Wiedźmin Powieści/The Witcher Novels

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with further help provided by our fellow Jumpchain Community.

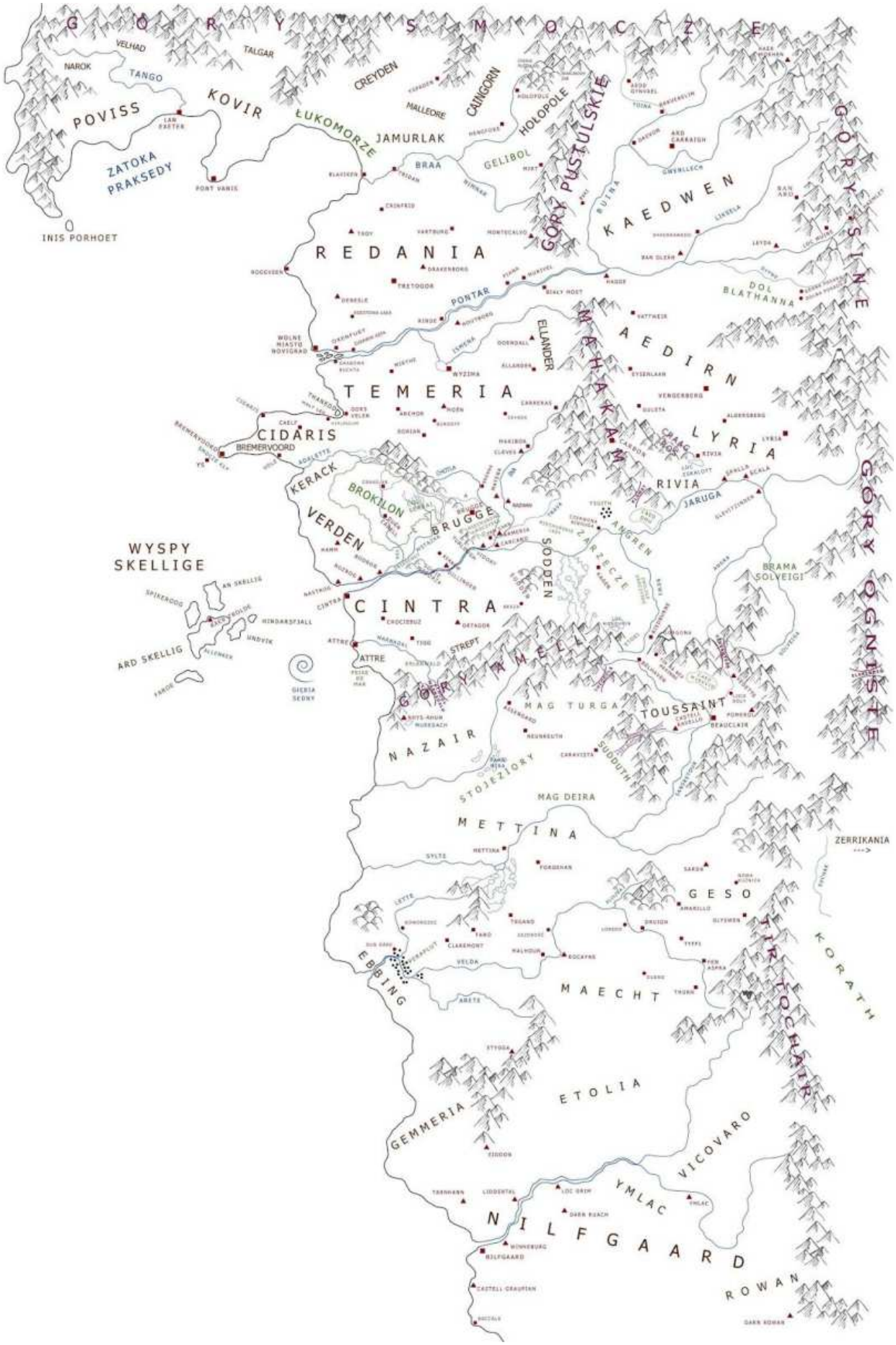
Introduction:

The sagas of The Witcher are set on the Continent, which was settled several thousand years earlier by elves from overseas. When they arrived, the elves encountered gnomes and dwarves. After a period of war between the elves and dwarves, the dwarves retreated into the mountains and the elves settled in the plains and forests. Human colonists arrived about five hundred years before the events in the stories, igniting a series of wars. The humans were victorious, and became dominant; the non-human races, now considered second-class citizens, often live in small ghettos within human settlements. Those not confined to the ghettos live in wilderness regions not yet claimed by humans. Other races on the Continent are halflings and dryads; werewolves and vampires appeared after a magical event, known as the Conjunction of the Spheres.

During the centuries preceding the stories, most of the Continent's southern regions have been taken over by the Nilfgaard Empire; the north belongs to the fragmented Northern Kingdoms. The Witcher saga takes place in the aftermath of the first major war between the Nilfgaard Empire and the Northern Kingdoms, with a second war beginning in the middle of the series.

