbling to the ground around them.

You belong to their opposites, those blessed directly by his hand. You shall find that your coin purses remain fat and your business opportunities plentiful. Luck will smile upon any such endeavors you undertake and any dealings will almost invariably seem to favor you. Even the riskiest investments will commonly pay off for you, or at least not result in significant losses. Your favor is such that should you start a business venture as a beggar and studiously work to attain success, it would only be a few scant years before you found yourself among the wealthiest merchant lords in the land.

But beware, for Abadar is also the God of Law and his blessing will only apply to ventures that take place within the binding strictures of the law. Your god will not smile upon ill-gotten gains.

Asmodeus

The Devil You Know [200]: Asmodeus is widely disliked among the gods. It is only natural that they would reel away from him. After all, the Lord of Hell openly states that his ultimate goal is to destroy any concept of free will and bind all that exists to his absolute will. But Asmodeus is a patient god who takes a long view of things. He sees

that there can sometimes be much to gain from working with even the bitterest enemy -- and that sometimes it is necessary for both parties. And what's more, he is skilled at convincing his enemies of the obvious truth of this simple fact.

You have taken heed of the wisdom found in the words of the dark master and studied his ways. You are particularly adept at getting those who would otherwise refuse to even so much as speak to you to ally themselves to you, convincing that what they gain is greater than what is lost or the risk imposed by doing so. They will see that betraying you is foolish and short sighted and will not often do so. But yet… there are beings with whom even Asmodeus refuses to work or who refuse to work with him, and you will assuredly find such beings yourself.

On The Dotted Line [400]: Asmodeus is the god of contracts and bargains, the progenitor of written agreements. It is a putrid irony that it was the Prince of Darkness who penned the laws of the cosmos, to which all must adhere, at the dawning of time. Many of his worshippers and servants believe that it was within this first penning that Asmodeus hid the means with which his inevitable ascension to supremity will take place. Whether that is true remains to be seen, as it is unlikely the god himself will reveal such things until it is too late to be of any consequence…

But you have gained an understanding of this infernal art that is woven into the very fabric of creation. You may write magically binding contracts that will bind those who sign them to agreement with their terms. Of course -- as is the ultimate irony for an art created by one who so despises free choice -- these must be accepted and signed of the participants' own free will. Coercion and manipulation are acceptable -- and encouraged --, but dominating someone's mind will nullify any terms agreed upon.

Finally, as is only appropriate, these contracts chain the signees only to the words of the contract, not the spirit. This is your strength… but could also be your downfall. Do not think yourself more clever than you truly are.

Cayden Cailean

A Job Well Done [200]: Cayden Cailean was a sellsword in his mortal life -- albeit one with strong and unbroken principles -- and as such one of the few things he desires of his followers is fair payment for a completed job. Payment need not be in gold, for drinks and swapped tales or a tumble in the hay with an enthusiastic paramour could very well be valid currency. But attempts should be made to see that tasks are properly rewarded. And those who you have dealings with will almost always do so in regards to

you. Even sleazy and deceitful characters simply feel compelled to make a fair bargain when bartering with you.

Lucky Drunk [400]: Quite the odd title, isn't it? Yet it is perhaps the most famous moniker of your god - and for good reason. For undoubtedly the greatest and most well-told of Cayden's adventures is his passing the nigh-impossible Test Of The Starstone on such a drunken bender that even after his ascension to godhood, his memory of the event is still completely obscured. You seem to have been blessed with similar inebriated fortune as well, for the act of consuming alcohol will improve your luck proportionately to how drunk you are. Just drinking enough to get a warm feeling in your stomach and loosen your limbs will see you with enough good fortune to smooth over minor inconveniences, while drinking enough to be stoned out of your mind may well allow you to succeed in what should be nearly impossible tasks… now if only you could remember what actually happened, you'd have quite a tale to tell over a few drinks.

Calistria

Sultry [200]: Calistria is a goddess of passion and of lust. She is the feeling of losing yourself to carnal desires. As a devout follower, you seem to truly embody these qualities, enticing others to indulge themselves. With a single, smoldering glance you can make most anyone weak in the knees. With an evening of conversation, you could perhaps loosen the judgement of even a monk until the dour fellow finds himself actually enjoying life for once. Your natural ability to entice people to give in and simply revel in pleasures, be it seducing someone into your bed or something less intimate, is nearly supernatural.

Spurned and Spiteful [400 CP]: Calistria is the goddess of revenge and those who know of her do not doubt this fact. Any who provoke her ire, be they mortal, god, or anything between will come to know her wrath. And beyond her personal endeavors, Calistria expects her worshippers to similarly extract their own justice upon those who have slighted them. This is a command that you have taken to the heart with a fervor that no doubt delights your goddess.

Against any you truly believe to have wronged you, you will find any efforts to extract revenge will be greatly enhanced. From the beginning to the end, Calistria will truly smile upon you. Wicked and delightful ideas for what their punishment should be will flow easily into your mind as soon as you decide that the deed should be done. Swiftly following this, a plan for executing the act will begin to form itself in your mind with only

minimal effort on your part. Finally, actually putting it to practice will see the scheme go off with nary a hitch and sail smoothly to completion.

Desna

The Path [200]: Desna is the goddess of travellers and wanderers. Those who walk with purpose and those who stride aimlessly through the world equally follow in her footsteps. To travel and experience the world change around you at whatever pace you desire is a sacred and beloved act in the eyes of the Song of the Spheres. And as one who walks with her blessing, you find your journeys pass with ease and grace as you desire.

Storms will rarely trouble you nor will the bandits of men or beasts of the world often bar your progress. The smiling Lady happily ensures your journeys are as stress-free as possible. Unless, that is, you find yourself wistfully desiring some dash of excitement or adventure. Simply travelling can often become monotonous, after all. And so, if you wish it, you may find that your feet guide you to occasionally stumble upon some quest to be undertaken or innocents to be saved. May your travels never end until you so desire.

Walk Your Way [400]: Desna is a goddess of prophecy and destiny. Of the roads yet taken that lead far into the future. Many of her followers are skilled fortune tellers or diviners, looking to interpret signs from the world and from their patron. But Desna decries the binding powers of fate. Among her core teachings is the belief that choice matters every ounce as much as any gloomy destiny or hide-bound prophecy. Those born with their feet upon the path of light may turn towards the dark before they reach the end… and those shrouded in the darkest night may yet strive forwards to the light.

You are blessed with just such a free nature. Where others have the capacity to fight their fate… you simply have no fate. When those who can glimpse the future gaze upon you, your path is unrevealed to them. Even the gods themselves would find that it is impossible to stir your course for you and attempts to manipulate you will require much more direct intervention. Your journey is truly your own to decide. Make the best of it.

Erastil

Sow the Seeds [200]: Erastil is counted among the oldest gods, with a faith as ancient as the ground it reveres. As the patron of farmers, Old Deadeye is the one who first taught the art of agriculture. All who tend to plants, be they farmers working the fields or

alchemists growing reagents, revere him. And those who gain his favors will find themselves reaping an unusually plentiful bounty.

You seem to have been touched by his green thumb, finding natural talent and fortune in your own attempts at growing plant life. Any you grow will survive and thrive with even a token effort, and will always result in twice as much as even seems possible. Further, these plants will be unnaturally potent. Food grown will hold extremely high nutritional value and divine flavor, while reagents grown will be more potent than anything grown by the hand of another mortal.

Peace and Prosperity [400]: Erastil is the god of close-knit communities and peaceful societies. His worshippers are mostly simple folk who find happiness in a quiet life of hard work. And as such people often congregate together, they tend to find these things… at least so long as disaster does not befall them. But with the blessing of their god, such things are thankfully rare.

This blessing seems to follow you wherever you go. Any societies you are part of tend to find themselves becoming peaceful and prosperous. The masses become healthy and happy, harvest is easy and bountiful, hostility from others is rare, and the weather itself stays agreeable, the sun shines when it is needed and rain falls only when necessary, it never becomes too hot or too cold. A simple, happy life shall follow you all your days.

Gorum

Will You Fight? [200]: There is a raw beauty found in battle that is not present anywhere else. To experience this beauty is the command of Gorum and it is one with which his worshippers follow with zealous glee, leaping headlong into combat. To a Gorumite, such a thing is not an act of bravery, but rather one of passionate needs. The simple need to experience the rush that is born only of placing one's life on the razor's edge, testing one's mettle against an opponent who meets your challenge with all of their might.

You can inspire an understanding of passion in others, lighting an inner flame in even those timid of heart. They will come to understand the visceral draw of relishing in the fight. Their need will drive them to improve themselves and their skills and strength so that they may grow and experience even more of this heady rush. This will inevitably push them to excellence. Those who fight for or beside you shall do so with the zeal and ferocity of a dozen men.

To Arms [400]: Some men fear and spurn battle. These men are looked on with only disdain the Lord In Iron and all his faithful. To turn away from battle is to blaspheme his name. All true Gorumites thirst for battle just as their god does. The clash of steel on steel is more beautiful than the greatest hymns sung by Shelyn's priests. The spilt blood lying upon the ground is more appealing than the finest wines.

In you heart, you truly understand this in a way that few save the god himself ever will. You will never shrink in the face of violence. The din of battle is addictive and it sustains you, strengthens you. You will never tire for so long as you actively participate in battle, feeling as fresh -- save any injuries sustain -- hours after the festivities commence, even as the strongest of mortal men find themselves growing weary and touched by fatigue. And what's more, you will even find yourself growing slowly stronger, faster, tougher as you do so for so long as you continue to fight. This is not a particularly large growth, but when you grow stronger as your enemies only ever grow weaker, does it need to be?

Gozreh

Knowledge of Nature [200] All animals are sacred to Gozreh. So it is natural that the faithful know their stuff. You will be able to identify many different animals and plants, here and elsewhere, on sight. Your knowledge of the flora and fauna would afford you great skill in the fields of zoology and alchemy, should you choose to pursue them.

Alone with Nature [400] Gozreh's followers are often hermits, spending long periods alone worshipping the dual divinity of Gozreh. They find fulfillment in the natural world and want for nothing. You too may join their ranks, and as long as you can appreciate the world around you, you may survive indefinitely on your own, the life around you meeting your physical and mental needs.(Fanwank if nature provides or if you photosynthesize)

Iomedae

What is right. [200] The Paladin Goddess expects her followers to act honorably and righteously. Given these ends, you are blessed with the knowledge of what is right. You have internalized the Paladin's code, and will never unintentionally act against it, violating the code must be an intentional and willful act on your part. In future worlds, without Iomedae's guidance, this protection will shift to your own personal ethics, and you may serve the same role the goddess did to you, your followers always knowing what you would do in a given situation, if they only stop to ask.

Death before Dishonor [400] The goddess demands honor in her faithful. As long as you act within the paladin's code, all will recognize you as virtuous and just. Furthermore, you may challenge foes to single combat. Refusal of your challenge will make it known to all that your foe has no honor, destroying their reputation in the process. Lastly, you will be gifted with all of the virtues of a paladin, minus the stick up your ass. If you're already a paladin, your virtues will be magnified and shine onto your comrades as well.

Irori

Mastery Without Form [200]: Irori was once as mortal man, but he is not counted among the ranks of the Ascended -- a number of other former mortals who achieved divinity through passing the Test of the Starstone -- for Irori achieved self-perfection and enlightenment through his own will and perseverance. In fact, he looks down upon the Ascended as he believes that each individual should find their own path and sees the Ascended copying Aroden's method as cheapening their own success.

