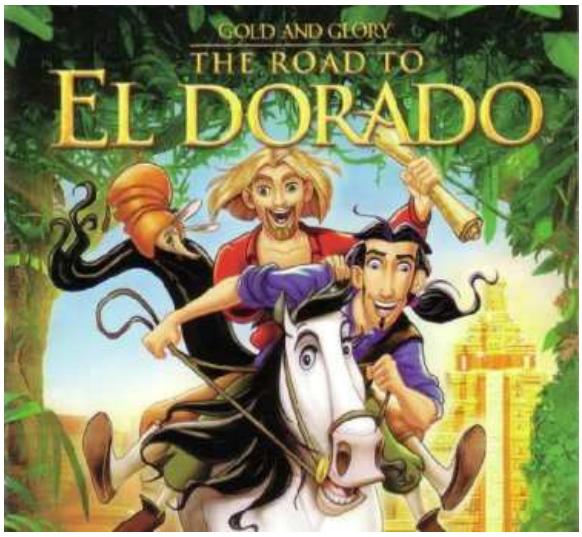


A thousand years ago a glorious city was built by the Divinites who saw fit to bestow the gift of a peaceful and harmonious city upon the mortals in the world below, and so the glorious and magnificent city of El Dorado was created. Ever since that day people have searched for this paradise on earth, a gleaming paradise made of gold an oasis of perfection lost to the world somewhere in the jungles of the new world. Except for the people who live there El Dorado may as well be a myth only believed by fools and the gullible.

The current year is 1519, Hernan Cortez is just about to set forth on his expedition from the town of Seville in Spain to the new world and somewhere a pair of con artists are playing a game of dice for a map that may just change their destiny. The events about to unfold will be written in history either in infamy or legends. Will you be choose to be a man or a god? A teacher or a conquerer?



LOCATION!

Roll 1d6 to find out your location, your age is 1d8+20 and your gender is whatever you may be when you come in. Alternately you may pay 50 cp to choose your location, age, and gender.

1. Spain!- You start out in Seville Spain, the same location as Hernando Cortez as well as Tulio and Miguel at the start of the jump.

2. El Dorado- The city of gold! A veritable paradise on earth, Careful if you arent careful you don't run astray any priests looking for sacrifices while here.

3. Cuba- you start your journey here on a sugar plantation in cuba, luckily you aren't a slave (for now) so you can leave if you find a boat.

4. In the middle of the ocean, in a rowboat- You start this adventure in drifting in the ocean in a rowboat, you have enough supplies to last you till you reach land in mexico. The currents will see you reach the coast in a week or two.

5. South America- You arrive somewhere in the jungles of South America in a Spanish outpost. While you can find simple provisions here you wont be finding much more than the basic necessities.

6. Free Choice! you may pick from any of the above to start in for free.

Backgrounds!

All backgrounds are free

Drop in: You start your journey here with no history and only what you bring with you, No past history to hurt you nor any past transgressions to harm you.

Aztec Priest: You have devoted your life to worshiping and pleasing your gods, and doing so has granted you some measure of eldritch power. Many people will fear you, others will respect you, please don't get too crazy with the sacrifices. (Unless you want to)

Aztec Citizen: Born in El Dorado you have knowledge of both the location of the golden city and a history with the people who live within it. Your people can build wonders but they do have a history of human sacrifice.

Conquistador: For God! For Glory! For Gold! You have a mission and the means to set forth and take the new worlds riches for yourself, Good luck Conquerer bring those heathens under control.



DROP IN

100 **Mad Lute Skills** (Free Drop In)- you can play the lute (OK it doesn't have to be a lute pick an instrument) Really well, as if you had been practicing for years and always know the best tune to go with the current situation as a bonus you can also improve your music playing skills can be increased much easier via practice.

200 **The more I learn, The more I see** (Discount Drop In)- You never grow tired of what the world has to offer, you can still feel the wonder of something you have done a million times as if it was the first time granting you the ability to never truly grow bored of your adventures.