Location: [You appear in the capital or largest settlement of your location roll(s)]

I. A Witcher School
   A. Kaer Morhen, Home of the School of the Wolf
   B. School of the Cat
   C. School of the Griffyn
   D. School of the Bear
II. Temple of Melitele
III. The Northern Realms
   A. Aedirn
   B. Cintra
   C. Kaedwen
   D. Kovir and Poviss
   E. Lyria and Rivia
   F. Redania
   G. Temaria
IV. The Nilfgaardian Empire
V. Across the Seas
VI. Eastern Realms
VII. Far North
VIII. Free Choice of Above


GÓRY SMOCZE
VELHAD
NAROK
TANGO
TALGAR
POVISS
KOVIR
ŁUKOMORZE
CREYDEN
MALLEORE
CAINGORN
HOLOPOLE
GÓRY PUSTULSKIE
JAMURLAK
BRAA
GELIBOL
ZATOKA PRAKSEDY
INIS PORHOET
KAEDWEN
GÓRY SINE
REDANIA
PONTAR
DOL BLATHANNA
ELLANDER
MAHAKAM
AEDIRN
TEMERIA
CIDARIS
BREMERVOORD
CRAAG
LYRIA
RIVIA
JARUGA
KERACK
BROKILON
VERDEN
BRUGGE
ANGREN
SODDEN
ZARZECZE
BRAMA SOLVEIGI
GÓRY OGNISTE
WYSPY SKELLIGE
AN SKELLIG
SPIKEROOG
HINDARSFJALL
UNDVIK
ARD SKELLIG
FAROE
GIERIA SEDNY
CINTRA
ATTRE
STREPT
GÓRY AMELL
MAG TURGA
TOUSSAINT
NAZAIR
SUDDUTH
STOJEZIORY
MAG DEIRA
METTINA
ZERRIKANIA
GESO
KORATH
TIR TOCHAIR
EBBING
MAECHT
ETOLIA
GEMMERIA
VICOVARO
YMLAC
NILFGAARD
ROWAN

Race: *(Appearance-wise, your age appears to be 20+2d8.)*

I. **Elves**: |-100 CP|

Elves are one of the humanoid races that inhabit the Continent. Forming a major part of the Elder Races (along with dwarves and gnomes), those known as *Aen Seidhe* came to the Continent on their white ships much earlier than humans, but later than the other Elder Races. They live much longer than humans and are usually very attractive.

Elves are capable of interbreeding with humans (thus producing half-elves and quadroons) and dryads. Though elves are incredibly long lived, only young elves are fertile, thus elven populations tend to reproduce at a slower rate than humans.

Like other non-humans, elves are often persecuted by Nordlings. Because of that, many elves were members of the Scoia'tael guerillas allied with Nilfgaard during the empire's invasion of the Northern Kingdoms. In return, Emperor Emhyr var Emreis gave the elves a state of their own in Dol Blathanna and made Enid an Gleanna its queen.

Elves believe that they were created, unlike humans, who evolved. For this reason, some elves consider humans to be little more than hairless apes. Aside from Aen Seidhe, there exists another group of elves called *Aen Elle* that inhabits another world.

II. **Dwarves**: |-50 CP|

Dwarves are one of the humanoid races. Together with gnomes and elves they are called the Old races, and along with gnomes they were one of the oldest sentient races on the Continent. An adult dwarf grows as tall as a human male's chest. They are more sturdy than humans, which makes them tougher and stronger. They usually grow long beards. Dwarves are often excellent soldiers, artisans and businessmen. While they tend to be uncouth, they are also jolly and cheerful.

The motherland of dwarves is Mahakam. Like other nonhumans, dwarves are often persecuted by Nordlings. Because of that, some dwarves were members of the Scoia'tael guerrilla allied with Nilfgaard during the empire's invasion of the Northern Kingdoms. These dwarves distinguished themselves from their brethren by wearing their beards in plaits.

III. **Gnomes**: |-50 CP|

Gnomes are one of the humanoid races. Gnomes were the oldest sentient race on the Continent and together with dwarves and elves are called the Old races. Gnomes are shorter and weaker than dwarves, but just as tough and more agile. They can be easily distinguished from dwarves and halflings by their long noses.

Many gnomes live in Mahakam along with the dwarves, although others inhabit the Tir Tochair mountain range. They are excellent smiths and metallurgists and their gwyhyr swords are considered the best in the world.

IV. **Humans**: |-0 CP|

Humans are the dominant racial group on the Continent, forming the majority of inhabitants in both the Northern Kingdoms and the Empire of Nilfgaard. When humans first arrived on the already-populated Continent, they quickly set about conquering the lands already inhabited by elder races. The humans thus established themselves as the dominant race and so elves, dwarves, gnomes and halflings are now generally referred to as nonhumans.

Hailing from a destroyed world, humans first appeared in this world after the Conjunction of the Spheres. The Dauk and Wozgor peoples settled on the Continent at some time before the Nordling culture. Scholars speculate that the Empire's native inhabitants hail from a human culture predating those dominant in the North.
Humans and elves are not terribly dissimilar in appearance. Roughly sharing a similar size, elves have pointed ears, smaller teeth and tend to be more delicately featured. Humans also do not live as long (by far) as elves.

The humans are at war with elves in particular and have a rather poor relationship with the dwarves, halflings and gnomes. The races do live together in the cities, however the non-humans are forced to pay a levy just for being non-humans. Several pogroms have taken place in the cities. Many of the larger human cities were built on the ruins of elven cities which the humans had burned down; cities like Vizima and Novigrad, to name only two.