This, the idea that each should find their unique path to perfection is foremost among Irori's teachings. And this is a teaching from which you find great benefit. Any attempts you make to create or enhance something original comes several times faster than it otherwise would. Creating a new spell that would take a decade could be finished in just a few years. An entirely new martial art that would take a lifetime to perfect could instead be finished soon enough for you to still have the youth to use it.

From Weakness, Strength [400]: The Master of Masters preaches that all things have weaknesses, but also that all of these weaknesses can be overcome. Through hard work, dedication, and persistence, all flaws can be rendered irrelevant. It is not an easy task, but it is one well worth the effort.

With enough time and effort, you are capable of training away flaws in techniques, styles, abilities, your mind, or even your body. The weakness in a martial art could be compensated for or completely eliminated. The downside of a spell could be erased with mastery. Your own temptations or vices can be overcome and permanently stripped away with force of will. Even inherent weaknesses in your body or species can be slowly eroded until they are of no concern, though this will likely take great time and effort.

Lamashtu

Need to Breed [200] Lamashtu isn't the mother of monsters for nothing. She expects her followers to give rise to all sorts of hybrid abominations, and now you have the means. To not put too fine of a point on it, you'll be able to impregnate (or be impregnated by) just about anything that you can screw. Any spawn from your trysts are likely to inherit a measure of your powers. You have a certain amount of control over what gets inherited and the monstrous features of your progeny.

Clarity in Madness [400] Insanity doesn't mean you're not functional, you know? You'll probably still come off as a little unhinged, but you'll never lose yourself to madness or insanity. If you choose to, however temporarily, you'll find there to be brief flashes of insight that will help you further your goals.

Nethys

Part the Veil [200]: Legends tell that Nethys was once a mostly-mortal man. A wizardly god-king who was consumed by a desire to understand the truths behind magic and reality itself. In his fervor to learn, he found an eldritch secret that revealed to him the very nature of all that is, catapulting him to divinity… but also splitting his being into two warring souls.

You find yourself with some spark of that same obsession. You desire deeply to learn. And so you shall. For so long as you seek to learn something, paths will always be made available to you to gain that which you yearn to know. Rarely will this knowledge simply be handed to you and often the journeys will be treacherous or ask of you prices you may not be so willing to pay.. But so long as you look deeply enough, there will always be a way to gain the knowledge. Just be cautious -- some knowledge is hidden so thoroughly for a reason.

For Love of the Art [400]: The one thing Nethys asks of his followers, above all other things, is to exult in the use and study of the arcane. To delve into the magical secrets woven into every facet of reality and to draw upon the knowledge gained from these studies to change the world to their will. The All-Seeing Eye delights in seeing mortals take up the study of magic and spread the inspiration to do so to as many others as possible. This, you are particularly adept at.

For when others see you work your will upon the fabric of existence, most will become enticed and find themselves wishing to know more, to hold that power in their own hands and souls. Many will then seek you out, asking you to teach them to walk such a path themselves and those that you accept will find themselves rising almost impossibly

quickly in their mastery of the art, absorbing knowledge and skill in a fraction of the time that should be required. Oh, Nethys is likely to favor you indeed.

Norgorber

Many Masks [200] The faithful of Norgorber wear elaborate masks, some more literal than others. The masks communicate not just emotions but signals as well. You've got a working understanding of the secret language of the masks, allowing you to communicate just with facial expressions or other subtle modes, as well as quickly decipher other forms of veiled communications, hidden in the words of others. A useful skill, for a cult that's outlawed nearly everywhere.

Murder [400] You're good at it. Norgorber is known as a god of assassins and thieves, and there are rituals in which innocents are stolen away and sacrificed to their god, never to be seen again. You know many methods with which to slay another, and you're positively excellent at cleaning up afterwards, making you a veritable ghost in the act.

Pharasma

Future Judgment [200] The Lady of Graves decides where each and every dead soul goes to spend eternity, considering the factors of their lives and what gods or goddesses they followed in life, before sending them on to the afterlife they most deserve. She doesn't play favorites and remains neutral in this regard, and so all souls are judged fairly. You now have a basic insight of which afterlife someone will go to after their death, and can give counsel on how to stay or avert that course. In setting's without an afterlife, you can determine where Pharasma would send them, were she to oversee their souls.

Life and Death [400] Pharasma is known as the goddess of prophecy, fate, birth and death. Her followers count midwives and morticians in their number, as they handle both the beginning and the end of life. You may, at your wish, see the first and the last of a given life, and be granted the great honor of shepherding souls to and from the mortal coil. Additionally, your healing magic, and even mundane cures, will prove more effective, and your attacks will smite the undead, as Pharasma abhors such abominations.

Rovagug

Destroyer [200] It is in The Rough Beast's nature to destroy things, and his followers take that lesson to heart. You quickly gather knowledge about weaknesses, not just of objects, but of people, magic and what else. You can learn by touching most objects what you would need to do to break them, what to say to destroy a person by speaking with them, and how a magical effect might be countered by examining the spell. The Rough Best destroys all, and so do you.

All against One [400] When Rovagug rampaged across the cosmos, the other gods of antiquity rose as one to fight him. Sarenrae fought battled him tirelessly until she could cast him into the depths of the world, until Asmodeus could seal him in. Rovagug was so fearsome that even mortal enemies would unite against him. For you, the blessing of Rovagug makes it so that the more foes who are united against you, the greater your strength becomes. This effect is magnified if you have no allies standing with, as the Rough Beast always stood alone.

Sarenrae

The Morning Comes [200]: Sarenrae is a radiant, burning goddess. She is the sun, that burning orb that hangs in the sky. That singular source of life that will assuredly always rise again. In her is found confidence that a better tomorrow is always possible, that after the darkest part of the night, the dawn will inexorably burst forth.

Some amount of this inspirational force also rests within you. You have the ability to ignite a spark of hope in those around you when times seem the bleakest. To calm those panicked by the oncoming storm. When others see you standing strong, some part of them knows that things will get better if only they persevere the hardships.

Fix Your Eye Upon The Rising Sun [400]: The Dawnflower is a source of boundless love and forgiveness. It is her belief that even the darkest of hearts can be redeemed with a bright enough light. That no one has ever fallen so far that they cannot rise again -- sometimes they just need a little help and encouragement. And she is more than happy to offer a hand to those who have stumbled.

You have taken these teachings to heart and found a natural talent for helping the fallen, the evil and the wicked. Offering mercy and a chance for atonement to those dark souls you have defeated will see them accept much more often than they would for anyone else offering the same. If they truly wish to repent, you will be able to help them, guiding them to redeeming acts and offering wisdom so that they may overcome some of the guilt of their past.

Yet Sarenrae is no victim, no helpless maiden. And neither are you. If someone offered such an opportunity is to refuse, your strength in facing them shall rise. Your blows will cut deeper, your will shall be emboldened, and their attacks will draw far less blood. Good is not soft.

Shelyn

Loving Crafter [200]: Shelyn loves little more than the endeavour to create art. The goddess revels in even the crudest attempts and finds pleasure in all forms of it. As a result, nearly all of her worshippers are some form of artist, be they one who forms worlds upon canvas , enchants listeners with haunting sound, or something stranger still. All who strive to make beautiful art are beloved by the Eternal Rose -- whether they possess talent or not.

You most certainly do have talent, however. A burning flame of creativity smolders in your soul, granting passionate inspiration for creations. As you do, a voice -- perhaps that of the goddess herself or perhaps simply your own instincts -- will whisper to you the actions necessary to make your inspiration into reality. Anything you make can be so enhanced, be it traditional art or something else entirely; a sword crafted by your hand would be worth many times a sword of similar effectiveness, based on the appearance alone. Go and make beauty… the world can always use more of it.

Blooming Rose [400]: Shelyn is the goddess of all beautiful things, from those of nature to that shaped by mortal hands. Her own works are without peer, even her greatest failures convey the light of the world and fill the hearts of those who view it with worldless admiration for such beauty.

And looking upon you, it would seem as though you were crafted by the loving hands of the Eternal Rose… and few could call you a failure. Every portion of your form is shaped in what can only be described as perfection. Someone could drown in your eyes, your smile could cause wars, your frown could shatter a heart. Many mortals who look upon your form may feel themselves moved nearly to tears and even a number of the divine would feel envy. So go forth and spread the joy of beauty throughout the world.

Torag

A Hammer Only [200]: Torag created the dwarves to be both stubborn and creative and expects all of his worshippers, from all races, to embody such traits. To fight as hard as they can with what they have for what is right. And so you do. You find that the more limited your options and resources, the more clever and resolved you will be. When you find yourself alone against impossible odds, the world seems rife with possibilities.

Built To Last [400]: Torag values function and durability above all else in his craft. That is not to say that the items he forges are a blight upon the eyes or that he cannot focus on creating beautiful instruments if he so desires. He is the god of the forge, after all, and that is certainly within his power. But he prefers his creations, especially weapons and armor, be similar to his dwarves: sturdy, long-lasting, and fully functional.

You have taken this doctrine to heart, learning to imbue such hardiness in your creations as well. When you personally create something, from weapons to food to living things, it will be much more durable and last far longer than otherwise. That food you cooked might remain edible, though not particularly fresh, weeks later. That sword might stay sharp and hard for far longer than the man you gave it to. Perhaps your breastplate won't move someone to tears like a stanza from a great poet… but by Torag, it can do a better job stopping a wall of arrows than those frilly words could.

Urgathoa

Savor the Taste [200] Urgathoa, being the goddess of gluttony and excess (among other things), always had a taste for a good meal and creature comforts, to the point where her holy text even has preparations for extravagant meals. You'll find in the future that your ability to amass wealth and possessions is improved, especially if in doing so you're taking them from someone else. Similarly, you'll be able to indulge in your passions much more deeply before you suffer any ill effects. As an aside, your ability to cook improves, and the rancid or rotting food that's part of many of the sacred rites of your goddess won't taste horrible.

Death and Decay [400] The goddess was supposedly the first undead to ever walk Golarion. Upon her death, she escaped Pharasma's judgment and began her reign as the goddess of the undead and the dying. As a goddess, disease and shambling corpses are her tools and her followers revel in utilizing their tools to serve their own terrible ends.

Wherever you go, death will follow. You've gained greater control and power over the undead, allowing you to expand your hoard with frightening ease, and intelligent undead

are more likely to lend aid to your cause, or at the very least an ear. Additionally, any disease you intentionally spread will find itself more virulent and effective, with you and your allies immune to the debilitating effects and becoming carriers in the process. You may bestow or revoke this protection with a short prayer to the goddess.

Zon-Kuthon

Kuthite's tools [200] The Midnight Lord has torturers and masochists among his ranks, so it is fitting that they know how best to cause pain. You are skilled in the application of torture, whether for profit or simple amusement. Your mind can conjure all sorts of creative and bizarre torments to inflict on your captives, and the sound of screaming becomes music to your ears. Indeed, the screams of your victims sustain you, and you may find yourself drawing energy from their pain to fuel your magic.

Masochism [400] Of course, Kuthites revel in mortifying their own bodies as well, to best understand their craft. Pain is pleasure to you, but more importantly, being wounded in combat only fuels your zeal to keep fighting. Injury cannot break your morale (though you may wish to stop fighting before your death, and will know when to do so.) You will become stronger and more vicious the greater your injuries are, and will likely have to be hacked to pieces before you finally fall.

Godless

Do As Thou Wilt [200]: Those who walk in the footsteps of a god can easily find meaning in their lives, find a path that feels right. Their morals and values already written in the creed of their patron. But what of those who walk a harder path without the guiding light of a higher being that looks down upon them and guides them? Those men and women who must decide for themselves what is good, what is evil, what is important, and what has meaning… if such a thing exists at all.

