The Witcher Video games jump By Mad_Hatter

More than a thousand years ago, a major cataclysmic event known as the Conjunction of the Spheres trapped unnatural creatures in this dimension. According to elven lore, it is during this time Humans first appeared, their own world having been destroyed. Humans settled on the great northern continent hundreds of years later in what is known as the First Landing. However, monsters still roamed the lands and the humans were ill-equipped to deal with these creatures.

The humans employed Witchers, an elite caste of warrior-monks, who defended human settlements when no other could possibly hope to. In present-day Temeria, one of the largest nations on the great northern continent, These Witchers possessed superhuman speed and strength thanks to the Trail of Grasses, a series of mutagenic mushrooms, herbs, and plants that were introduced into the bodies of would-be Witchers. Witchers became master swordsmen and with the help of sorcerers, they utilized spells called Signs, as well as combat-augmenting potions.

But soon, human villages became kingdoms with armies, weapons, and magic. The Witchers were no longer needed and became outcasts due to their mutant abilities and albino appearance. Disgust grew into hatred, and the humans assaulted the Witcher fortress of Kaer Morhen, leaving no survivors to train their successors. Surviving Witchers eventually faded into the shadows, roaming the land as monster hunters for hire.

Now, a new, nefarious society lurks, seeking to obtain the secrets of the Trial of Grasses for their own heinous purposes. It's up to Geralt of Rivia and the remaining Witchers to put a stop to this evil plot and survive in a world that seeks to destroy them…

Welcome to the world of the Witcher! You will be entering this world in the year 1270, this will give you enough time for involving yourself in the plot or fooling around. Here is

1,000 CP

Race

On the Unnamed continent, many races live here. You may choose your race.

Human- Most common race here. Humans came a millenia ago, crushing the Elven empire with their sheer numbers. Now, they are less united. You may choose to remain the same, or you may choose to enter as a Nilfgaardian or a Nordling.

+Most populous on the continent

-most hated by the old races

Gnomes- The Oldest sentient race on the continent. They are superb metallurgists and thieves. They, along with the Elves and Dwarfs, comprise the old races.

+Agile
+/- Real small
-Not that strong

Dwarves- Your typical Dorf. Jolly, hard working and no small fan of alcohol.

+ Holds liquor very well
+ Sturdy
+ strong
-/+ Thick Scottish accent
- Slow
- Short
- Looked down upon, figuratively.

Elves- Pointy ears and funny accents. They don't look half bad either. The most human like in size and stature, but the similarities end there.

+ Lithe and naturally fit

+ Aesthetically pleasing from childhood until old age.

+ Long, proud history of the elves spans back millennia.

- Half of your races population lives in slums, the other half are guerrilla fighters living in the woods.

- You will be discriminated against by your race.

- Lots of racial tension between elves and humans.

Origins

Drop In-(Free)- You appear in the starting location with nothing but what you purchased here. Your age is 1d20+18

+No new memories
+No obligations
-No local friends
-/+ No history in this world

Peasant-(Free)- You are a local of your starting area, whether you are a farmer, bandit or tavern worker. Your family is old, though not especially wealthy, but you can probably find some spare change in your house, and your career is relatively safe and stable. Roll 1d10+15

Familiarity with your starting location
The people are more likely to be friendly towards you and support you during the hard times
You're very good at your job, such as farming, hunting, smithery or some other skill
You’re not exactly swimming in gold.
The world is a very dangerous place, especially for a small town person

Sorceress/Sage-(200)- When you were young, you showed a magical aptitude to some degree, and were taken in by someone. Whether it be a lonely hermit who practices the magical arts, or the mistress of a coven.