V. **Monster**: |-Var. CP|

You are unusually intelligent for your species, if your choice is not as smart as humans are your intelligence is brought up to the level of an average human (not much of improvement honestly). However, nothing prevents you from acting as if you are average representative of your kind, catching would be monster hunters by surprise .

A. **Cursed Ones**: |-200 CP|
    1. Northern Berserkers:

    Experts in close combat, when overwhelmed by their battle rage these men turn into enormous Grizzly Bears completely bereft of reason. With time, patience, and practice jumper you may be able to bring this curse under some semblance of control.
    2. Werewolf:

    Cursed with the ability to take a beastly form that marries that of men and wolves. This forms consists of the best and worst of both species: the man's cruel and calculating

intelligence that marries to the wolf's desires to kill and hunger for human flesh. Luckily those with this affliction forget everything that happened during their transformations, lest they commit suicide due to the memories of the atrocities that occur due to their transformation.

B. **Hybrids**: |Var. CP|

1. Griffin (100 CP):

You are now a Griffin, an amalgam of bird of prey and tomcat the size of a bear or bigger. Covered in thick skin and powerful muscles the Griffin is a beast to be reckoned with, capable of not only taking flight but of unleashing powerful screams that can knockback and stun opponents.

Any Griffin is a foe to be reckoned with but for an extra 50 CP you may become:

- Royal Griffin:

Larger and more powerful than the standard breed or an

- ArchGriffin:

Capable of spitting acid at their enemies. As you are a creature not of this world jumper for 100 cp you can become a hybrid of both subspecies.

2. Incubus/Succubus: |-100 CP|

A humanoid species with Curling Ram's horns and goat-like legs, they posses human intelligence and an insatiable lust that can only be sated by other humanoid creatures. While they do not desire the death of those they use to sate their desires on, their attention has been known to drive those affected to madness or even death, albeit rarely. Though they appear as beautiful/handsome representations of their gender as well as possessing a natural animal magnetism, they should not be underestimated as they posses muscles of iron that give them bone crushing strength as well as a natural affinity to fire and the inborn ability to use basic fire attacks in combat.

C. **Ogroids**: |-Var. CP|

1. Cyclops: |-50 CP|

You have become a cyclops jumper. Immense humanoids standing at least 12 feet tall , with only a single eye. The only that matches your immensely superhuman strength and durability is your hatred of humanity.

2. **Ice Giant**: |-100 CP|

You have become an Ice Giant, now one of the only two in existence. You possess strength and durability on the level of a Cyclops but due to a twist of fate you are immune to and gains strength from the cold and frost without being damaged in excess

by fire and heat. Through unknown means you are also capable of dominating other monsters over time to your will, especially sirens.

D. **Relicts**: |-300 CP|

1. **Fiend**:

You are a mountain of walking muscles, topped off with a third eye and pair of Magnificent horns. You are capable of killing a human with casual backhand and due to your immense bulk and strength are completely immune to the strengths of Aard. Aside from your immense strength and stamina your third eye has a potent abilities, able to draw your prey into a state of hypnosis where the only thing that they can see is this eye burning in front of them. Your only weakness of loud noises, hopefully with time you will be able to overcome this fear.

2. **Leshen**:

You have become a leshen a wooden creature born out of the heart of a forest with a head made from the bleached skull of a deer. You are able to command the forest as you wish in defence of nature. Able to control birds, beasts, trees and even some weaker monsters. You move slower but far more powerfully than an ordinary human, and with time and age increased power my eventually designate one of your animal companions as your familiar allowing you to return from death should they stay alive and given enough time.

E. **Vampires**: |Var. CP|

1. **Bruxa**: |-200 CP|

You have become a Bruxa a powerful higher vampire creature, who feed on the blood of humans to survive. You normally look like a beautiful woman but when you truly take on your monstrous form you grow large fangs, talons, and seem whither slightly. As a Bruxa you gain peak human sense and reflexes along with truly superhuman speed, beyond that of any witcher. You can turn yourself invisible at will and generate powerful sonic attacks. You must however remain attentive to your surroundings and those you drink from as you have an innate weakness to silver and can be damaged by those that have drunk a Black Blood Potion.

2. **True Higher Vampire**: |-500 CP| :

You are a True Higher Vampire, far superior to the rest that would claim to be your kin, monster hunters are lucky that you do not require blood to survive else humans would die by the score, though you may partake on occasion as you do have a taste for it. As a True Higher vampire you have abjectly superhuman physical capacity, speed superior to a Bruxa with strength,and other physical characteristics to match, including an unlimited lifespan. You are naturally able to render yourself invisible, hypnotize both

men and beasts with a thought, while you also do not set off even the magic sensitive medallions of a Witcher when in their presence. Unlike the vampires of myth and legend you are immune to daylight, holy symbols , silver, and garlic, it requires more than that to defeat you. It would take being set on fire through magic, or drinking the blood of a Witcher using the 'Black Blood' potion to stagger you at all. Furthermore should your life be at risk you are able to transform in a giant humanoid bat as a significant combat multiplier. If this is not enough do not worry because as a True Higher Vampire you not only have an immensely powerful healing factor but you will always come back to life regardless of how you died, although it does take longer to revive from being burned to dust than being beheaded. Be warned however that you can only be killed permanently by others of your own kind. Given time for your powers to grow and mature, you could rise to the level of the Unseen Elders, those ancient higher vampires with inconceivable powers that rule the vampire race from the shadows.