400 **Sorry, Cant do it. Not Today** (Discount Drop In)- When pressed you can always come up with an excuse that not only fits the situation but is believable. Want to stop a human sacrifice from taking place? The Stars are not in Position for this sacrifice! Cant do it! Not today! Want to stop someone from throwing all that worthless gold into a whirlpool? We wish to bask in the glory shown to us! While this wont work every time it will work quite often. Gives context appropriate excuses as well as making people more willing to believe them.

600 **Mighty and Powerful Gods** (Discount Drop In)**-** You are an amazing liar, so amazing that any lie you tell that is believed has the opportunity to gain you a tiny bit of power changing the way others perceive you just a tad to bring what is real and what is believed more in line with each other within others perceptions, Should people believe you are a god they will not notice you bleed, should they believe you are the best at ball then they will not be able to tell you are cheating (even if the ball is obviously some form of armadillo), When someone is convinced of the truth of your lies they will often overlook (or not see) proof to the contrary.



AZTEC PRIEST

100 **Read The Heavens** (Free Aztec Priest)- Gives you the ability to read the stars and omens to tell when the best time do something both boosting your chances of success and showing you possible detriments in the future. While not infallible it does give you a general idea and something to go on.

200 **The Gods Want Blood** (discount Aztec Priest) - You know how to appease the gods. Each god is different and each one has their own wants and needs. Wants and needs you can possibly supply. Gives you knowledge into ways you can appease Gods, Devils, and Spirits that exist in each world you visit. Does not give you the means to appease them only the knowledge of how to do so.

400 **Blood magic** (discount Aztec Priest)- should you choose you may fuel your magic with ritual sacrifice, doing so will give your spells a significant boost. While human sacrifices give more of a boost you may substitute for animals instead.

600 **Priestly magic** (discount Aztec Priest)- you can cast spells ranging from incredibly detailed illusions, summon pre-prepaired objects or creatures to you, and even call a giant stone animal around 50 ft tall of your choosing to puppet with your will. Be warned however when controlling the stone giant your real body is vulnerable.



Aztec Citizen

100 **Hospitality** (Free Aztec Citizen)- You have such a pleasant demeanor that those around you cant help but to feel welcomed and relaxed. Not even talks of sacrifices will sway the peaceful decorum you have build up as host to those who are your guests.

200 **Aesthetic building** (discount Aztec Citizen)- Sometimes you want to build a house, sometimes you want to build an onion, sometimes you want to build a house that looks like an onion. OK I don't know why you would want that but the thought brings a tear to my eye, with this perk you can choose an aesthetic (be it Aztec, roman, lasers, lizards, whatever) and whatever you build will have that aesthetic look. Want to build a laser house? go ahead, it is only as durable as a normal building but still. laser house. defaults to Aztec/Mayan.

400 **How the Gods play Ball** (discount aztec citizen)- When challenged (Or when you challenge someone) to a game you can summon forth a giant aztec themed stadium complete with gold scoreboard to keep score. While you play in this stadium your abilities and skills in the related game become almost godlike (though obviously you are no match for a real god). Your skills within the arena are easily good enough to put you within the top twenty of whatever sport you are playing at the time.

600 **Party Time** (discount Aztec Citizen)- Sometimes you just need to cut loose and have fun with this perk you can, when ever you feel like it you can declare it party time and throw a party big enough for the entire town and everyone involved (including any visiting gods) will have an absolute blast. Strangely any work that was being done at the time party time is called will still be completed as if you had been working hard on it the entire time. will not keep others from harming you in the event of war.



CONQUISTADOR

100 **Financial Aid** (Free Conquistador)- You're able to drum up at least a few well-financed funders for your adventurous and exploratory exploits, They wont be making you rich but the amount of funds received should be enough to get your plans off the ground. (Be warned however they will want their Investment back.)