+ If you are a sorceress, you have learned how to make yourself beautiful in every way with magic. You can remove blemishes and unwanted hair with ease, and just as easily change the color of your hair or your eyes. You can also make even more drastic changes if you so wish.
+ You have a natural magical aptitude as well as experience in the magical arts.
+ You have a good grasp on magical lore and the lore of the land itself, as well as local (Meaning this world's) legends.
- Be prepared to be called a witch.
-And be burned at the stake.
- People will hold a mixed opinion of you. This depends where you go.

Merchant/Noble-(100)- You are part of a rich family, you can afford the finer things in life, as well as hired swords to keep those finer things. Roll 2d12 + 20

+ Your family is pretty wealthy
+ like whoa, wealthy
+ Your have a family keep somewhere near your starting location.
+ You are good at managing numbers. People, money and goods
+ You are respected by all those before you
-/+ More out of fear than admiration
- Royalty is notorious for being snobbish, even if you're not, you will have to live with this stigma while interacting with people
-Not used to working hard
-Used to having things just handed over

Witcher-(300)- roll 2d8 years+21

You are one of the new Witchers. Although you do not have many of the supernatural abilities of the old Witchers, you do have extensive training in combat, especially combat against supernatural threats, specifically monsters.

Extensive combat training.
+ You are familiar with monsters and their weaknesses (Wraiths, Dragons, Etc)
+ You can use a special kind of magic called signs. Simple yet versatile.

+ Comes with a sick ass silver necklace that identifies you as a Witcher and helps in detecting monsters.

-/+ The Witcher code dictates you must accept payment for services rendered, unless it would interfere with one's personal code. Payment does not have to be in money.

- You may often be coinless, as supplies will be expensive, as well as weapons and equipment.

- You MUST wear your necklace to identify yourself as a Witcher

Witcher's are seen as mutants, and even as monsters by some.

Location

Roll 1d8 for you location

1: White Orchard- A nice little village in the country of Temeria. Not the most exciting place in the world.

2: Toussaint- A duchy within the country of Nilfgaard, famous for its wines. Is prone to bandits due to a lack of Nilfgaardian presence. Though it is prone to bandits, stoic knight errants watch over roads and trails, making Toussaint relatively safe.

3: Kaer Morhen-(May be chosen by Witcher for Free) Located in the mountains of the kingdom Kaedwen. It is relatively abandoned besides one lonely Witcher by the name of Vesemir, though, he does not stay there all the time, just for the better part of the year.

4:Novigrad- A free city and one of the largest cities in the north. Novigrad sits comfortably on the west coast of the continent and has enjoyed prosperous trade with most countries.

5: Ard Skellige- The largest of the Skellige islands. It is where the fortress of Kaer Trolde sits. It is one of the few "safer places" in this world.

6: Vizima- The capital city of Temeria. It has benefitted from its placement on a large lake where trade roads intersect. The city itself is rather large. King Foltest rules Temeria from his throne in Vizima.

7: The Wilds- You're somewhere in the Temerian wilds. Good luck.

8: Free pick

Perks

Soundtrack-(Free)- You get the entire Witcher soundtrack. You can play it at any time and choose who hears it, breathtakingly clear and beautiful.\

Horse Riding-(Free)- You can ride a horse proficiently and with no difficulty. Horses will trust you more easily.

perks- Perks are discounted for their respective origins. 100 perks are free for their origins.

Drop In

Hunt or Be Hunted-(100)-

Being able to track down people is a useful skill, especially in a world as big as this one. This perk gives you the necessary skills to find people. You have an easier time finding clues and trails don’t go cold as quickly. You also travel quicker than before when using mundane methods, such as one foot, horses, wagons or vehicles.

Phantom traveler-(200)-

You exude an aura of otherworldliness. Whether it be exotic beauty, eldritch fear or a certain unplaceable queerness. Word of your presence travels quickly, but only to those you want it to, if at all. You can gain fame quickly in a relatively small community without trying.

Aura of the White Frost-(400)-

Wherever you go, you herald the coldness that has been spanning the multiverse. You have a passive aura surrounding you that produces temperatures of 20 degrees below freezing. This aura can be turned off at will, or intensified while making the effective range smaller.