See Notes

Note: During your chain this allows you to revive yourself once per jump, Post-Chain it is unlimited.

Livelihood: *(Discounts Do NOT Stack)*

I. **Drop-In**: |-0 CP|

You are an unknown walking through these lands, with no memories or knowledge to guide you through these lands…hopefully you'll quickly learn how to behave during your time here.

II. **Commoner**: |-50 CP|

You are the medieval commoner, part of faceless masses who have always was a source of heroes or villains whose fame surpass that of others. Lucky peasant, cunning citizen, brave soldier, cruel bandit, or wise scholar or who knows who, maybe all of this and something else for you have something what others lack - all roads of life open to you, all chances in you reach go and make a name for yourself.

III. **Noble**: |-100 CP|

You was born with taste of power as blue blooded aristocrat, or may be gained noble title recently by strength of arms or golden price, this not important. What's important is that you are above mere commoners and have many rights in this world, as well as noble obligations. Play your card right and who knows, maybe you will be next ruler.

IV. **Witcher**: |-200 CP|

A witcher **is someone who has undergone extensive training, ruthless mental and physical conditioning, and mysterious rituals (which take place at "witcher schools" such as Kaer Morhen) in preparation for becoming an itinerant monsterslayer for hire.**

See Notes

V. **Sorcerer**: |-400 CP|

Congratulations! You have a talent which set you apart from common folk, something what no riches can buy - natural ability to harness primordial energy and wield great power of magic. Some may dislike and fear you, but only fools will voice that opinion to person who can kill them with just a thought. Unfortunately, it come with attached price - your chance to have a child is…slim at best.

Skills and Abilities:

General:

I. **Woodscraft**: |Free|

You have skills in almost anything that pertains to the woods or forest, especially in making one's way through the woods or in hunting, trapping, etc. Expect to be more than capable of making your way through environments that may be especially hostile, so if you've got a Monster or some other manner of beast lurking around you'll be sure to know long before it catches your scent.

II. **Weapons Training**: |Free|

It's a time when no one can feel themselves too safe from dangers of the word, be it some monster or, much more likely, robbers on the road. So most of people know how to handle different weapons, at least on some basic level. Now you also have such skills, being above average but not a master yet. Be wary; while you can take on a bandit or two travelling right into an ambush is a sure way to die. And for monsters… just call a witcher for help.

III. **Horsemanship**: |Free|

Unlike what video games may tell you horses are not medieval cars, riding all day at maximum speed and putting them the in the ~~garage~~ stable is a good way to lose your steed and they cost a lot, sometimes so much so that your own life is cheaper. However, you'll now find that possess the skills to care for and ride these magnificent beasts, and somehow being capable of always taking care of them, even if at bare minimum.

IV. **Of the Elder Blood**: |-500 CP|, [No Discount]

It appears that you are an unaccounted for relative of Ciri, by way of Laura Dorren, being an active carrier of the Elder Blood, as it seems that you can travel in the local multiverse; from shifting through time and space to crossing through worlds like stepping through a door, though your control over your ability is rather crude and in dire need of training before it becomes useful. But be wary, refining such a gift is a dangerous process, for the worlds are filled not just with wonders but horrors as well - how else do you think the monsters that witchers hunt appeared, other than when the worlds collided long ago?

This perk functions as a capstone booster for the capstones in this jump. All capstone boosted perks are further explained in the Notes section.

Drop-In:

V. **Nutrition**: |-100|, [Drop-In]

In these times famine is a real danger and many people spend long exhausting time at work just to keep themselves fed. Food is bland for the poor, and what they eat depends on the time of the year and their location. Only the rich and powerful can allow themselves diversity and delicacies like catoblepas meat. Before you start to rage at the world for lacking fast food chains know that now that while you may not enjoy taste of your food it is much more filling for you, as you need very little to sustain yourself. Only one or two good meals a week will suffice for a balanced diet for your person. Though do your best not to unveil this before others, as many starve on what keeps you thriving.

VI. **Lore Mastery**: |-200 CP|, [Drop-In]

You possess an adaptive understanding of most customs, with only the most obscure or alternative eluding your grasp without sufficient knowledge. While it's not a big loss if you don't take this, it would be all too sad for you to lose your head only because you forgot to bow to a king, or being burned at stake for asking a priest for a buff, or being beaten by local dryads for dirty jokes. Thankfully you now have a little bit of local common sense: knowledge of customs and traditions, an overview of history, and an understanding of how to act without provoking the locals.

VII. **Law of Surprise**: |-400 CP|, [Drop-In]

Your existence binds a tight knot in an already confusing and tangled weave of destiny. Gods of fate may not be smiling upon you, but they feel too entertained at your antics to get rid of you now so until you do something monumentally stupid or suicidal you will not die from such banal things as the blade of an assassin or a cup of poison, you could come through wars nearly unscratched . Even in battle you can somehow survive, probably by bumbling around, while your companions take care of enemy. Additionally you have great luck in games of chance and, unless you want to lose, you almost always win. Do try not to play games with long winning streaks in the same place or the losers may suspect something.