200 **Well trained crew** (discount Conquistador)-Have you ever been in a situation where it is only you

and you really need some help? You can't conquer the new world alone you will need a crew of stalwart men or women to help you. This ability give you the ability to find a few people who will not betray you and will work for your cause in any situation. Just treat them well and they will do so in return.

400 **For Spain! For Glory! For Gold!** (discount Conquistador) - A good leader knows how to boost the morale of his troops, what he needs to say or do so they will work to the best of their ability, now so do you. You know exactly what needs to be said, what promises need to be made, and what actions need to be taken to bring out the most in those who follow you. While this will not make them any more than they already are it will make them put their all into everything they do for you.

600 **Plague Bearer** (discount Conquistador)- You may spread any disease you are a carrier of through proximity as if it where an airborne infection. You can toggle whether you want to spread diseases in this manner or not. While this does not offer any immunity to diseases it does allow you to spread any diseases that may already be within your system.



UNDISCOUNTED PERKS

50 **Dat booty**- your physical attributes have been enhanced, giving you slightly more attractive features, you may choose posterior/hips, chest, legs, arms, beard, or chin. For example may choose "luscious booty" or "glorious pecs" *physical attributes not required. Repeat buy able.

100 **Gilding**- Once a day you may activate this ability to cover every nonliving thing within 100 ft of you in thin gold leaf giving it the look of pure gold.

400 **Its Tough to be a God** - when attempting to pass yourself off as something you are not random coincidences will occur to support your claims, these coincidences can range from sort of looking like a person you are acting like to accidentally arriving at the prophesied time to a volcano erupting just as you are asked to prove your divinity, effects may not always be pleasant but they will help corroborate your story.



COMPANIONS

100 **Single Companion**- You gain one companion or you may Import one companion with a background of your choice, companions imported in this way get 300 cp to spend on perks.

300 **Exploration Party**- you may Import up to 8 companions into a backgrounds of your choice, companions imported in this way get 300 cp to spend on perks.

200 **More like Chel Dorado**- Chel really just wants to leave El Dorado and see the world (and not be sacrificed) By choosing this option she will be willing and able to join you at the end of your time here as a normal companion ready to see all there is the worlds have to offer. Chel Starts with the Aztec Citizen background and starts this jump with 300 cp.

300 **The Call us Miguel and Tulio**- Miguel and Tulio are looking for a good life and adventure free of mad priests and filled with gold, these two con artists never go anywhere without one another and so by buying this option they will both come along with you at the end of your jump here. Miguel & Tulio only take up one companion slot however any perks they buy are split between them 50/50 (A super strength perk that would allow them to lift two cars would instead allow them to each lift one car). Miguel and Tulio start out with 500 cp and can take discounts from the drop in skill tree.



ITEMS

50- **Gold**- Gives you a pouch full of gold coins, enough to last a few months in luxury.

50- **Soundtrack by Elton John**- A soundtrack to your adventures sung by Elton John will play whenever you wish it, nobody will find this odd.

50- **Majestic cape of jumping**- This terribly majestic and regal looking cape allows its wearer to jump up to 60 feet.

50- **Armadillo**- Its a pet armadillo! He will follow you anywhere, as a bonus he is indistinguishable from any standard spherical sports ball and is more than willing to play the part of the basketball/hip ball/bowling ball for you (his aim is impeccable)

50- **A trained horse-** Its a horse! ok he is a very smart horse, don't expect him to be doing anything a horse wouldn't do, he can fetch stuff for you though he sometimes gets what you want him to bring mixed up. Will do better if you promise him apples.

50- **Golden Gateway of The Jumper**- turns the warehouse entrance into a golden Aztec temple, causing any door/portal currently being used to access the warehouse to temporarily transform into a Golden Aztec Temple entrance complete with depictions of faces, monsters, warriors and festivals all carved into the gold. If one were to take the time to study them carefully they would find that these carvings are actually depictions of things you have done in the past. This effect ends when the portal/door is no longer in use.