The Wild Hunt Comes-(600 No discount)-

Once a year, you are able to guide to you a group of 15 hunters to the world you are on. They will be totally loyal to you and follow your orders to the best of their ability. Hunters do not stack between jumps, but may be kept individually if you use a stasis pod on an individual hunter.

Of the Elder blood-(800)-

Perhaps it has to do with your otherworldly nature, but upon entry into this world, your genes seemed to shift. You are now capable of minor time travel, the kind that allows for medium range teleportation and the ability to overlap your timeline barely, making it so you can attack from multiple locations at the same time.

Peasant

Basic Trade-(100)-

Upon entry, you will be proficient in one skill or trade. Such as fishing, smithing or bar keeping. Your family will have a history in the local area as having done this trade for as long as anyone can remember. With time, you could become legendary in this skill. Or at least well renown.

Local trust-(200)-

You will find that if you stay in an area for an extended area for a period of time of two weeks to two months, that the locals will begin to trust you. This will progress until you are practically family to them. This works best on people you interact with on a fairly common basis. They may still distrust you if you give them reason to, though.

Luck of the Lubber kin-(400)-

You seem to have a Lubber kin looking out for you. As well as being exceptionally lucky., you seem to have some greater power looking out for your safety. You also know a short ritual that will lead you to those that are considered your blood family.

Farmer, all day erryday-(600)-

At will, you may activate this ability. It gives you the ability to change into an unassuming appearance. You can customize this appearance. This gives you an unassuming aura. People will believe your just some farmer, or a person of equal social class. People will just assume you have business where you are. You won't appear as much of a threat. Your form will always appear to be a human, but this won't bother people (Or not) in the slightest. This ability will only last for 1 hour at first, but can be extended with practice. If you reach your time limit, you will be forced back to your original form.

Sorceress/Sage-(Pick a 100 CP perk to take for free, the other is discounted)

Magic-(Free only for Sorceress/Sage)- Your a wizard, Harry.

Lore Master-(100)-

You are very familiar with this worlds lore and cultural history. You seem to have a knack for remembering things that pertain to this. It also seems like this kind of information just gets picked up by you relatively quickly.

Magically sculpted-(100)-

Magic can be used for quite a few things. Who knew it was also a tool for cosmetology? This cleans you up, erasing blemishes and moles, as well as making you aesthetically pleasing. Specifics are up to you. If you take this, you can now modify people aesthetically to some extent.

Of Spirits and Sorcery-(200)-

If you purchase this, you gain knowledge on an assortment of rituals and spells as well as how to construct magical talismans meant for safety. These all pertain to dealing with

spirits of the deceased, or of spirits of nature. After this jump, you can attempt to communicate with supernatural beings that you normally would not be able to communicate with.

The Witchest-(400)-

You come from a very long line of Magic users, or you're just lucky, but it seems that either has paid off. If purchased, you gain a significant increase to your mana pool, or gain an increase in the amount of magic you can use in a short span of time. This also slightly increases the strength of your spells.

The Magic of Science-(600)-

You can resolve the issues between magic and science, and while this does not increase your magical or scientific ability, you are able to make quite a few discoveries by combining the two and experimenting.

Merchant/Noble

No, No, No-(100)-

Your needs are generally seen as priority by those that are close to you. Even when you're not familiar with some one, they are more likely to listen to what you have to say. This will not convince them, however. It will only make them listen.

Numbers Game-(200)-

Math and statistics just work out for you. This perk, if purchased, will allow you to manage numbers and people well. Never overestimate the rates of grain in the local area again!

It costs money to be money-(400)-

This perk allows you to purchase what you need. Generally everyone has their price. This makes it easier on your wallet. People will tend to do things for you if you wave enough money at them. This does require you to actually pay them, though. Need soldiers to guard that trade caravan? Done. Need barrels of the finest wine to come in by tomorrow? Done. Need anyone "Taken care of? Done.