But those who do so and resist the call of hedonism and despair, who prevent themselves from falling into and endless void of nihilism, those are the people whose will rings the clearest. They look upon an uncaring world of chaos and senseless existence. But they eventually find the truth: if nothing you do matters, then all that matters is what you do.

This is an epiphany which you have also happened upon. You have the will to choose your own path, to forge your own morals, and to never fall into despair or nihilism. Your path is one forged by your own hands.

No Gods Or Kings [400]: Most divine magics are drawn from the power of the gods or other semi-divine beings. But then the question is raised: from where do the gods draw their power? And why should they hold monopoly over such power? Why must mortals grovel at their feet to be healed or cured? There must be other ways to draw upon such forces without submitting yourself to another being.

And there is, so you have found. You have gained the nearly unique ability to tap directly into the source of divine power from which flows the might of the gods. Through the strength of your convictions alone, you may draw upon any magic which would ordinarily require you to be in service of a god or other higher being to access. And what's more, those who follow your causes may also learn to draw out power in such a way as well, though their connection will not be as strong as yours.

Items

Can't have you running around with no equipment. That's not how adventurer's work around here. You and each of your companions may choose four [50] items that you receive for free, four [100] items at a discount, two [200] at a discount, and two [400] items at a discount. You (and only you) may receive a discount on any one purchase in any of the below sections, including Artifacts. Discounts don't stack. You can also "downgrade" your discounts to a lower category. You can also import items and properties into the below options (except consumables) to gain the benefits.

General

Items can be purchased more than once unless otherwise noted. Consumables restock monthly.

Handy Haversack [One Free for everyone, further purchases 50] Essentially, a backpack that's bigger on the inside and always weighs five pounds. Whenever you reach inside looking for something, whatever you're looking for is always on top.

Handy Haversack Pack [50, requires Handy Haversack] All sorts of goodies to make you into Pathfinder Batman. Common alchemical concoctions like Acid and Anti-Toxin, Caltrops, rope, manacles, Sunrod's, Smokesticks, torches, Holy Water and all manner

of camping gear, mundane tools and other miscellaneous objects that may prove useful in your travels.

Gold [50] 10,000 gold pieces. A hefty sum of money for a beginner adventurer, an incredible amount of wealth for most people, essentially enough to live comfortably on for a few years, or lavishly for one. Keep in mind that successful adventurer's are unbelievably wealthy, and many magic items cost literal fortunes. Does not replenish.

Magic Gold [Variable] If there's some item you want that isn't listed (and it's likely that there is) you may buy it here. [600] buys 50,000gp. You may spend an additional [200] to multiply the gold you receive by 10. Anything purchased with magic gold will be fiat-backed as if it were listed in the items section, but will not gain any abilities beyond what the item normally has. Unspent gold becomes refills at the start of each jump, but loses it's fiat-buying power.

A good weapon and a nice suit of armor. [Free/50/200] Choose any mundane weapon or armor that you'd be able to find in the setting (Something non-magical or high-tech) You receive a weapon (or armor) of masterwork quality. Other than being high-quality, it's not that special. If you'd prefer, you may pay [50] to receive the same weapon (or armor) made of special materials. Notable choices include Adamantium, Alchemical Silver or Cold Iron. If you really want to shell out [200] you can use any bizarre metal or extraplanar substance from this setting. You may import weapons or armor into this option, and you may combine this choice with any magical enhancements listed below if you bought any.

Item Crafting Feats [300]

With expenditure of gold and effort, magical items can be crafted by skilled artisans, even if they're incapable of using the magic in question, though that'll complicate the matter and risk ruining some materials. But either way, with enough finagling, you can create your own magic items. This will be a small help towards creating an artifact, but is essential to crafting anything vaguely magical. Crafting magical items requires several days work (at minimum) and sums of gold that'd make most peasants heads spin, but will cost roughly half of what you'd be able to buy it at the best of times (assuming you didn't ruin the materials.) The more powerful the item becomes, the price and time requirement increases exponentially. Items created continue to work in other worlds, but they won't be replaced if lost or stolen, and consumables created will not restock.

300cp covers every feat you'll need to make just about anything from this world. You could also create some custom items, with enough experimentation and resources

spent. Wizards (unless they take an archetype that trades it out) can scribe scrolls as part of their training.

Brew Potion: Beyond normal alchemy and it's concoctions lie truly magical brews. With this, you'll learn how to infuse spells into drinks, which can be imbibed by anyone for the chosen effect. As a bonus, you'll be able to create poisons that'll apply spell effects on their victims, though anyone capable of shrugging off poison will similarly slough off the magical in it.

Magic Arms and Armor: See all those fancy swords that those heroes are waving around? You can infuse blades with magic to seek weak points, ignite in holy fire, disrupt magic, hit (or be held by) ghosts, or any number of other effects. Similarly, you'll be able to craft armor capable of resisting magic, melding into the shadows, turning incorporeal or other similar effects. Comes with a mild boost to smithing skills.

Craft Wand: Wands function a bit differently in this world. Essentially, a wand has 50 uses of a spell, determined when created. They're not especially effective channels for magic, but they're good for when you have a spell that you'll use a lot. Cure Light Wounds, Haste, Grease, Comprehend Languages, just to name a few from here. Once the wand is expended, it becomes an inert stick. I'll let you recharge a wand for the crafting price, if you have one you like.

Craft Staves and Rods: Staves are similar to wands, in that they store spell energy for expenditure later. Typically, they have a small number of spells that can be cast for some of the energy inside. However, unlike wands, staves merely run out of charges and can be recharged during downtime. The spells that the staff can cast are fixed at creation.

Rods are a bit different. They don't normally cast spells, but have a number of interesting effects. The rods most commonly possessed by adventurer's allow them to modify spells with metamagic as they're cast, without requiring any additional power or knowledge from the user, adding versatility to spells without any drawback.

Craft Wondrous Item: Wondrous Items is a broad category, covering essentially any other piece of magical equipment that doesn't fall under another category. Headbands that make you smarter or more charming, canteens with unlimited water, Ioun stones, the Handy Haversack, Belts that make you extra strong, goggles that see the unseen and much, much more. Get creative, I'm sure you'll think of something.

Shadow Piercings/ MagicalTattoos: You'll be able to craft Tattoos or piercings that'll work similarly to wearable magical items, other than armor. Tattoos can't be inscribed onto the eyes or headband area, and piercings can't work as rings. Piercings can be stolen or shared, tattoos cannot. With Scribe Scroll, you can learn to inscribe entire spells onto a creature's skin as opposed to a piece of parchment. Spells so inscribed are single-use.

Forging Rings with magic will usually apply a passive effect to the wearer, such as minimizing sleep requirements or eliminating the need for food and drink. Certain rings may have active effects, such as containing Djinn

Scrolls contain single uses of a specific spell, though they may contain more than one spell. You do actually need to unfurl and read the scroll to use the effect. You'll also be able to create riffle-scrolls at no extra cost, which are basically flipbooks instead of a traditional scroll. Still only capable of casting one spell at a time, but at least then you won't need to be able to read the scroll. Good for those once-in-a-blue-moon spells.

Magic Weapons and Armor

Keen [50] Any weapon with this enchantment fill be more likely to gravely injure a foe on a given strike, the blade being drawn towards potential weak points. Could get nasty if you're particularly skilled.

Ghost-Touch [50] Ordinary, mundane weapons have no hope of hurting spectres, shadows or anything of the sort, but with this unique enhancement, your weapon will strike incorporeal beings with full force, as if they were solid! This goes both ways, so if you ever find yourself ghostly, you'll be able to strike solid foes just as easily, and the weapon functions just as well for the wielder whether or not they're corporeal.

Flaming Burst [100] Pretty standard fare for flaming swords. Burns foes on every strike, actually explodes with extra force when you deal a particularly harsh blow or get lucky. Fortunately for you, it'll never burn you while you're wielding it. If you're so inclined, you may have it instead inflict Frost, Sonic, Acid or Electricity damage, but you'll need to select it on purchase. You won't be able to change it without some serious magical tinkering.

Rings

Unless you've got more than two hands or something, you can only wear two at a time, though you can have ring tattoos and regular rings.

Ring of Sustenance [50] Handy little thing. When worn continuously for a week, you'll only need to sleep two hours to reap the rewards of a night's rest. Additionally, as long as you continue to wear it, you won't need to eat or drink.

Ring of Protection [100] A staple in most adventurer's kits, known for being cheap, effective and relatively boring. Simply wearing the ring makes you less likely to be struck by direct attacks.

Ring of Invisibility [100] Pretty straightforward. Once activated, you're invisible, but only as long as you take no directly hostile actions. Attacking, casting damaging spells or similar abilities. Confers all of the regular benefits of actual invisibility, but you're still foiled by other senses (scent, echolocation, closed doors etc.)

Ring of Regeneration [200] A wonderful ring of white gold set with a green sapphire. While worn, your wounds will mend quickly, repairing before your eyes. You'll also be able to regrow limbs, lost organs and what else. It isn't the fastest regeneration, but you can lend it out. Keep in mind, it'll only fix damage sustained while wearing the ring, so that's something to be mindful of.

Ring of Splendid Security [300] An extremely luxurious ring laden with many precious stones. When worn, it gives a not-insignificant protection from magic. You're also less likely to be struck by any attack aimed at you (functioning as a Ring of Protection), and overall makes your person more resistant to attack from all sorts of effects (as a Cloak of Resistance.) Lastly, it's able to shift its appearance and that of your gear with to keep up with the latest fashions.

Ring of Three Wishes [400] A beautiful silver ring, inset with three rubies. When activated, one of the rubies will be consumed, but you will be granted one Wish, as per the spell. Wishes aren't unlimited reality warping and may backfire horribly if they're too much of a stretch. This one won't, the spell will just fizzle and the ruby won't be consumed, offering you a measure of protection from overextension. Caution is advised regardless, as tampering with reality using wishes is fairly dangerous regardless. Any spent rubies will replenish each jump.

Wondrous Items

Wondrous Items is a catch-all term for anything that doesn't belong in the above categories.

Muleback Cords [50] A set of leather cords worn around your biceps or shoulders. Increases carrying capacity, but not overall strength. Useful for pack animals, if you're so inclined.

Sleeves of Many Garments [50] A pair sleeves. When worn, you may transform them into any type of mundane clothing. Said clothing is always clean and custom fit. Neat little toys fit for work and costume parties.

Amulet of Natural Armor [100] An amulet made of some preserved animal hide, horns or whatnot, it thickens the skin and provides an armor-like quality to the wearer, allowing to avoid injury thanks to your toughened frame.

Bracers of Armor [100] Arm guards of one sort or another. When both are worn they provide protection similar to wearing an actual suit of armor. This armor, however is made of "force" and offers some protection against ghosts and other incorporeal types. The bracers don't interfere with spellcasting (like armor normally would) and can be enchanted as armor can. Stacks with Ring of Protection and Amulet of Natural Armor.

Hat of Disguise [100] This fancy little hat's unique quality is that while you wear it, you can appear as any humanoid form you choose, with the hat itself becoming a hairclip, a ribbon or some other accessory, if not outright merging with you for the duration.

Luckstone [100] It's a rock. Having it on your person makes you slightly luckier. Enough to be noticeable.

Apparatus of the Crab [200] on first glance, it appears to be a large, iron barrel. However, there's a hidden catch that opens one of the ends. Once inside, there are 10 levers that perform the various functions, covering/uncovering portholes, extending or retracting the legs, snapping the pincers and swimming. Contains "eyes" with magic fire in them, allowing for use underwater. If that's not enough, this variation will provide unlimited air for its occupants, and you're able to pull multiple levers at the same time.