VIII. **Source**: |-600 CP|, [Monster, Drop-In]

You are consumed by the feeling of becoming a fountaining source for raw magical energies. Beings like you are not something truly unknown, though you are incredibly rare, as a certain white-haired girl lost in shifting sand dunes of Korath desert can attest. Your alien nature helps you contain these terrible energies; stressful situations don't trigger strange effects, and despite your gift still being difficult to control you have a firm hold over its power so madness will not seep into your mind (unlike a certain boy tortured by visions of hungry cold). This gives you great aptitude for magic, though you are likely to require education in this discipline to truly

succeed. This makes you your own source of energy, giving you freedom from dependence on outside elements. Your ability as Source will grow with your general magical power, rapidly refilling your reserves of magical energy in an hour from empty regardless of their size.

If you are what the "civilized" races in their ignorance describe as a "monster" you still enjoy all benefits described above, even if the regeneration of your magic is lesser in degree, taking you twice as long to regenerate your magical reserves as a non-monstrous source, and you also enjoy great physical augmentation. This is because as a descendant of the beings that appeared and were trapped in this world at the time of the Conjunction of the Spheres you have incredibly strange biology, letting magical energies of the Source infuse your body and all natural abilities, making you so much more powerful than the rest of your kin. It is undoubted that you are an apex specimen of your species, looked upon with awe and fear by your kin, and simple terror from all others. You are someone who is capable of single-handedly laying waste to cities and armies through power of might and magic. It would be incredibly difficult for you to you not return from such battles unharmed. While you might still meet your end from the blade or spell of brave, strong or lucky heroes you are capable of great destruction. If you seek infamy and don't hide yourself you should expect fools to come seeking to claim your life for many pointless reasons.

See notes

Commoner:

IX. **Trade Skill**: |-100 CP|, [Commoner]

You possess the knowledge of any one late medieval skill, with a minor reputation boost in regards toward your mastery of it, that of a journeyman. Have you considered Blacksmithing or Masonry? You have the training of a tradesman, being of at least journeyman skill in whatever trade you pick. This would allow you to be successful in your trade in the level needed for a town or a village, but insufficient for a larger city with a resident master. Each Trade you choose must be an appropriate medieval trade (tanner, potter, brewer, hunter, blacksmith, scribe, etc...). Along with skill in a trade each trade comes with the knowledge of an appropriate additional language (both spoken and written). For example: allowing a blacksmith to speak gnomish or dwarven, a brewer to speak Nilfgaardian, a hunter to speak Dryad, a Scribe to speak the One Speech/Elder Speech. If you wish, for 50 CP a piece, you can become fluent on the level of a native speaker in a local language of your choice.

For a full list of languages: *See Notes*

X. **Apprenticeship**: |-200 CP|, [Commoner]

It's not as bad as you thought it would be, learning your craft under a skilled Master. At first it was difficult but after some practice, you've found it to be not that difficult at all. In fact, it does not take nearly as much effort to complete the tasks you're Master is providing you with, with you discovering that you can excel under their tutelage, learning thrice as fast as you would have without their tutelage. For some reason your Master and other Apprentices do not feel jealous of you, they'll even encourage you efforts and share their own little tricks of the trade. Even if you were to change profession, you would find that your teacher is always very competent and helpful. It's a golden time in your life, just remember not to flirt with your Master's only daughter too openly, I don't care that she's probably prettiest girl in the kingdoms...

XI. **Three Dog Night**: |-400 CP|, [Commoner]

This is a strange era - one where scholars and sorcerers know the secrets of biology and genetics. At the same time the common folk have no idea of highbrow terminology, believing that all is the will of the gods and prayer can heal them from all diseases... while at the same time forgetting to wipe their hands from manure before eating. Whatever it is, for some reason, you are special. By a quirk of your immune system or honest divine oversight no natural disease ever touches you. Supernatural diseases are still somewhat dangerous but even then you have an unnatural resistance to them. A magical virus that could kill others in seconds would be no worse than common cold for you. Yes, I know what you have on your mind, this means that you need not ever fear STDs.

XII. **Mastercraft**: |-600 CP|, [Dwarf, Gnome, Commoner]

What separates a Master from an Apprentice? No, not the fact that the current Master married his teacher's only daughter and inherited his position in the guild. A *True* Master of his craft is person whose work is akin to art. Perhaps even the Art snobbish sorcerers like to call their magic, because when someone looks at what was made by your hand they cannot believe it is not magic. When someone thinks about your chosen profession your name is often found to be synonymous to it. Not surprisingly the rich and powerful will easily agree to outrageous prices to own what you make.

This is what it is to be the Master, but there is more, for you are gifted with talent for organization. Your subordinates always perform to the best of their abilities and always remain very loyal to you. Your businesses don't suffer from misfortune, working like well-oiled mechanisms as long as their focus is on your craft. They need so little oversight that you can spend your time on other pursuits almost without worry for your business. Eventually every master will take an apprentice, or several, and you can fully teach them what you know about your chosen art, almost regardless of how inept they are. They may not be able to surpass you but your legacy will live on through them and their work, and the work of their students and beyond, forever immortalizing your name. Even if history may not remember your other deeds expect to become a folklore hero in the future.