It's good to be king-(600)-

This perk gives you great charisma and a stoic figure. People who follow you will see you as something greater as what you truly are. Besides the obvious boost of trust in you, this will make it easier to impress people. Even those you are not familiar with.

Witcher- (Human required).

(NOTE: ALL perks are raised in power if you become an old Witcher. You have spent such a long time in this world that these perks become much more effective).

Signs-(Free and exclusive to Witchers)-

You know how to use signs, the versatile form of magic that Witchers specialize in

Should look at himself...-(100)

Just what the name implies. You are at the peak of human bodily efficiency.

Lest he himself...-(200)-

You gain great proficiency with a sword and up to two other different weapons of the medieval variety.

He who fights monsters...-(400)-

You have unparalleled knowledge of monsters and the knowledge to brew oils that can be applied to your weapons to hurt them. This will also give you the knowledge to experiment and create new oils to fight new monsters. On top of this, your alchemical and potion brewing knowledge and intuitive skill is boosted moderately.

Becomes a monster.-(600)-

It seems you have survived the trial of grasses. You are an old Witcher. You gain a number of perks, as well as a few possible downsides. (Add 1d8 and make years into decades in your age roll).

+ Heightened metabolism
+ Retarded aging
+ Extended lifespan

+ Resistance to poison and immunity to most illnesses
+ Extensive practice in hunting and fighting, especially against monsters and supernatural threats.
+ Night vision
+ Quickened regeneration
+ Greater reflexes
+ Increased strength
+ Can enter into a focused state that allows for better tracking and catching details, as well as slowing down perceived time
+ Poisons that would kill regular humans may have positive effects on you due to a passive immunity to harmful agents
- You can have only so much poison in you body at once
+/- Faster metabolism means you need more food
+/- Albino appearance
+/- Cat eyes
+/- Sterility or Barrenness makes it impossible for you to have children (Optional for this jump only)
+/- You can be quite intimidating
- Also, prepare to be discriminated against. More so than before

Being an Old witcher, you have the option to hail from a different school than the the Wolf School. Schools are a Witchers form of combat. Although all Witchers hunt monsters (Usually) they all have different ways of doing it.

Wolf School-
The most versatile witcher school. They were made for hunting lone enemies over long distances. You will become more independant, capable of surviving by yourself and fighting by yourself. This School also focuses on alchemy, potion brewing and the basics of most combat.

Bear School-
The Bear schools specializes in melee combat and thick armor for damage reduction, though they do use crossbows. Choosing this school will give a technique that allows you to take more and give more damage through a combination of increase of strength, speed and endurance that relies upon the amount of adrenaline

Cat School-

Diverging from the other Witcher schools, they essentially turned into assassins for hire. This will give you unparalleled speed, stealth and reflexes.

Viper School-

The Viper school uses a combination of sword and poison that few enemies can resist. Whether it be a greatsword or dual wielding short swords. This comes with the strange ability to somehow “Enchant” your weapons to have a poisonous effect. The poison can be any poison that you have somehow ingested. It must be ingested and must be considered a poison.

Griffin School-

This school gives you a major boost into your magical ability, specifically rune based magic and signs. You will intuitively know how to improve you runic knowledge. You can, with effort, time and research, make new and more complex signs.

Companions-

Import- Origin must be purchased, with Drop-in free, of course.

100 CP for 1-2
One to two companions. They receive 600 cp each.

300 CP for 3-5
Three to five companions. They receive 400 cp each

400 CP for 6-8
Six to eight companions. They receive 300 cp each.

Witcher-(300. Free for Witcher)- A Witcher has appeared to take a liking to you. Though not an old witcher ,they will help you in any way they can. Their appearance and personality are up to you. If they are treated well, they wouldn't mind travelling the multiverse with you, fighting monsters and earning gold, as a friend or something greater…

+ Loyal to a fault, will stick through with you even to the deepest pit of hell and not regret coming out the other end if it's with you.