Cloak of Resistance [200] A simple cloak of your rough design. While worn, gives you a generous boost to your defenses against harmful effects of most kinds.

Ioun Stones [200] A small pouch containing a strange set of rocks. When held for a moment near your head and released, the stones will orbit your head, and as long as they do, they'll provide a number of small, but useful, benefits. Benefits include a small increase to spellcasting abilities, extra resistances to status effects, enhancing your sense and minor bonuses to a whole host of mundane skills. A sufficiently skilled surgeon could implant the Ioun stones into your body, allowing you to benefit from them without having them constantly orbit your head.

Pearl of Power [200] A set of 10 pearls. Each, when focused, can refresh an expended spell, returning the energy you spent to cast it. In future jumps, this can be used to restore non-Pathfinder spellcasting energy as well. These pearls are quite a bit better than the ones that you'll find in the world, considering that these can refresh any spell slot instead of just a specific level or lower.

Portable Hole [200] An unassuming piece of cloth with a star pattern on it, at rest, it's about the size of a handkerchief. However, when unfolded and slapped onto a flat surface, the hole actually extends ten feet into extradimensional space.

Belt of Physical Perfection [300] A heavy belt with a platinum buckle. When worn, grants a hefty boost to your physical abilities. Enough to let even an average person compete with humanity's best in terms of physical fitness.

Headband of Mental Superiority [300] Decorated with gemstones, the mental parallel to the Belt of Physical Perfection. Vastly increases intelligence, willpower and charisma when worn.

Robe of the Archmagi [300] A simple robe. When worn, functions as a decent suit of armor and offers protection against negative effects (as a Cloak of Resistance). You also innately resist spells, and similarly find spell resistance to be breached much easier. The robe reacts badly to anyone who does not share you general ethos, and such wearers find themselves to be drained until they take it off.

Otherworldly Kimono [300] A Kimono embroidered with a cherry tree pattern, it offers protection similar to a Cloak of Resistance, but also has an interesting active ability: Once per day, you may imprison a creature you can physically see within the kimono. Foes so trapped may escape (with the more intelligent ones doing so more quickly), but all will after 10 minutes, returning to their previous position (or closest free space).

Robe of Eyes [300] Appears a normal robe until worn, whereupon dozens of eyes open along the fabric. These eyes give you all-around vision, and can see invisible creatures. Such vision does not disorient you, however, particularly bright light will temporarily blind you.

Magical Tattoos/Piercings

Caster's Tattoo [150 for first purchase, 50 for subsequent purchases] A tattoo of runes and glyphs. Once per day, you can cast any spell you're capable of without using any magic words or gestures, and without any other alterations to the casting time, power or other parameters. Purchasable multiple times for extra uses, may be a single tattoo or multiple.

Swirling Smoke Tattoo [50] With a thought, your tattoo will release a cloud of smoke, enough for an instant smokescreen. When this occurs, you'll find your reflexes momentarily boosted. It's also useful if you just need to fog up a room, smokescreens are kind of handy.

Penumbra Tattoo [100] Creature's that would normally take issue with bright lights or the sun may want to consider this. Infused with the ichor of the Plane of Shadows and woven into your skin, whenever you're exposed to the above conditions, your tattoo will shroud you with a fine vapor, which'll keep the light off of you.

Wondrous Items [variable] If you'd prefer, you may have most wearable wondrous items inscribed as a tattoo or as a Shadow Piercing. In effect, this'll allow you to double (or triple) up on magic item slots, but generally, the stat-boosting belts and headbands won't stack, even if you have them as tattoos or piercings. The other drawbacks specific to tattoos (as opposed to piercings and actual items) is that they can't be inscribed on the eyes or headband area. They also can't be removed casually (so no sharing, but they also can't be stolen.) Cp cost is the same for the tattoo/piercing as is for the regular item.

Consumables

Consumables restock each month unless otherwise noted.

Wand of Cure Light Wounds [50] Cures a small amount of damage over a few seconds. Not too much, but with enough hits of the wand you'll be closing what should be fatal

injuries. Good for patching up between fights. Unlike a normal wand, this one will recharge once a week.

Wand of Comprehend Languages [50/100] Exactly what it sounds like. Translates spoken or written words into their literal meaning. Doesn't make you able to speak the language in question, so it's one way at best. If you'd like, you can pay an additional [50] and get a Wand of Tongues instead. The upgraded wand will allow you to speak, understand and read any language for several minutes after use.

Wand of Expeditious Retreat [50] Using this wand will boost your (un-modified) land speed to about double. Normally, it won't affect other forms of movement, but this one will. Also, despite the name, works regardless of whether or not you're actually retreating or advancing or whatever.

Salve of Slipperiness [50] Essentially a hyper-lubricant, it's some of the most slippery stuff in existence, enough to prevent Sovereign Glue from sticking to it's flask. Applied to yourself, you'll be harder to grapple, or restrain. Applied to flat surfaces makes them slippery as the Grease spell, but lasts several hours instead. I'm sure a clever jumper could come up with many uses for this stuff. Dissolves in alcohol.

Bag of Feather Tokens [100] A small pouch containing an assortment of Feather Tokens. Ordinarily they're just feathers, indistinguishable in function from one another unless their magic aura is studied, but for you, your choice of whether you can tell just by looking at them or if you'd have something like a poker chip with an image on it. Anchor, Campsite, Catapult, Lance, (Battering) Ram, Siege Tower, Tree, and Swan Boat tokens all create the listed object when used. Objects created this way are permanent if they wouldn't normally be.
Bird Feather tokens create a small messenger bird to deliver a single message before disappearing. Fan tokens create a large fan to blow a ship for 8 hours, but may also counter existing winds of equal or lesser strength. Floating tokens attach wings to creatures or objects for one minute. Skyhook tokens create a talon in the air which can support half a ton. Tar and Feathers tokens will coat creatures in a 10 foot radius with the stuff, hampering stealth and potentially blinding them. Lastly, the Whip token will create an animated whip to fight with you, which it does to the best of its ability

You receive eight of each per month

Dweomer's Essence [100] A bag of magic dust. When used as an additional spell component, the essence will aid you considerably in overcoming a creature's resistance

to magic. Not really helpful against creatures who are immune to magic, but handy against those who merely resist it (and there are a lot of creatures who do in these parts.) Never seems to run out.

Sovereign Glue & Universal solvent [100] One flask of each. Sovereign glue is incredibly strong stuff; after setting, the two objects bonded are essentially permanently stuck together. The glue flask has the added benefit of never needing to be coated with a Salve of Slipperiness in order to keep the glue from bonding with the inside of the container. Universal Solvent dissolves, among other things, Sovereign glue, though I'm sure it'd work on other glues and adhesives admirably.

Artifacts

Artifacts are magical items that have legendary qualities and abilities that are above and beyond that of more commonplace magical items. They usually have a specific method of destruction and are otherwise more or less indestructible. You're probably only going to find these items in the hands of very powerful foes or in a hidden temple somewhere, so this may be your only chance to acquire them.

Deck of Harrowed Tales [100] A deck of cards linked to a strange place known as the Harrowed Realm. You use the deck to create a portal to the Harrowed Realm, but such a trip is one way and creatures inside must find another method to leave. While inside the realm, creatures do not age (but must subsist on whatever they require normally), and the borders wrap back around at the edge. Magic that allows you to travel through dimensions or across the planes tend to misbehave and will often (but not always) fail.

The Enthroned King [100] A glass bottle containing a spirit. As long as you openly wear or carry the bottle, you'll find yourself slightly more lucky. The spirit inside can speak, though it's devoted to protecting dwarves.

Screaming Spear of the Sun [100] A longspear with it's tip covered in dozens of barbs. When thrown, the spear makes an awful shrieking sound, and may lodge itself in its intended target. On command, the spear will return to your hand, wrenching itself free of it's victim and likely inflicting a nasty wound in the process.

Unending Tome [100] On first glance, this is a fancy book and nothing more. Careful study will reveal that it actually has far more pages in it than it could logically hold. The Unending Tomes are a number of books, commissioned by kings and created by

powerful dragons for the preservation of knowledge. This tome has an unlimited number of pages for scribing spells, and anyone who could prepare spells from such a book (namely wizards) could prepare extra spells. You've got a special book that has every spell that a Wizard could cast, though your ability to do so isn't any greater than normal. If you're not a wizard, you might not find as much use for this, though you might be able to finagle a way to use it's magic anyway.

Azure Pendant [200] A simple pendant on first glance, it greatly quickens your reflexes when worn. Once a day, however, you may activate the second function: emitting a field that cancels magical effects. Curiously, this will also work on high-tech items as well. Sufficiently powerful magic (Deity-tier) or similarly advanced technology may resist this effect. The field lasts about two minutes before dissipating.

Bone House [200] A fist-sized fortress, decorated with bones. At your command, it'll transform into a small fortress, rooting itself into the ground. The doors open at your (and only your) command and resist magical attempts to force the lock. The ground inside the fortress is particularly suited to raising undead. You'll be able to create twice as many undead with a single spell as you would otherwise, and undead created here will receive a decent chunk of extra durability. The fortress can be repaired with negative energy, and once the fortress is laid down, you may create up to four mummies per month, and they gain the above benefits. They guard the interior of the fortress, though if you want them to do anything else you must use another method.

Chellan, the Sword of Greed [200] A gold scimitar. Unique in that the gold is magically hardened, and is functionally adamantine, with all of the associated benefits. Similarly, it's very dense and deals more damage than a normal scimitar of its size should be capable of, but consequently requires peak-human strength to wield one-handed effectively. Foes struck by Chellan will be slowed heavily, and harsh blows may turn your victim into a crystalline statue. (You may instead opt to purchase a different sin sword. Details here.)

Dawnflower's Kiss [200] A sacred weapon, supposedly created when Sarenrae battle Rovagug, the Dawnflower's Kiss is a beautiful, flaming scimitar. With it in hand, you may slash the air to release flashes of burning light. When wielded in the hands of one of Sarenrae's followers, the weapon becomes even mightier, the flames burning hotter and the weapon itself functioning as a holy symbol, and it may be thrown to strike several foes at once. (Truth be told, it'd work just fine for a Sun deity or one of their worshippers, not just Sarenrae.)

Id Portrait [200] A large, fantastic painting of a lavishly decorated study. You may speak the command word and the painting will suck a creature (yourself or someone else.) into the painting, trapping it. The painting can then create an alter-ego of the trapped creature, which will last for several days. Certain factors may cause additional duplicates to be created. The duplicates may have different powers, but the same general knowledge and goals as the original. Duplicates so created can do anything the original wills them to do. Killing all the duplicates brings harm to the original.

Runeslave Cauldron [200] An enormous cast-iron cauldron, marked with all sorts of Thassilonian runes. It must be filled with rare ingredients and rainwater of open graves, but once filled, the broth keeps for about a year. Placing a freshly slain giant (and only a giant) into the broth will revive the giant as a Runeslave. Such slaves are more powerful, but typically degrade until they explode. This particular cauldron has been modified so that your Runeslaves won't suffer such ends unless you will them to. Additionally, you'll be able to make Runeslaves out of other creatures post-jump.

Book of Infinite Spells [300] A peculiar book where the pages only turn one way. Once a page is turned, it'll never turn back, and closing the book will only cause the next opening of it to return to the same page. Now for the good part: Anyone can use this book to cast spells, though non-spellcasters will find themselves weakening a bit as long as they hold it. Though the spell on the current page is random, you may cast it once per day. If it's a spell you could actually cast, it can be cast up to four times per day at no cost. However, you may find the pages flipping when you cast spells using the book. The book has 30 pages, and will disappear once the last page turns. However, a new book will find its way into your possession within a month of the previous book's disappearance, with a fresh batch of pages containing another grab-bag of spells. Post-Jump, you'll be able to choose at the start of each jump whether it contains only the local spells, every setting's spells that you've ever encountered, or only Pathfinder Spells.