Oh, and good news to you who are Gnomes! You are now also a master metallurgist and have mastered the art of Gwyhyr blades, which are known to be among the greatest weapons ever forged on the continent, with each blade being a masterful work of art. For an extra 100 CP those unfortunate enough not to be Gnomish may also gain this understanding of their metallurgy and metalworks.

Noble:

XIII. **Bard**: |-100 CP|, [Noble]

At courts of kings lies and blood flow alike. With the talent to charmingly weave words in pleasant flatteries and convincing half-truths, mask taunts as innocent remarks and make fun of brutish opponent you can be considered one of the most interesting courtiers. Why duel with sharp sticks when you can destroy your opponent with your no less sharp wit? This talent also give a great affinity and natural skill for poetry, music, singing, and - as many beauties can confirm - something else, which while not openly spoken of in higher society can only increase your popularity. Try to be careful in your conquests, otherwise the crowd of angry husbands will become quite inconvenient.

XIV. **Noble Bearings**: |-200 CP|, [Noble]

Your education was amongst the best in the land. You have an innate knowledge of noble "world" customs, which updates in subsequent worlds. If you continue to use the appropriate courtly manners and proper etiquette in the future you will find that your reputation with the natives of the world is boosted slightly beyond what it naturally would be.

XV. **Motivations**: |-400 CP|, [Noble]

Most people believe that they've got a good grasp on what motivates people and those truly masterful of the art will say there is nothing that they cannot grasp. You are beyond their paltry skill and can say with *absolute* certainty that you understand what it's like to *be* in another person's shoes, understanding the ins and outs of their being… or at least you'll *eventually* be capable of doing so. In your current state you'll be at most capable of telling whether or not that fella there that you call a friend has truly got your back, along with what *might* be going on with that shifty dude behind you. With enough practice, you'll be capable of applying this skill to large groups of people: entire communities, armies, nations, etc.

XVI. **Title Owner**: |-600 CP|, [Human, Noble]

While before you may have possessed some minor noble title you now possess the rank, title and lands equal to that of a Duke, which updates with each and every world that you will travel to. Choose your family *wisely* as in addition to now being a Duke you now also possess the Royal Blood of your kingdom. Though you are sadly outside of the *direct* line of succession. As a sign of such an upbringing you exhume more charisma and persuasiveness than your average noble, enough so that even a commoner could be capable of building an empire upon their sheer cult of personality. Also, as part of royal family you also have been extensively trained in the skills needed to come out on top in most sorts of political, secret or underhanded schemes that you may eventually become involved in. It is such that some have suggested that you could overthrow the king with ease. Though, as some know, there *is* power in being unknown…

Witcher:

XVII. **Signs**: |-100 CP|, [Witcher]

One of the most useful tools in a Witcher's arsenal is the bastardized form of magic known as Signs. These simple spells can be used with one hand and require little knowledge about magical theory to use. There are a variety of Signs with various powers andou know all of them, though you start out with only a basic level of skill with them. With practise you may be able to improve their power and duration. If you also understand how to utilize magical spells you may become able to alter these spells into new signs, though they retain their relative simplicity and cost.

XVIII. **Monster Lore**: |-200 CP|, [Monster, Witcher]

While you may not be a monster you certainly know all about them. More than that however you are constantly learning and discovering new traits about the monsters that you hunt. Not only are you blessed with luck in overhearing or being told about the local myths and legends regarding monsters but you have a knack for figuring out the nuggets of truth hidden in the story. If a monster requires the sacrifice of a human woman once every thirty years you would be able to infer why that sacrifice was needed. Whether it be for consumption, magic, mating or any other reason you can get to the heart of the matter. While listening to the lore is all well and good should you ever come face to face with a monster this knack carries through giving insight into why it acts and behaves in the manner that it does. This insight works for any magical creature that you face or anything considered to be a monster or monstrous by a local population.

Post-Jump this perk works for the monsters and magical creatures inherent to the setting, it does however remain contingent on hearing the local myths and legends or coming face to face with the creature in question.

XIX. **Alchemical Knowledge**: |-400 CP|, [Witcher]

Alchemy is a key part of a Witcher's toolset; witchers are masters of crafting not only potions to further enhance their superhuman abilities but also bombs, weapon oils and other chemical contraptions. In future worlds you will be just as capable at creating analogies of these mixtures as you are at creating those found within this world. Just remember that certain alchemical creations are *not* for the consumption of the standard populace. Who knows if that poor woman will be cured of her ailment by the use of a witcher's brew; she might get better, or *much* worse.

XX. **Trial of the Grasses**: |-600 CP|, [Witcher]

You have participated in the Trial of the Grasses. While you have not emerged unchanged you have gained a great deal. You have become stronger, faster; better equipped to face the horrors

and monster what lurk in the dark. You are the epitome of what it means to be a witcher. It is a rare monster that can match your might and prove your equal. The protector of humanity from evil big and small. As a you have undergone the trial of the Grasses you have gained several superhuman gifts, however like with certain gifts they come at a cost. The cost for a witcher being physical mutations and sterility. (This sterility is permanent only for this jump, unless you'd prefer to keep it.)