+ Excellent at both armed, ranged and unarmed combat

+ Good sense of the supernatural

- Is still only a human

Sorceress/sage-(300 Discounted for Sorceress/Sage)- A practitioner of the magical arts. Their Appearance and personality are up to you. Powerful in their own right, and knowledgeable about magic like few others. If purchased with Sorceress/Sage, they can be your teacher, pupil or colleague.

+ Strong with both practical and theoretical magic
+ Wants to discover new magic and experiment to find the ever expanding horizons of magic
+ Is always up for adventure, as long as they can experiment with their magic
- May not warm up to you for a while
- Not the strongest physically.

Canon Companion-(Max of three purchases.)- You seem to have come across a certain somebody from this world who will be more than willing to join you on your adventures, after they have taken care of all their own business, of course. Though, you must convince them to go with you of their own free will.

Triss Merigold-(300. Must be single or taken with Geralt)-
Beautiful, as all sorceress's make themselves to be, This caster does not lack in power, either. Wielding spells and powers so powerful, she nothing short of an Archmage. Brave to a fault, she is both pragmatic in her dealings with others, yet maintains an inner optimism that is hard to undermine. When one has her trust, they have to have proven themselves to her. Somehow, during your journey, she has become enamored with you, either platonically or romantically, though, you have to invest yourself into either a friendship or a dalliance continually, lest her faith in you lessen. However, if you were to prove yourself in a large enough manner, her faith in you would be unfailing. You would have a sorceress without equal charging whatever does come your way.

Geralt of Rivia-(300, discount for Witcher)-
The gruff and disciplined eponymous Witcher. He has seen countless battles, and with his trusty horse Roach, he travels the land in search of quarry. Ripped and handsome, he is quite the lady's man, and thoroughly appreciates the attention of the opposite sex. Having been alive for almost a century, he has learned many hard fought lessons, and can make good use of them in your journeys together. Though, he may just want to relax by the end of the journey, and it is up to you to convince him to come along. Through the years, many people have come and gone into and from his life. Sometimes it takes a reliable friend to make someone feel alive. A swordsman without equal is hard to come by. Making one your friend would require even greater luck.

Dijkstra-(200)-
A man of his word, as well as one of the black market. This guy is happy to help you out, manipulating events to make the best circumstances. Though he is thoroughly versed in espionage, he is a very reliable person, and when he truly bonds with someone, he opens up to them and becomes a course yet compassionate and loyal friend. This will take time, however.

Ciri-(500, discount for Witcher)-

The white haired princess Ciri, who was taken by Geralt as payment from the king of Nilfgaard. Deadly and beautiful. Her intellect is particularly sharp as she easily recalls things from even the most distant of memories. She also possesses the elder blood, allowing her to travel between parallel worlds, and have limited teleportation/time altering abilities. Her sword arm strong, her mind sharp and her will steadfast. She encounters you and has seemingly felt drawn towards traveling with you. Though distant at first, she will require proof that you are truly on her side, she will become over time a steadfast and loyal companion, perhaps her best friend.

Yennifer-(500. Must be single or taken with Geralt)-
Haughty, compassionate and intellectual to a T. The Sorceress Yennefer of Vengerberg is skilled in the fields of magic like beethoven to music. Tremendous inborn ability alongside years of experience (don't ask her how old she is), she is a paradoxical figure whom few can nail down. She has the capability to make one feel like an idiot, yet also become smitten by her charm. Having this superiority complex is a commodity few mortals can truthfully have in this world with all the death, monsters and whatnot, so it came as a surprise to her that you were not only unphased by her during your initial encounter, but simply apathetic to any of her actions. She tried seduction, coercion, threats and trickery, yet all have failed to make you the least bit intimidated. This has made her rather curious, and she has decided for her sake and for yours, that she will tag along and try to understand just exactly who you are.