Codex of the Infinite Planes [300] An enormous book, supposedly requiring two strong men to lift. Opening this particular Codex won't instantly annihilate you (or whoever opens it.) With careful study over the course of a few weeks, even somebody with no magical abilities at all could learn fantastic magical abilities. Trapping souls, shifting through dimensions, enslaving angels, demons and what else to your will and banishing them again. Be warned, however, those not skilled in magic may end up invoking powers incorrectly or beyond their ken and bring down unknown catastrophe upon themselves.

Elder Sign [300] A stone tablet with the carving of a twig, it can be used to ward off Great Old Ones and their minions. It can only be used to protect one location from such creatures at a time, and may be used to banish the horrors back to whence they came. If used to ward off a Great Old One, the Elder Sign will be consumed. You can permanently ward off an individual that would normally be affected by it or potentially even kill it, but in doing so the Elder Sign will be permanently destroyed, and you will not receive another one.

Heart's Edge [300] A glowing sword with a pommel resembling clasped hands. Made of Mithril, it's also extra effective against shapechangers, and when it strikes such a creature, it disrupts their abilities and can force them to revert to their original form. When wielded by the righteous (Being a Paladin of Iomedae optional), the wielder will enjoy increased hardiness. You may force an evildoer to be wracked with guilt, forcing them to reflect upon their wrongs. Lastly, you may swing it above your to create a burst of burning light, blinding your foes and destroying creatures vulnerable to daylight.

Shield of the Sun [300] A large shield, predictably emblazoned with the symbol of the sun, has several fantastic abilities. First, it enables you to cast spells as though you were among the mightiest of Paladins (enhancing your ability if you already are one). It also allows you to resist magic, and nullifies a significant portion of energy attacks directed at you. While you're in this world, you may be encouraged to do a good deities' will once a year, but unlike the regular shield, this is merely a suggestion. The shield still detests the touch of the wicked, and any evil creature who holds it will find themselves weakened significantly as long as they do.

Song of Extinction [300] A curious little music box that, when wound, plays an eerie tune. Provided you have the exceptional musical skill to do so, you may learn to play this song, though you can make the music box play the piece proper once per week. Regardless of whether you or the music box plays the complete Song, it causes the area around you to quake. Fissures in the ground open up to devour anyone on the ground (besides you), before grinding shut and killing them. If any intelligent creature is killed in this fashion, you cease to age for one year. Additionally, the Song of Extinction can be subtly inserted into a larger piece and unwittingly played, to the detriment of those nearby. The entire process takes around 40 seconds, from starting to play to the end of the quakes. Be careful with this.

Complete Book of the Damned [400] A blasphemous book, which contains the greatest of dark lore in this multiverse. Normally, divided into three chapters (and a set of apocryphal notes) you've found yourself a completed copy. The book is terrible enough

to unhallow the surrounding area. This particular version won't slay any good creature who touches it or damn anyone who uses it for any purpose (but they might find themselves damned anyway for what they do with it.)

As long as you carry the book, all of your evil spells are more powerful. As well, Evil Outsiders (and in other worlds, any sort of demonic or "made of evil" types) will be more likely to come to an agreement with you. It also gives you a number of spell-like abilities: binding souls, banishing Outsiders, binding Outsiders and souls and planar travel are all among the books granted abilities. Studying the book in depth will grant you great knowledge on the Planes regarding most any topic, but is particularly geared towards the lower realms. Lastly, you can cause the book to disappear into a pocket dimension, leaving behind a portal. You and anyone else inside will be mostly undetectable (Not even the gods here can pierce this effect) and may peruse the volumes of the book at your leisure. Most creatures find the inside unsettling, so sleeping inside the library isn't recommended unless you enjoy nightmares.

Dark Grimoire [400] A leather-bound spell book with wicked metal clasps. Reading it for too long will gradually erode your sanity (though you'll get better if you take a break for a few days.). However, anyone (even those with no magical abilities) can cast the spells within it, but any material costs associated with the spells is replaced with the sacrifice of sentient creatures, the more powerful requiring more living sacrifices. Additionally, you're able to summon Elder Mythos creatures (read: Lovecraftian monsters) by consulting it and sacrificing an appropriate number of beings. Summoning a Great Old One (or the like) will usually fail, and when it succeeds it's equally likely to attack you, leave, or communicate, often to your detriment. Summoning anything more powerful isn't possible.

Phylactery of the Failed [400] The remains of a failed lich. Ordinarily such an object would attempt to infect you with the remains of a spellcaster who attempted to achieve immortality via lichdom. This one, however, could be studied and the magic reverse-engineered to transform you into a lich yourself. If you do so, you will revive at your phylactery should you be killed. You'll also enjoy all of the benefits of being a spooky undead spellcaster. The failed lich's soul inside presents no threat to you in its current state. Through tinkering with the Phylactery and attempting to learn it's secrets will also give you significant knowledge toward this world's necromancy, if you didn't already have it. If you did, it'll take less time to figure out how to make it work.

Vehicles

Beasts of burden [Free] A wide selection of mundane animals, namely horses. Work, combat trained, whatever. Alternatively, for smaller riders, there are options of riding dogs or ponies available. May also include oxen or mules. You may purchase extra animals for [50] per dozen. Includes riding gear and an optional cart.

Warship [150] A single, seafaring vessel. Comes stocked with a non-descript crew of sailors, cannons, sails and other standard equipment. Big enough to carry 50 tons of cargo or 160 soldiers. Upgrades to an airship for [100]. but with reduced capacity (30 tons or 100 passengers)

Alchemical Dragon [200] A dragon-shaped airship, powered by a temperamental alchemical engine. It mostly differs from the airship in that it carries less and is powered through alchemy. Though it certainly has style points, if the ship takes too much damage, it is prone to exploding. Additionally, you'll get the blueprints for one of these too, in case you want to improve on the design.

Properties

All properties follow you as appropriate choices into future jumps and can be purchased multiple times. Improvements and contents are generally retained. Each property includes a staff (or residents, if applicable) to run the place, and will obey you to the best of their abilities. Companions can live and work on your property, but generally can't leave unless imported.

Wizard Tower/Academy [100/400 Discount Wizard, Alchemist.] A tower in the locale of your choosing. Contains living quarters, as well as arcane and alchemical laboratory. Also contains a room in the basement with a calling diagram etched into the floor for all your conjuring needs. For [400], in addition to your tower, you've got a college campus where students are taught magic. By default, they'll learn Pathfinder's magic, or whatever the local system is. You have full control over who's admitted, curriculum and other administrative and academic aspects. Additionally, they can perform magical research, but they may require out of pocket funding if you want good results.

Church [100/400, Discount Antipaladin Cleric, Inquisitor, Paladin, Oracle, Druid] You're have the deed to a church or other Holy Place of a religion of your choosing. You can tend to it yourself or delegate that to the clergy. Keep in mind that evil gods and religions might not be accepted in many parts of the world. For [400] (discounts still

apply), it's a whole private conclave or similar for training new members of the faith into any class you can secure a teacher for.

Martial Academy [100/400, Discount Antipaladin, Barbarian, Cavalier, Fighter, Gunslinger, Monk, Ninja, Paladin, Rogue, Samurai, Vigilante] You've got yourself a training , filled with training dummies, mundane weapons and armor and other equipment meant for training your preferred fighting or clandestine techniques. techniques. For [400] you've got yourself an entire college campus dedicated to any manner of fighting style.

Tavern/Arts College [100/400, Discount Bard] You're in possession of a large tavern in any place you could reasonably have one. It has a stage and other relevant performance spaces for your preferred art. The tavern, if along a well-travelled road or in a major city, turns over a decent sum of money. If you'd prefer, for [400] you can opt for an entire college campus dedicated to various art forms. In addition to the high quality of art pieces, music and whatnot produced, will also allow you to train Bards and Skalds in far greater numbers much more quickly than would otherwise be possible. (The campus retains the Tavern)

Castle [50/100] A castle of your rough design. For [50] you get a small fort or other forward base. For [100] you get a full-blown castle, palace, fortress or whatever similar building you prefer. In addition, the 100 cp version includes the surrounding land, about four square miles.

Settlements [Variable] You receive the deed to a settlement in the location of your choosing, most likely in the wilderness somewhere. It's recognized by most everyone that you are the legitimate owner of this land. [100] buys you a village, (60-200 people)the farms and natural resources to support it. [200] increases it to town size (up to 5000 people), [300] buys you a city (5,000-25,000 people.) [400] buys you a minor state, with a metropolis (Anything bigger than 25,000 people) at its heart and a few smaller settlements. [500] gets you enough for a proper Kingdom (Roughly Taldor's (~580,000 km^2)modern size, or less at your choosing). Alternatively, you can just have empty land, if you want to go all Manifest Destiny for some reason.

Market stall/shop in a major city [100] You're now the proud owner of your choice of market stall, cart, shop or similar property anywhere where such things are commonplace. In future jumps, you can choose the type of property among appropriate choices. You might find your merchandise sells a bit better here as well. You also won't need to cover property or sales taxes, if such things would apply.

Mine [50] Some fashion of mine. They'll dig out and process ore or other materials into trade goods. They won't be able to get anything too esoteric, and will be limited to mundane metals.

Demiplane [300] A small, custom world, default size is typically measured at a few thousand feet.Your demiplane will usually float in the Ethereal or Astral plane, though in future jumps if those don't exist or have a clear parallel, it'll just exist in it's own pocket dimension. You can choose a multitude of traits for it, including the alignment (making certain creatures feel at home or unwelcomed), ecology, elemental energy traits (or positive or negative energy traits), seasonal/day-night cycles, relative shape (including borders that wrap around to the other side), how magic behaves (better, worse, unreliable, doesn't work at all, etc.) add a permanent portal to the place, or how it behaves relative to time. (Half, double, erratic or timeless.) You can cast the appropriate spells to make the place bigger at your leisure, bypassing the monetary cost to do so. You may also alter the traits of the demiplane once per year, assuming you have no other capability of doing so, more often if you do. You can combine or import any of your other properties into this options, and it'll retain any improvements between jumps. Comes with a palm-sized stone that'll allow you to plane shift here and back three times a day.

Companions & Pets

Party Time [Free/100] Import up to four companions for free. They receive a class, associated freebies, 600cp and any applicable stipends. You may import another four companions for [100] to receive the same benefits.

An entire army [100-200] Not necessarily a trained army, they could be a clan of monsters, regular people or something stranger. You basically just have about 10,000 bodies that you can order around to conquer, defend your lands or whatever. For the most part, they consist of individuals with maybe two NPC class levels (Warrior, Adept or Expert), with the higher ranked soldiers potentially possessing greater numbers of PC class levels. .[100] gets you humans soldiers or a bunch of humanoid undead. [200] will instead get you about a thousand giants (a mixed composition of Stone and Hill Giants, along with a few tribes of Ogres thrown in.) They count as followers instead of true companions.

Any slain, lost or AWOL individuals are replaced at the end of each year.

Jumper Society [300] If you would prefer, you may import every single companion you have. Doing so will grant them memories of this world at their discretion, 600 cp to spend as they choose and all associated freebies. You and your collective team will start with a meager base of operations in a major city of your choosing. You aren't as well known as the Pathfinder Society, which is a double-edged sword, but through your efforts and those of your companions, you may well become every bit as famous.