As a witcher you have gained catlike eyes that are able to see perfectly in a situation from pitch darkness to blinding light, a tremendous resistance to poison and toxins, functional immunity to mundane diseases and superhuman strength, speed, reflexes, and endurance. Your physical abilities are augmented to the point that a normal man who had undergone this process would be able to overpower and kill all but the strongest monsters one on one with nothing more than a sword in hand. Your durability is such that you can shrug off hits from beings of herculean strength, such as Giants, that would instantly kill a normal man. You have accelerated healing, allowing you to recover from wounds that would take months to heal in days or weeks. This comes with an incredibly long lifespan and prolonged youth, to such an extent that a man in who is at least 300 years old looks middle aged.

However, a witcher's arguably most important ability is the drastic boost that all of their senses receive, but the training to fully utilize them in investigation and combat.

Sorcerer:

XXI. **Basic Mastery**: |-100 CP|, [Sorcerer]

Sorcerers use the energy of the four elements for their spells. Taking energy from water is the easiest to learn but it is not always available. Earth is inert and slow, so you need better skills to take energy from it, but there is always earth under you. Air is hard to control, for its energy is too light, too slippery, but you have all the benefits of availability and speed. Only a few can take chaotic and unstable energy of fire without losing themselves, not because it is hard, but because it gives too much, too fast, burning away the very sanity of a sorcerer. There are many nuances. The first and most important - sorcerers do not always interact with the elements themselves, they draw strength from them, their energy, then transform it into spells. Borrowing energy is a very delicate process. Directly channeling it into a spell is dangerous as this can cause an uncontrolled release of energy, turning the most innocuous spell into destruction, crippling or even killing the sorcerer himself. Therefore, many sorcerers absorb energy into themselves, only then transferring it into a spell.

You have all necessary skills to connect to all the elements and take their energy to fuel your magic, practically never risking a loss of control.

XXII. **The Art**: |-200 CP|, [Sorcerer]

You can proudly call yourself a Sorcerer, the years of hard work and study were worth it. While other children played around or wasted away their lives you learned the great lore and secrets of science, mastering many spells. The power taken from the elements and bound in a spell may be used for healing, protection, destruction, teleportation, the manipulation of minds, the creation of illusions, and the capacity to alter forms. The spells themselves are a mixture of gestures and speech. The slightest mistake in the pronunciation or positioning of the fingers can lead to disastrous consequences, but you are not one to easily make such mistakes, as you are incapable of making them at all! Even taken by surprise or sabotage, your execution of the magics will be flawless and unaltered.

XXIII. **The Nature of Magic**: |-400 CP|, [Sorcerer]

There are also those who hold the opinion that magic is another Science. To acquire magic is to acquire knowledge. The essence of this philosophy is progress, development, change, and constant movement. You now understand that there are few if any limits to what can be accomplished by your hands. You are not bound to a rigid magic system nor do you have a limit to the quality of the spells that you possess. You can develop better versions and original magical effects, weave life itself into strange forms, and make wonders that may immortalize your name as one of the greatest mages in the world. Now please, do not waste time, you have so much more to learn and discover…

XXIV. **Sage**: |-600 CP|, [Elf, Sorcerer]

Over the years people have simplified the term, not understanding that being Sage is more than being powerful or knowledgeable. Equating a Sage with a common practitioner of magic is akin to considering a newly-drafted private, hay sticking out of his breeches, to be a witcher's equal simply because both wield swords. While a Sage does wield magic, and does so with greater skill than even the most accomplished human mages, the great renown and regard in which they are held does not come from this skill but from the other truly rare abilities they possess. Nothing is a secret for an elven sage, for they see both past and future as easily as the present. They have mastery over all the arcana of magic and every domain of scholarship as well as the only ones who understand the nature and operation of the so-called Elder Blood. And now you share this legacy, but be warned that this skill is contingent on your own ability and practice.

Equipment:

General:

I. **Basic Survival Gear**: |Free|

Dirt stained clothes with spare to blend in, a chipped wooden spoon, a used flint and tinder, some tasteless food, a simple saddle and many other little and big things to help in your along the way, most of which you probably never even known before. It come with bag of fashionable in the medieval age muddy coloration, to carry everything what not nailed down, just don't forget to get away before others notice.

II. **Basic/Improvised Weapon**: |Free|

In this world lacking weapon usually mean that you an easy target. So now you have one, perfectly suited to you origin and more importantly yourself. Thus you can make full use of it, be it handy axe of simple-minded peasant, an intimidating dagger of dump mugger, a trusty spear of cowardly deserter, a favorite bow or racist scoia'tael, a sturdy club of Skellige priate for clearing shores from baby seals–(you heartless irredeemable monster)–what is I'm about…

Well it really can be anything and you very skilled in its use in battle and peaceful life regardless of form it take from moment of your arrival on this world. Anticipating that you will ask this question, but yes, it can be skull of exotic beast, or even piece of hard cheese if you somehow can use it in battle. As you not bother yourself with taking care for this weapon will be forced to maintain itself, out of sheer disgust for lack of attention, and you will have it back in pristine condition should it be broken, lost, or more probably cheaply sold by you for few coins, after week of absence.