Regis-(500, discount for Witcher)-
A gentleman, a scholar, a… higher vampire? The Vampire known as Regis is of the singular kind. And unlike vampires from other realities, does not survive upon solely upon blood, but is strengthened and inebriated by the life force found in it. Though, when sober, he is amazingly intellectual, willing to discuss philosophy, Alchemy (Which he specializes in), as well wine and romance. A thoroughly respectable individual, and he appears to find your company exhilarating as well.

Gaunter O'Dimm-(700, discount peasant)-
The maniacal man of mirrors. Old and still causing mischief. This Elder being is still not quite understood, and when inquired as to who and what he really is, he will deflect the question, becoming irritated at such lines of inquiry. He comes with limited time manipulative abilities, pact making powers and an unlimited supply of mirrors with which he does business. Do be careful, as he is quite interested in your nature as well, and is more than happy to make an arrangement with you. Though never truly a friend, who knows? Only time will tell.

Items

Map-(Rated Free for everybody)- A map of the unnamed northern continent. All cities, towns and countries are labeled distinctly.

Witcher Necklace-(Free and exclusive to Witcher)- A silver necklace with the head of the animal of your school. Unless you chose the Becomes a Monster perk, your default animal will be a wolf. Helps in the detection of monsters.

Crowns-(50: First five purchases free to Noble/Merchant and first three to Witcher)- 1000 Gold crowns. Not a small sum.

Toussaint’s finest-(50: Free for drop in, may be purchased up to four times)- It appears that you have been lucky enough to be granted the opportunity to gain

Horse-(100)- A trusty steed, will come when you call it. The Horse itself is fast, strong and reliable. Just make sure not to scare it too badly or it may take a while to find him. If killed, They will reappear soon in a nearby location, or they will find you.

Horse Pulled wagon-(100: Free Merchant/Noble)- A sturdy and well made wagon with two thoroughbred horses pulling it. While not as fast as a single horse, you are certainly capable of pulling larger loads. Makes for an easier target by large monsters and bandits. This wagon, though reliable is rather small, and the horses will not come back from the dead. For an additional 300 CP, you can upgrade to a larger, better quality wagon with horses that will respawn similar to the Horse purchase. They are non sentient at all and will never be able to understand more than the most basic commands.This wagon will appear in future jumps somewhere near your location of origin.

Steel Weapon-(100: Free Witcher)- A simple steel weapon of your choice. Efficient and of decent make. Won’t break easily.

Silver weapon-(100: Free Witcher)- A silver sword. Very sharp but softer than steel, and must be maintained regularly or it will break. Especially useful against supernatural entities.

Crossbow-(200: Discount Witcher and Drop-In)- A good quality crossbow. Useful for ranged shots. Comes with a quarrel and 50 bolts. Replenishes every day.

Talisman-(300: Discount Sorceress/Sage)- A talisman that grants the wearer good luck and protection from lesser curses and hexes.

Recipe Book-(300: Discount Witcher)- A book that details many recipes for potions and poisons, their effects on normal people and their effects on Witchers. Has a section about plants, what they do and where to find them.

Oil-(300)- Choose a type of creature, such as subterranean, ethereal or draconian(Though those are only examples, they may be others). For each purchase, you will gain a refilling bottle of oil. This oil, when applied to a weapon, makes the weapon especially deadly towards that can of creature.

Spellbooks-(400: Free Sorceress/Sage)- This gives you a large supply of spellbooks. They contain spells, lore and magical theorem. comes with a free bookcase.

Ship-(500)- A fine sea vessel. Well made and quick, it will move across the water and although it has a sail, wind seems unnecessary for movement, though, stronger winds do still make the boat go faster. Its overall design and shape are up to you. It cannot be anything larger than a medium sized yacht.