Canon Companions [100] Pick a single canon character. They receive no cp, freebies or stipends. Particularly powerful beings (Runelords or other endgame villains, Gods, other unique and powerful entities) will need to acknowledge you as a peer or superior, if by coercion or some other method.

Exotic Animal [50] Pretty much anything you could find in the real world, but also dinosaurs reared for riding, work and combat, as well as fierce dire animals. Have you ever wanted to ride a bear as tall at the shoulder as two men? Here's your chance. Or perhaps you'd like a riding gecko?

Dragon [50] You receive either an egg or a wyrmling dragon in a color of your choice. It's young and weak now, but over the course of it's lifetime will mature into a majestic creature and powerful sorcerer in it's own right, though the latter will probably take a few centuries. Note that chromatic dragons (Red, Blue, etc) trend towards being evil and metallic dragons (Gold, Silver, etc) trend towards being good, but if you're super fixated on a color, I'm sure that's nothing a little proper rearing can't fix. You may increase it's starting age category for an additional [50], so it's less helpless initially, up to five purchases. ([50] for egg/wyrmling, [100] Very Young, [150] for Young, [200] for Juvenile, [250] for Young Adult, [300] for Adult)

Scenarios

Below are a number of quests that you may fulfill. Permanent death, imprisonment, petrification or similarly detrimental conditions constitute chain failure. If you somehow fail the conditions of the scenario itself without suffering the above fates, you simply don't get the reward. Choose any and all, as long as they aren't mutually exclusive. You stay here until you either succeed, fail, or give up. If you give up, you leave immediately if you've been here longer than 10 years.

Test of the Starstone

Many years ago when the dead god Aroden founded the city of Absalom, he did so after retrieving a mysterious meteorite from the bottom of the sea. This meteor, the Starstone, lies at the center of an enormous and elaborate maze of a temple. The maze is filled with an unknown number and types of hazards, which seem to change between tests. What is consistent between these hazards, from those who survive, is that magic doesn't always work correctly on the temple grounds, and extra dimensional travel (including teleportation) is more or less barred entirely. The cathedral itself is surrounded by a bottomless pit with no bridge in sight. Those who attempt the test often draw crowds of onlookers as they cross, whatever their methods.

Those who fail the test of the Starstone are often never heard from again, presumably meeting their doom within or wandering the maze forever. It's not unheard of to escape the temple with your life intact but without succeeding. There are a few known cases, some escaping with great wealth found within. Success, on the other hand, grants a spark of divinity. You'll emerge the temple as a demigod in your own right, with the power ascribed to such beings and being a true peer to the gods here. What you choose to do from that point forward is up to you. Be warned, however, that in all the time that has passed since Aroden placed the Starstone at the heart of the maze nearly 5000 years ago, only three have passed the test: Norgorber, a god of assassins, Iomadae, a goddess of righteousness and valor, and Caiden Caiyean, the so called Lucky Drunk, named such because he succeeded while blitzed off his ass.

Let's go on an adventure!

You've probably heard (or said) those words before. You'll come into the acquaintance of a number of people (Usually 3-5) shortly after arriving, with their personalities of your rough design. Alternatively, they can be the iconic characters, if you so choose, or it might be some other minor adventurers who you pick up as you go. These people will become your travelling buddies for some time. You'll soon find yourself underway on a grand quest, the purpose of which is probably not immediately known to you.

You'll start in the location of an adventure path or published campaign setting of your choice. Your goal is to resolve the plot of said setting, in whatever form that takes. It might be stopping an Efreet from awakening/reincarnating as a Tarrasque-tier monster, preventing some minions from releasing an ancient wizard-king or any number of other stories.

Functionally, your new friends are first level in a given class, and only have their class' freebie. As you go along your new friends and they gather strength, they'll pick up the classes perkline in its entirety. Similarly, any gear they acquire over the course of the

adventure will receive the same fiat protection it would if they purchased it here. (Or, they can have 600cp plus stipends and freebies.)

Your adventure will most likely be long and dangerous, but even if you don't end up with immense wealth and power at the end, it should at least make a good story, right? Well, even if it wouldn't, your new friends will come along with you after you're done here. You may import them into future jumps as either individuals or as a single companion, where they'll split perks and whatnot evenly between them. Additionally, once per jump, if you should die, as long as your companions (from here or otherwise) are still alive, they may resurrect you with the necessary components for any of the magic here capable of doing so (typically powdered diamond.) If they've got some other avenue, that'll work too, as long as you don't stay dead longer than a year.

You can take this scenario multiple times. Fanwank how that works.

Dragonborn

Instead of picking a race from the race section, pick a type of dragon at no additional cost. You may choose to start either as soon as you hatch or any time after, with the latest being when you leave your parents lair (either of your own choice or booted out.) to make your own way. This varies between types of dragons and individual parents, but usually happens around Young Adult age at the latest.

For most dragons, it'll be staking a claim of territory in your preferred climate and defending your turf and possessions from rival dragons and ~~home-invading murderhobos~~ adventurers. You'll be self-directed and free to choose whatever it is you want to be doing, whether that's financing the arts and sciences, learning magic, hoarding dosh and other valuables, taking over a country or any number of other things.

Your success is dependant on reaching Wyrm age, or your 1000th birthday. Doing so will not be easy. If you have even a tiny bit of fame or infamy, expect adventurer's to attempt to slay you on a regular basis. Barring that, local kingdoms may go out of their way to destroy you if they believe you to be a threat.

Alternatively, you may succeed instead by amassing a fuckton of wealth. Books, Art, magic goods, cold hard cash, doesn't really matter. Amass one billion gold pieces worth of wealth and hold it for a decade. To keep things interesting, you can't use wealth you've purchased with cp, nor may you use out-of-jump methods to create the wealth.

Essentially, business sense, threats, extortion etc, are acceptable, a huge fiat-bank account or a device/spell that creates gold (from another setting) is not.

If you succeed, you'll retain your aged dragon form in all future jumps, barring drawbacks or the like.(Either as an alt-form or your regular form. Many dragons can shapeshift into humanoids anyway.) Old Dragons have a multitude of powerful abilities, but most at least have Blindsense, Darkvision, are inherently frightening to lesser beings, breath weapon based on their color, immunity to their breath weapon's element and resistance to magic. In addition, most are quite large, and possess the strength that implies, as well as flight. Dragons are also skilled sorcerer's in their old age, so there's that. You may continue aging until you reach Great Wyrm, gaining additional power in all these aspects. A quick reminder, choosing a less conventional dragon type (Outer, Imperial, Esoteric or what else) may change your goals and abilities significantly.

You'll be considered a true dragon to anyone who cares about such things, with all the respect (or fear) that it would afford you. You'll also get to keep your hoard, as well as whatever cave or fortress you've stashed it in. It'll appear it new worlds in an appropriate location, or attach to your warehouse.

Hell to Pay

You begin your journey as a freshly birthed devil. As an Imp, you were recently sculpted into a True Devil by a superior from the masses of damned souls known as Lemures. You'll likely just be a messenger or errand-boy for a higher-up devil for a short period of time, until the day comes that you're summoned to be a familiar for a mortal spellcaster.

You will dutifully serve your master, all the while tempting them into greater and more severe acts of depravity. Once sufficiently corrupt, you may simply lie in wait until your master makes a mistake that may cost them their lives. Upon their subsequent damnation, you'll be rewarded for a job well done. If you'd like a bit of a longer con with more leverage, you don't need to betray your master, instead attempting to bring them and as many others as possible down to Hell after their deaths, where you'll receive additional credit for so many souls brought to your masters.

Once you've been promoted above Imp-status, you'll quickly find yourself immersed in your duties in Hell. Your success in the scenario is to prove yourself ruthless and cunning enough to become a Pit Fiend, and then join the ranks of the Infernal Dukes. through whatever means are available to you.

If you succeed, beyond the recognition of being such a powerful force of Hell, and similar realms wherever you go, you'll have the ability to command the souls of the damned, and contain the souls of those you slay for whatever nefarious purpose you have in mind, consuming them to empower yourself, your magic, infusing them into items, bargaining, whatever.

Though the scenario was written with Hell and Devils in mind, you may replace them with other appropriate planes and Outsiders, the First World and Fey or the like. The rewards will mostly stay the same, albeit becoming appropriate to your chosen realms. Also, be warned that several Outsiders don't have laid out advancement tracks. Demons are kind of rule of the strong, but most are locked into their form until they can beg, borrow or steal a promotion, for example.

Drawbacks, Max +1000cp

Another time [0] If you'd rather start in another time period, you're welcome to do so. You could start when Thassilon is still at its height for example, though too close to the end of it and you'll need to survive an oncoming apocalypse. You could instead choose to start in the future, but there's no certainty as to what you might encounter.

Counter the Retcons [0] Feel free to ignore any of the dumbass retcons that Paizo's published over the years. Tons of them are beyond stupid, I wouldn't blame you if you did without this.

Extended Stay [0] Didn't get enough time here? Got some long term goal you want to see through to the end? Here, take an extra decade, or ten. (Your choice between 10 and 100 more years.)

An entire life [0] Instead of just appearing at whatever place and time you do, you'll actually live your childhood. You won't have any memories of your previous life. You'll probably go on at least one major adventure, and assuming you survive it, you'll continue in Golarion until the end of your natural life. If you're immortal, you'll leave after 300 years instead. Plot armor until adulthood.

Worldscape [0] Go to the comics setting of Worldscape. Bunch of bizarre stuff involving people getting dragged into it, with names like Fantoma, Tarzan, Red Sonja, John Carter of Mars (and some other Martians), the Iconic Party, and some other people. It's pretty different, but interesting nonetheless.

Pathfinder Society [0/+50/+100/+150] Instead doing whatever you want or going on an Adventure Path/Campaign, you'll work as a proper field agent for the Pathfinder Society, with all of the boons and (many) detriments that entails, mostly the instant enmity association earns you. For an extra [+50], your work will frequently be episodic, formulaic and predictably boring, though no less dangerous. For an extra [+100], instead of always working with your companions, you'll regularly be saddled with a bunch of incompetent morons.

Asshole "friends" [+100] For whatever reasoned, you'll need to adventure (or at least work regularly) with people you don't see eye to eye with. And by that, I mean you'll be butting heads with them nearly constantly. Killing them isn't really an option, since their replacements will be even less pleasant.

No Magic Mart [+100/+200] You'll need to search high and low across major cities if you're looking for specific magic items outside of what you've bought here. Your ability to make magic items (if you have any) is unaffected. Unless you want an additional [+100], in which case you're unable to craft magic items of any kind until your time here is up. You'll basically be at the mercy of what you can beg, borrow or steal.

Oracle's Curse [+100] Divine power isn't free, as the Oracles of this world know. Whether this is a cause or an effect of your newfound powers or toys isn't really important, but the burden weighs on you. Maybe your eyes or ears became faulty, maybe malevolent spirits or fey enjoy playing tricks or fouling your luck, one of your legs is permanently injured, or you can never break your word or tell a lie. Regardless of what the curse is, unlike an actual Oracle, you receive no benefits from it. For an additional [+100], select two curses. Same rules apply. Oracles may choose this drawback and select additional curses that do not improve during the jump, but may keep them after it's over and improve them if they have the perks to do so. (List of valid curses here.) (To clarify, Oracles can have four curses if they take this drawback twice and are also dual-cursed archetype. Everyone else can only have two)

Random Encounters [+100] Expect to encounter conflict whenever you step outside for more than five minutes (figuratively, unless you want it literally) These encounters won't necessarily be the violent sort, and if they are, usually won't be life threatening. Might just be muggers or highwaymen. Going out in the woods might have you fight bears or a pack of wolves or something. If you'd like, for an extra [+200], the encounters become significantly more dangerous. Dragons or warbands of savage races might start raiding your chosen residence.