50. **Gateway Customization-** For an Extra 50 cp you may choose what style of gateway you want and what color scheme, want a celtic storyboard with all the colors of the rainbow? you can do that.

100- **History of the Jumper** (Free Conquistador)- The history of the jumper is written in? Blood! thats right! This book is a history of your deeds, all of your conquests and all of your failures written down for any to see. Each word and chapter is written in the blood of your defeated enemies. Updates after every jump. Even if the blood would normally be hazardous to the reader words written on these pages will cause no physical harm.

100- **Everlasting Bowl of Golden apples** (Free Aztec Citizen)- This large bowl of Golden apples are from the special strain developed in el dorado. No matter how many you take out the bowl will never be empty and the apples inside never go bad, They aren't really gold but they do have a distinctive shine to them and they are sweeter than most apples.

100- **Book of priestly secrets** (free Aztec Priest)- This book works as a focus for all your priestly magic, while you are able to use your priestly spells without it they will be more powerful and much easier to cast while you hold it. Works with any spirit based magic.

100- **Map to el dorado** (free drop in)- this map shows the location to El Dorado, any El Dorado, no matter

what world you are in if an El Dorado exists this map will show you its location. That doesn't mean it will be easy to get there however

100- **Golden aztec x**- you may import 1 item to give it a golden Aztec skulls and snakes motif, such changes are purely aesthetic.

100- **Temple of jumper**- turns warehouse into a giant golden Aztec temple allows you to relocate your add ons either to the sides of your warehouse temple or to smaller buildings at the base of the temple, objects can only be stored in buildings, comes complete with riverway. items left unattended outside of buildings will be eaten by giant purple birds. Attempting to leave the village results in you entering town from the other side. Items eaten by birds cannot be retrieved so please do not try to use the streets to store things, the birds hate litter.

50- **Water Turtles** (can only be taken with temple of jumper) Add giant river turtle ferries to your warehouse villages riverway to carry you and your goods instead of walking.

200 **Ship**- A ship capable of crossing the ocean, it is a durable and strong ship worthy of a god (OK its just a nice wooden ship). Comes in both Aztec sailing vessel and Spanish galleon (you can change between the two at will). Should it be destroyed it would normally take about a week to respawn in an area close to you (but this one is a special case, it only takes three days to respawn.) Strangely you will not need a crew for it to work to its full capacity.



DRAWBACKS

Need a little more cp and willing to make your time here a little harder? You can take up to 600 cp in drawbacks.

+100 **To Xibulba!-** While in this world you will be beset by financial problems, any money you have will seem to dissapear from your pockets never to be seen again leaving you with barely enough to find a meal for the night.

+100 **Follow that Trail**- no matter what you use and no matter what equiptment you have you will always get lost. Always. Something as simple as going two miles down the road to the fish market may well take you all day.

+200 **Piranha Infestation-** Any water more than a few inches deep seems to be infested with piranha, even when there is no reason a swarm of piranha could normally live in it. They are exceedingly hungry and you are their favorite meal. Strangely enough they don't seem to exist when you aren't trying to cross the water.

+200 **You drank the sea water didnt you?**- At least once a month for the entirety of your time here you will be plagued by hallucinations, so much so that while you may realize you are hallucinating you will not be able to tell what is real or what is just a trick of your mind.

+300 **Giant Aztec Jaguar Bait**- Throughout your stay you will be hunted by giant stone jaguars. Every time you defeat one another will appear a few weeks later intent on taking your life. For every jaguar you defeat the next will come back stronger and immune to whatever you used to defeat the last one.

+300 **Volcanoes!-** The Earth itself seems to have it out for you, new volcanoes seem to pop up anywhere you spend more than a few days and earthquakes plague you at least once a week. Expect a bumpy ride.

ENDING

Stay Here- You seem to like it here, looks like you will be staying. This godhood stuff is a pretty nice gig.

Go Home- Go home with all your powers

Continue the adventure- Continue your jumping ONWARD INTO HISTORY!