Plot of land-(600: Discount peasant. Free Merchant/Noble)- A sizable plot of land. If you are a peasant, it could be your farm, or a bar/hotel. If you are a merchant/Noble it could be a

brothel, a small keep, a winery, a lumber mill, a mine or a fine house. If you are a Witcher it will just be a simple camp with perhaps a cottage or a large tent. Drop-Ins will own a deed to a largely untamed area. Each Plot of land consists of 15 acres of land, largely up to your desired specifications. Must be somewhere near one of the starting locations.

Bestiary-(600: Discount Witcher)- This book is blank. But not to worry, it won't be for long. You see, when you encounter a type of creature, be it bear or manticore, this book will fill with information about them. The more you interact with them, the more information about these animals you will find. The book is always correct and has an unlimited number of pages, but any attempts to write anything else in it will prove useless, as whatever you are writing will be absorbed into the pages themselves.

Master Blade-(600: Discount Drop-In)- A finely made blade, tempered silver plated with a tempered steel core, this blade is truly legendary. It requires little maintenance for it should never dull unless used recklessly such as smashing it against a very thick brick wall, and lightweight. Inscribing runes and signs will be relatively easy, and the potency of any magic used with this as a medium becomes twice as potent. Capable of absorbing minor spells for later use, as well as hitting incorporeal foes. If you fancy some other form of melee weapon, the equivalent can be purchased, however, the weapon must be something that would be made in the Witcher universe, such as an axe or halberd. It comes in the style of any blacksmith of your choice within the world of the Witcher.

Djinn-(600: Discount Sorceress/Sage)- You have a special friend. He is unfortunately stuck in your choice of lamp, jar or bottle. This is a Djinn, a highly capable magical creature. He is bound to you for however long it takes you to die. He does not count as a companion because he will never consider you his friend, only his master. He will obey your orders, but using him requires certain amounts of your life force. The greater the task, the more life force required. And Although life force regenerates, it does so very slowly (Or whatever excuse you wish to fanwank) He can do extremely simple tasks, such as guarding or intimidation for nothing. While larger feats will require large amounts of Life force, such as making someone fall in love, or destroying an entire mountain range(That specifically would probably kill you, and when I say probably, I mean definitely). You are limited to One large wish per a jump.

Drawbacks You may pick up to 800 CP worth

The Books were Better-(+0)-
You may choose to instead go to the book (or TV) Versions if you wish.

Dammit Roach-(+50)-
Whatever horse you ride during this jump will have… difficulties. You will now notice your horse tends to travel to weird places, bash his head into gates and walk right into people. Don't worry, they won't hurt themselves, but it's pretty funny.

Wives tales-(+100)-
Whatever origin you take, people will feel as though the superstitions are true, Witcher? You eat children. Sorceress/Sage? You probably cause milk to go bad and famine. Merchant/Noble? You are probably going to try and bully the little people just to get a few extra crowns. You don't necessarily do these things, people just suspect you do.

Loot Bug-(+100)-
You take forever to find every single piece of loot that you can get, you will search those barrels, and take all the lives from that bush, and all the cheese from the box. This may lead to some trouble, as people don't like you taking their stuff

Ripples, ripples everywhere-(+200)-
Every action you take will have major repercussions on the world itself. You could start a war by simply going to the market. This will make you visit less predictable, but much more exciting.

L is for the way you look at me… -(+300)-
You have been cursed. Somehow, someone has made you fall in love with one of the main characters. For as long as you are subjected to this drawback, they will *never* reciprocate these feelings.

O is cause you're the only One I see… -(+300)-
A fantastically powerful beast. Be it a shade, a wraith or a bruxa, or some horrifying thing that can only be described, is chasing after you relentlessly. It will not stop until you are in its stomach, or in a grave. Better find its weakness, and quick. The longer it chases, the stronger it gets.