Trail Rations [+100] For some reason, you'll never have anything to eat outside of town that isn't a trail ration of some sort. You better get used jerky, hard tack and dried fruit. At the very least, Halfling Trail rations aren't awful.

Wealth By Level? What's that? [+100] Adventurers are normally filthy rich by the standards of the common folk, even after only a few dungeon crawls. Even low-end magic items are worth more money than a common person could ever hope to see. You're firmly in the common folk wealth bracket, so I'd count on losing most of your money fairly quickly and never seeing more than a hundred gold pieces at a time. If you do manage to come into a dragon's hoard or some other large supply of trade goods, expect it to be pissed away in short order in some fashion. Magic items aren't affected, as they're not easy to liquidate, but gems, artwork, coinage and what else is going to be fleeting at best.

Obligatory "Lose your stuff" drawback [+150/+300/+400] For [+150], you and your companions are stripped of all items besides what you've bought here. For [+300] you'll lose all of your powers from other jumps, reduced to your bodymod form. For [+400] you've got no supernatural powers of any kind, not even what you bought here. Have fun with caster supremacy, you fucking normal. You can hold onto your magic weapons, but you've got no powers of your own.

Faction Enmity [+200/+400] Pick a faction: a major religion, a kingdom, or a widely known organization such as the Pathfinder Society, Aspis Consortium or the like. This faction now hates you for one reason or another. Expect a lot of kill-on-sight from their agents. For [+400], you're on their hit list and they'll be sending their agents out to kill you specifically, with a massive bounty on your head. Expect the threats to range from petty grunts to the best and brightest in the world and perhaps from other planes as well, with more of the latter as time goes on. Towards the very end you may end up facing Mythic adventurer's, old and powerful dragons, liches or fiends.

Devil's contract [+200] Or the angels, not really the point. Anyway, you're bound to the service of a powerful Outsider, one that's the opposite of your general ethos. You'll be tasked with a quest once a year in their name. The quest would be challenging for most adventurers here, but a big, bad jumper like you should be able to handle that. I wouldn't refuse the quest if I were you. (Fanwank what happens)

Dragon's Ire [+300] The orbs of Dragonkind, said to contain an ancient and powerful dragon, allow their wielders to wield draconic power, as well as control the dragons of the same color as the orb. Naturally, dragons aren't too keen on the enslavement of

their kind, and hate you in particular, believing that you have such an orb, and would see you slain. Expect regular attacks from old and powerful dragons. You won't be able to convince them that you don't have and use such an orb, despite any evidence, and the dragons are unwilling to negotiate.

Look out Jumper! It's the Tarrasque! [+300] Shortly after you enter the world, the Tarrasque awakens and goes on a rampage. It'll appear in your locale and immediately start attacking. (Alternatively, you may start in a time and place where the Tarrasque would normally awaken) You can fight it or run away, if you're alright with making it someone else's problem. For an extra [+100], it (or potentially another powerful spawn of Rovagug or similar beast) shows up in your general locale every year, immune to whatever tactic put the last down. Additionally, this one is hunting you specifically, and will somehow be able to traverse the planes in order to chase you. (You can permanently subdue the Tarrasque, through various means, you don't actually need to kill it.)

Villain [+200/+400] Upon your arrival in the world, a dangerous and powerful individual sensed your presence, and divined the future. They now know several relevant details about you, such as your true nature and general capabilities. They're convinced that you're a threat to their plans and will be sending agents or underlings to kill you; if they fail to do the deed, you may expect a visit from them personally.For an extra [+200], they're coming right now and will show up in the next hour. Incompatible with Multi-villains

Multi-villains [+400/+600] Every single end-game villain (appropriate to the time period/setting, if applicable) is now allowed to run amok. They all received the same general information about you. For an additional [+200], they're all working together to kill you, enslave you, use you as power source or some other, terrible fate. Incompatible with Villain

Conclusion

Well, your 10 years are up. Or maybe you had your whole, full life. Either way, you've got the usual choice.

Staying here?

If you want, you can stay here. Maybe you started a family and can't leave them (and won't/can't bring them with), there's something here you have to see through, or you've started your own religion and are on your way to being (or are already) a god. Take an

extra +1000cp and spend it as you choose. If or when you die, you'll live out the rest of eternity in your deities realm.

Going home?

You've had enough of your fun. Time to go back home. You retain everything you've obtained up to this point.

Moving on?

I think we all knew you were going to choose this one. Take your new toys and go elsewhere.

Notes

When in doubt, F A N W A N K

-Additional resources d20pfsrd has a lot of info, mostly mechanical due to copyright stuff.
Kingdom Building Rules
Settlement Rules
Archives of Nethys has more of the lore stuff.

-Assume my reasoning for the rulings is that it results in the least number of problems and pleases the most people.

-Fanwank what your starting level is, if it's influenced by how many classes you've picked and your perks. I wrote it with the assumption that you'd be a first level adventurer. I don't think too hard about levels since they're an abstraction and you probably shouldn't either, but the capstones sometimes vaguely resemble higher level abilities.

-Waifu List: Adowyn, Alahazra, Ameiko Kaijitsu, Amiri, Enora Feiya, Imrijka, Jirelle, Kess, Kyra Lini, Linxia, Lirianne Merisiel, Nyctessa, Reiko, Seelah, Shadra, Shalelu, Seoni, Zelhara, Zova. The list goes on, but those are (most) of the female iconics, plus a few Rise of the Runelords NPCs.

-You can pick archetypes, alternate class/race features or Paizo's other alternate rules.

-By default, you're first level when you start the jump. You can continue to gain levels, here and elsewhere. Fanwank if you're a gestalt of multiple classes or if you just have 1 of X class and 1 of Y class or whatever.

-You need to keep to your class/religion code in-jump only, unless you've got No Gods or Kings. Classes like Barbarians and Monks who don't really "fall" can do whatever. Just don't piss your god off and you'll be fine.

-Druids can wear metal armor post-jump. Fanwank if it turns off your druid powers while wearing it or not.

-Stat items (Belts, Headbands, Rings of Protection, Amulets of Natural armor etc.) are by default at their highest value. You could get them at lower values if you want, but I don't have a good way of keeping the pricing competitive against other options without splitting down less than 50/100 cp.

-If you want, you can do multiple adventure paths. Fanwank how that one works, whether the enemies scale up or you meet new friends or something.

-Handy Haversack Pack described here.

-Fanwank whether or not being a member of a stupid race or a smarter race actually affects your mind. I'm leaning towards "it doesn't." but you can do whatever you want.

-You are allowed to pick Imperial or Esoteric Dragons, but doing so may alter the scope and danger of the scenario beyond recognition, depending on what you end up picking.

-Picking another major race of Outsider (or other natives to other planes, undead for Negative Energy or Fey for First World) for the Hell to Pay scenario is also possible, but many don't have detailed descriptions of hierarchy and/or no room for actual advancement. It would also alter the reward of the scenario into something more thematic for the Outsiders in question.

-Races become alt-forms after the jump. Picking the Dragon or Hell Scenario locks your purchased race until afterwards.

-Driders, Gargoyles and the like are listed under 300cp races instead being covered under the generic buy-in due to actually having race point values and technically being playable options.

-Weapons made from Cold Iron will harm Demons, Fey and other creatures more easily. Silver beats Devils, Vampires and a number of other creatures. Adamantine isn't Marvel level shit, but it makes really sharp swords and is still very durable. Mithril is really light (half the weight of a normal piece made of any other material) but also conveniently counts as silver.

-Familiar's are basically any mundane animal that's a medium/small dog (I'm thinking ~30-40 pounds, no giant breeds or anything, this includes small dinosaurs) or smaller. You share an empathetic link with them and your souls are linked.They can be released, replaced or resurrected, and offer situational advantages based on the animal. They are sentient beings, can share personal spells and converse intelligently with their master, as well as with other animals of similar nature. (Ravens with birds, dogs with canines, etc.) Sufficiently powerful spellcasters can conjure greater beings (Small elementals, minor outsiders such as Imps, Lantern Archons and Azata's), Faerie Dragons, severed heads, clockwork beings, homunculi and all manner of others. Very powerful spellcasters can scry on their familiar once a day.) This Page has a list of baseline familiars. This one has a list of the more fantastic creatures. If for some reason you're a Witch and you decide to not take the freebie, you must have a familiar. Familiar's don't count as a companion unless you end the link between you two and then import. Afterwards they probably can't go back to being familiars, but if you need (or want) one, you could acquire another one with relative ease.

-Bonded items (mostly for Wizard, but some class variants, such as Arcane Bloodline Sorcerers, might use it as well) allow the Wizard to cast any one spell in his spellbook, but did not memorize today, once per day. They also allow him to enchant the object in question as though he had the relevant item creation feat (but only the bonded item) It must be an amulet, ring, staff, wand or weapon. If you're ever without your bonded item, it becomes much harder to effectively cast spells, requiring intense concentration. Your other spellcasting abilities, if any, are unaffected.

-Dragon Companion's age doesn't reset (Or it does, but they keep their powers) when you import them. I always figured that creatures that advanced by age category losing their powers on import was stupid. Dragons die of old age in this setting so fanwank how age resets work in other jumps. Yes, you can waifu your dragon, but it might get weird if you raise it from infancy/hatching, so buyer beware. If you take the Dragon scenario, your companion can be one of your siblings.

-The above also applies to you if you buy a race that advances by age category. By and large, that means Dragons, I don't recall any others off the top of my head which do so.

-Villains from the drawback don't scale. They just know about you.

-You don't need item crafting feats if you're already capable of making similar items. Your call on how much more difficult it'll become without them, though as with everything, you could potentially learn how to do it, assuming you can find someone willing to teach you or figure it out yourself.

-Hat of Disguise works via disguise/alter-self spells. Only allows humanoid forms.

-Apparatus of the Crab is a pet item of mine.I think it's kind of a funny joke item, that I've known about for years and never had the chance to use.

-For anyone too lazy to look it up, the Bone House's bonuses to undead can be replicated by anyone capable of casting Desecrate (with an altar to an evil god nearby)

-Post-Spark, the Book of Infinite spells just has every spell from every world freely accessible and the page limit is removed.

-Phylactery of the Failed will require years, perhaps decades, worth of tinkering and study in order to properly understand it. Many wizards spend most of their lives attempting to learn the secret and most still fail. If you become a Lich, you'll gain the standard power array (A boost to your intelligence and willpower, darkvision, bonus durability, heavy resistance to cold and electricity, a paralyzing touch (which can heal you.), a fear aura and a respawn mechanic, plus being undead.). You'll need to keep your phylactery safe, if it's destroyed you'll be denied the respawn, and you can't keep it in the warehouse. If it's destroyed or stolen, you'll get another one at the end of each jump.

-Penumbra Tattoo explicitly works for Vampires and Wraiths. I'd imagine it'd work on anything that even remotely resembles weakness to light.

-Being the Tarrasque (or any other similarly invincible creature) will have you still fail your chain and be sent home if you're permanently incapacitated. You might not be able to kill a Tarrasque per RAW, but you can have ghosts or golems beat it's corpse forever so it'll never rise again, or send it to the Negative Energy Plane where it'll starve into a permanent coma or something. Assume that anything of the sort that happens to you while you're here kills you. I don't care what you decide afterwards.