V is very, Very Extraordinary… -(+400)-
Crazy things just seem to follow you. Entire villages turn into pigs. People come looking for absolution from their deceased horse, or a person literally loses their voice. Funnily enough, they all seek you out for help if happen to pass by…

E is Even more than anyone you adore can… -(+400)-
Love is a funny thing. You can love people, you can love objects or symbols. You can even be infatuated with concepts and beliefs. Yet, your heart seems to be turning to stone. Things become harder and harder to love and sympathize with until eventually you will be unable to feel anything anymore. All your relationships will be at stake, as friendships alone are built upon a foundation of sympathy and love.

In the Grimdark past-(+400)-
The world just got a whole lot grimmer and darker. People will die, gore everywhere, and people will just behave more violently.

The Stench of Death-(+500)-
Everything will know that killing to you is natural, or at least they smell it on you. Regular people will be put off by you, not knowing why, yet the more supernatural entities will be able to taste your murderous tendencies as if it were a very solid draught. This does not stop you from killing, however, as you find it easier than ever before. Many will become openly repulsed by you, whilst others will be drawn by your 'skills'.

For honor!-(+500)-
You insist to fight for somebodies honor. You must (Want to) seek out and do battle with 100 knights to the death. This may become a large distraction in your everyday life.

Want to play some Gwent?-(600)-
It’s a dangerous world out there friend and… wait, are those trading cards? You appear to have an unearthly attraction to the popular card game Gwent. Wherever you go, you seek others to challenge and new cards to gain. You have, in your heart, a desire. The singular desire to be the very best, like no one ever was. This sounds eerily familiar.

The Wild Hunt is following you-(+600)-
May the benefactor save you. You will never lose their trail, they will always have more hunters, and will always try to kill you as quickly as possible, no matter the collateral damage. Capable of interdimensional travel, no place is safe. Beware The Hunt.

Everyone gets exactly what they wanted-(+700)-
Gaunter O’Dimm has made a deal with you. He will join you on your travels and even be your friend, all you have to do is beat him in a game of mirrors and puzzles. If you can do that, he’s yours. It's simple, right? Wrong. He is known as the Mirror salesman for a reason. He will trap you in a dark reflection of reality. Places you have been before with savage reflections of enemies you have faced long ago. You must solve his riddle and not only that, but achieve what the riddle asks of you, which will be hard as Gaunter has full power within this mirror realm. When you ask what he gets if you lose… He simply laughs and says that you’ll find that it's not so comfy to serve him, let alone become part of him.

Whether through luck or skill, you have survived in this world for ten years, most likely changing it forever. Whether it was for better or worse... and now you have your choice...

To Go Home...

To Stay Here...

To Move on...

Regardless of your decision, all drawbacks taken are removed, taking abilities, possessions and companions where you go.

Notes

The Djinn: The Djinn cannot be stored in the warehouse because it is technically alive. Its personality and dispositions is up to you, and though it will never really consider you its friend through regular means, setting it free may gain its respect and one final free wish (Anything within non game breaking rules. You are playing your own game here, so fanwank it).

Viper Class: The poison must be something derived and used as a poison. It cannot be a drug such as Meth or nicotine. It can be anything from deadly nightshade, to cyanide. Venom can be used as well as poison.

The Wild Hunt is following You: You can elude them, but they will always be on your trail. The longest you can elude them is up to two weeks. Then they will seemingly appear wherever you are.

Yennefer and Triss: They are companionable only if single or with Geralt because they won't leave if they are in a relationship with someone they are leaving behind.

Gaunter O'Dimm will follow you with the companion purchase, however he will not be loyal unless you take the 'Everyone gets exactly what they wanted' drawback. If the drawback is taken, you will have proved your intellect to be respected as an equal. Despite his ridiculous power, he will scale it back, because
A: "It's not as fun to take care of all the hero's problems".
B: "That… thing that lets you parade around world to world, I don't want to get on it's bad side".

By Mad Hatter. With help from the Jumpchain Community.