-Completing Starstone Scenario or any other way of ascending to actual godhood will grant you the rough parallel to Divine rank 1-6 under 3.5 rules, which is all of Demigod to the very bottom of Lesser Deity. Fanwank how to ascend those ranks and where exactly you fall on that scale. Collecting/inventing artifacts, ultra-powerful spells, deals with other powerful beings, consuming souls or (most likely) gathering worshippers and starting a religion around you. More information divine ranks here. If you're going to go the worshipper route, unless you have a whole horde of companions who flat out worship you and can be imported into jumps, expect to lose a lot of power until you can establish your religion. I know that Pathfinder deities don't have divine ranks or stats, but the system in 3.5 does a decent enough job of quantifying power of such beings. Completing the test and ascending to (demi)godhood may or may not come with a small divine realm which'll follow you from jump to jump, typically appearing in an adjacent dimension. Fanwank how powerful gods are, the test itself and whether or not technology is affected by the anti-magic fuckery, the lore isn't specific at all here.

-Divine Ranks trigger some people because "REEEEE it's 3.x material not Pathfinder." Feel free to use them, or not. I don't really give a shit. It's the only 3.5 content that I'm knowingly using and Paizo isn't specific (at all) about how powerful gods are.

-The lose your powers drawback will let you have your mundane but high-quality weapons, but they'll lose any magical properties they have.

-Magic Gold essentially grants the standard item fiat-backing. Consumables restock, lost, broken or stolen goods find their way back to you after a week in perfect condition. I wrote that in since it's not possible for me to list every single item or permutation of enchantments. You are able to purchase mundane items if you'd prefer, like a huge number of ladders or something. Or, one suggestion was just having a replenishing ocean of gold if that's more to your liking.

Settlements follow you around and are legally your lands. They'll retain improvements, but by default are private tracts of wilderness. People don't live there unless you have someone colonize it. Fanwank how big a given settlement is in actual square mileage (as long as it's not bigger than Taldor) and how it ruins local geography and politics when it moves to new jumps. Your companions can live there, but by default the people who live there are just random people unless you import them.

-I'm not going to lie. For some of the classes (mostly Samurai and Ninja) I was really scraping the bottom. The classes fail to meaningfully differentiate themselves from Cavalier and so much of the features are baked into the Orders which I didn't want to include in the jump document proper (though they might make it into a supplement someday) Ninja just lacks class features and ends up being Rogue with a ki pool. Maybe I'll replace them eventually. Hybrid classes that I'm not super familiar with (or do not majorly differentiate themselves from their parents) suffer similarly.

-Demiplanes are useful. The major question I can foresee before even posting the new version is how time traits work. I'll just say you can't end the jump at 5 years by hiding in your demiplane moving at double speed. Timeless is also kind of fuck-y. It usually makes non-instantaneous spells last until terminated, and creatures don't age or require sustenance while there. Starvation may and aging definitely does catch up to you when you leave though. Timeless does not function as a time-stop.

-Anon's notes on Worldscape

“Okay, so in Pathfinder there was with powerful wizard-king named Arclord Nex. Founded a whole kingdom of Wizards doing wizard shit.

Now Nex and his kingdom got involved in a few wars, most of them against his jealous southern neighbor Geb, a Necromancer who's essentially /r9k/. However, at one point Nex tried to conquer the island nation of Absolam, and even planted a fuckhueg tower on the island that no one can enter.

Now, Nex needed soldiers and exemplary warriors for his armies, and being a lvl20 wizard he was easily capable of teleporting between the planes and the various alternate Material Planes (one of which is out Earth, which you get to visit in Reign of Winter in order to kill Rasputin who kidnapped and bound his mother Baba Yaga in a nesting doll...just go with it.)

Anyway, in order to have himself an army of supersoldiers, he started kidnapping great warriors, heroes, soldiers, and such and sealed them away into a pocket dimension known as The Worldscape. He would use his magic control of the Worldscape to summon copies of the people he trapped there to fight for him as he pleases. However, when Nex disappeared during the last Gebbie Siege on his capital city of Quantium, he neglected to turn off or warn people about the artifacts he left all over the place to drag more people into the Worldscape.

So now after hundreds of years, all sorts of people have been dragged into the Worldscape such as Fantoma, Tarzan, Red Sonja, John Carter of Mars (a lot of martians are in the Worldscape actually), the main Iconic Party for the comic, some Marilith bitch, and Ruthazehk, the Ape King of the Mwangi Expanse (Not!Congo-land for Golarion), and many many more.

Now, due to all the murders, scum, and villainy that exist in the Worldscape, Tarzan decided he couldn't allow anyone to leave this realm, so he took the artifacts that could allow one to escape, and made himself King to prevent anyone from leaving.”

-Wishes have limits, though you can go above the recommended scope at increasing amounts of peril. Generally, you can duplicate most spells with a wish, undo harmful effects such as curses and compulsions, heal injuries, revive the dead, transport a fair number of creatures to anywhere in the local multiverse, undo recent (as in the last minute or so) misfortunes with little to no risk. Greater feats (reviving many long-dead corpses, putting cities into bottles or wishing for legendary artifacts) are fine as a kind of one-off but the danger compounds quickly afterwards as reality becomes more frayed. Wishes are best used modestly, simply and sparingly.

-Miracles (as the spell) generally follow the above rules. When performed by a deity, they must be in line with the deities goals or philosophy, else they’ll just refuse.

-Credit to CJ for original class and deity perklines. Credits to the anons who gave me ideas, suggestions and critique.

-Archetype, Prestige Classes, Item Supplements coming someday™

-Potential future scenarios (Suggestions include Redeem Arazni, Find Nex, Investigate Aroden’s Death, Close pit of Gormuz and prevent Rovagug’s escape, We Be Goblins, Become Linnorm King. Potential rewards include Casandalee Companions for Iron Gods, Mythic for Wrath of the Righteous, etc.)

-Extended Waifu list
Rise Of The Runelords
Nualia
Svevenka
Curse Of The Crimson Throne
Trinia Sabor
Ileosa Arabasti
Legacy Of Fire
Shazathared
Jade Regent
O-Sayumi
Skulls And Shackles
Sandara Quinn
Rosie Cusswell
Tessa Fairwind

Sefina
Lady Cerise Bloodmourn
Admiral Druvalia Thrune
Reign Of Winter
Nadya Petska
Greta
Nazhena Vasilliovna
Anastasia
Queen Elvanna
Wrath Of The Righteous
Arueshalae
Yaniel
Queen Galfrey
Nocticula
Mummy's Mask
Meret-Hetef
Deka An-Keret
Tetisurah
Forgotten Pharaoh (Serethet)

Changelog

0.11
-Changed Spell Savant's wording from CJ's initial work to make it more accurate.
-Added 100 and 600 cp perks for Inquisitor
-Added 100 cp perk to Oracle line
-Added Jumper Society
-Added Wand of CLW
-Added a few artifacts, prices negotiable
-Alphabetized Classes
0.12
-Witches explicitly get familiars now.
-Named Erastil's 400cp perk.
-Added/modified flavor text for multiple sections.
-Added more items
-Added background stuff (Free sex change, race descriptions, starting locations are free)
-Removed respawn limit on lich phylacteries.
-Added Discounts to churches and wizard properties for appropriate classes.
0.13
Added generic race buy-in. If you want to be a dragon, whatever.
Added Starstone Scenario
Finally added Urgathoa's perks.
Added more items.
Moved Kobolds and Orcs to the new +100cp race section, since they're weak as shit and stupid as bricks, respectively.
Changed flavor text on Deities section
Added minor flavor text to race
Added text to conclusion.
Added Magic Gold (There's a note there.)
Added a Drawback limit (May be temporary)
0.14
Added Clarification that Wizards can have bonded items instead of familiars.
Increased Price of Canon Companion to 300
Decreased Dragon Wyrmling Price to 100 (They're not strong when they're so young.)
Made pricing on the castle more competitive.
Changed the scaling and price on the plot of land.
Class infodump added.
Made CJ's perks match the rest of the document's font size (They were all 11 as opposed to 12)
Folded all of the item crafting perks into a single perk.

Clarity change on magic gold. Unspent gold restocks in future jumps, but loses fiat-buying power.
Added remaining class perks. Still missing Occult and Hybrid classes
Made Catfolk and Gillmen free. They're not that good. Goblins and Gnolls are now +100
Dragons are not, in fact, immortal, since Time dragons specify that they are. Notes text updated to reflect that information.
Added clarification that companions may choose +100 races.
Added two new scenarios (Dragonborn and Hell to Pay)
Removed placeholder text on Worldscape. Added notes from an old threat when it was suggested that I add it.
0.15
Added clarification to Race and Class information. Race modifiers are relative to human baseline. You are assumed to be first level in the class of your choosing and have appropriate stats to at least function. Also you can buy templates instead of outright races.
Clarified that Spells inscribed as magical tattoos are single-use. You can always inscribe another.
Standardized cost formatting (removing cp after numbers in sections where I added it.)
Shuffled Item prices around. They need to compete with Magic Gold, which gets crazy efficient at higher purchases.
Renamed the 300 perk for Cavalier because it shared a name with the fighter capstone
Added Unending Tome to Artifacts
Added lots of items
Adjusted a number of Artifact prices to account for item pricing changes. Most of the artifacts are of their relative canon power and a number of their drawbacks (like the Codex of Infinite Planes) makes them dangerous enough to use that I can't justify the big price tag. Phylactery of the Failed was made cheaper to compensate for the fact that you can just buy the Lich Template.
Revamped item section entirely.
Repriced some properties
You can now buy up to Juvenile age category on the dragon companion.
Reduced the price on canon companions to [150]
Added a time period toggle drawback, that way you can be a young dragon or work your way through hell or whatever and still interact any plots you choose.
0.16
Reworded the Dragon scenario a bit.
Finished out the Adventurers scenario; specified that the characters can be the iconics.
Added entries to the waifu list
Made Party Time, Jumper Society and Canon Companion option cheaper. You get four imports for free now and it's just 100cp for another four. Canon companions now don't require convincing, but gods or exceptional individuals require coercion or acknowledging you as a peer or superior.
Made the Castle option less shit.
Dramatically reduced the gains on drawbacks.
Added items. Martials actually have some options from the artifact section.
0.17
Added vehicles
More magic items
Added followers to work your properties
Added Demiplane option
Added Hybrid Classes (Finally)
Added Army option.
Bolded Class and God names to make formatting a little cleaner
0.18
Added Faction Enmity drawback
Added Tarrasque drawback
Added Larger than Life perk under background to alleviate stat questions. Clarified levels in notes.
Combined Wizard Tower and Wizard Academy to conform to formatting
Added Tavern/Bard College
Added Exotic animals option
Clarifications to Dragon and Hell Scenarios
Priced down some items.
0.19
Magic gold requires minimum buy-in now. (Nobody was seriously paying less than 600 for 50k, right?)
Item discount stipend included at the top of the section.
Corrected textual errors.
0.20

Occult classes added. Should cover all the base classes now.
Buffed the Tarrasque drawback by an extra +100 points, it was weak before.
0.21
Forgot Kineticist, Fix'd
Removed the demiplane warning about fucking with space. It was dumb. Also gives you a stone to get there, for those who can't already.
Increased the dragon companion age purchase from three to five.
Playing with text size. Clarifications decent? I don't know how big the text size should be.
0.22
More drawbacks.
Added a mine option because someone asked for it.
0.23
Changed settlements to have actual people.
Changed the Tarrasque Drawback
Tweaked the Gunslinger perk line a bit.
Made Exalted get revelations from other mysteries.
Added the rest of the core gods.
Added a toggle drawback to ignore stupid retcons.
1.0
Added Martial College
Tweaked Tarrasque drawback a bit to enable spawning in a natural Tarrasque rampage.
Corrected a few minor errors.
Removed to-do list and moved potential scenarios into the notes for my reference.
Added Amulet of Natural armor. Was missing for some reason.
Added Bracers of Armor