III. **Horse**: |Free|

This steed of your preferred color and gender will patiently carry you and with doomed obedience follow you in all your shenanigans. You not sure why your horse so loyal to you, and follow all yours commands, but considering that it's you this is probably punishment for some unspeakable crimes against all equines it committed in past life. In this strange journey, this poor horse aided by curious ability to vanish when unobserved and unneeded (so horse can't abandon you in troubles you case for yourself despite all it desire to do so), as well return to you in week of time should it die, casually (and obviously reluctantly) appearing somewhere nearby from you. Already knowing that you will forget to feed your steed it learned to sustain itself with nothing but pure exasperation at your antics. All this probably is the source of horse phlegmatic indifference to dangers…unfortunately for this equine, it will follow you to future Jumps.

This horse is always guaranteed to be about one and half times faster than you, however as you become a more important and more powerful individual so to does your horse. If you are a Noble you horse is also of royal stock, increasing its beauty and endurance. Witcher's and other nonhuman races find that their horse is twice as fast and strong. Sorcerer's will find their horse slightly more magical, having a touch of Unicorn blood increasing its endurance, intelligence (it remains non sapient, or very skillfully pretend to be so), in addition to giving the horse a minor degree of telepathy such that it can warn its owner of individuals who should not be trusted. Finally if the owner happen to be someone of a phenomenal lineage such as a True Higher Vampire, or an individual with the Elder Blood, they will find that the horse they receive here is a purebred Unicorn. The Unicorn, can sense evil, is ever loyal to its friend and rider, can speak to all sapient individuals telepathically, will have endurance and speed of 5 times that of its rider, in addition to being capable of jumping between parallel realities as well as through space and time. Your only wish that idiots would stop making "virgin" jokes at you for riding one...

Drop-In:

IV. **Gambling Props**: |-100 CP|, [Drop-In]

Slightly special complete collection of Gwent cards and small box with Poker dices. Not many people even see an entire set of such well-made cards or roll so perfectly balanced dices, two games so simple yet so deep, demanding both strategy of calculated chance and blind adherence to luck. Whoever plays in this with you will be more inclined to accept their loss without hard feelings. Even observers will have a good time and take their satisfaction from the excitement and passionate gambling. By the end of your stay in this world, should you leave a mark upon its history, you will find that a new set of cards was added; an additional faction that features you and your friends. In just a week, you will find a replacement spontaneously appears in your possessions in case you lose or damage it.

V. **Cartographer's Map**: |-400 CP|, [Drop-In]

Possessing incredibly detailed information, from the regional topography to the political nations and their alliances, and possessing warning of sightings of beasts and monsters alike this map is a wonder unto itself; every time you open this map, it appears to detail up-to-date information. Furthermore, this map shall begin to expand into a collection, a book and then an entire archive with every region, nation and world that you'll come to explore in your travels; becomes an attached structure when it grows large enough.

VI. **Resources**: |-200 CP|, [Drop-In]

Well Jumper looks like you hit the jackpot, on arriving to this world you have been gifted with a caravan supply of resources. While you do have some coin, the bulk of the wealth is in your products: gems, silks, spices, and artwork from far away lands. You find that if you should sell off the entire caravan you would be able to live a life in the lap of luxury in a large city for a year or for three in a smaller one. Further purchases of this perk result in not just a larger caravan of items but of a greater variety of resources. I hope you have means to protect such valuable target from bandits.

VII. **Armed Fort**: |-600 CP|, [Drop-In]

From very early history to modern times, walls have often been necessary for cities to survive in an ever-changing world of invasion and conquest, and this case, you're in charge of the defense of a fortification; a military construction or building designed for the defense of territories in warfare and to solidify rule in a region during peacetime. During your tenure it shall always be staffed with capable servants and repairmen, always full of the basic resources to maintain your stay, even against a prolonged sieges, multiple successive ones in fact.

Commoner:

VIII. **Amateur's Tools of the Trade**: |-100 CP|, [Commoner]

What a pleasure to work with your favored instruments. They may not be the prettiest, or shiniest, but you can swear that they help by subtly guiding your tired hands, averting small mistakes and unnoticeably changing to aid in tasks which need precision and delicacy. Every time you hold them you feel the warmth of their selfless spirit that wishes only for your success like a caring friend. They are too sturdy and too reliable to be easily damaged and if such a tragedy occurs then you will find them repaired in one week. These tools are so recognizable that everyone knows they are yours; if someone steals them or you lose them in some strange or dangerous situation, they will find their way back to you in one week.

IX. **Work Bench**: |-200 CP|, [Commoner]

Inexplicably, this lovingly handcrafted and personalized workstation has allowed the fruits of your labor to become even greater by allowing your concentration to be continually focused on the task at hand, making the work much easier on yourself and improving its overall quality. As you explore and expand upon your skills as a craftsman, you'll find that any and all equipment that may be required will already be organized and stored away for future use. Integrates as an warehouse Attachment or Follows you as part of one of your properties.

X. **Hearth and Home**: |-400 CP|, [Commoner]

Home is where the heart is. This simple truth eludes many people, but not you, for you have a place to call your own. You just need to make a simple hearth and ignite it and your home will unravel itself from here. Whether amidst the most turbulent times of your journey or during an idle life of peaceful moments you can always find comfort and peace of mind here. It doesn't matter how your home looks outside, what era it belongs to or what contents you fill it with. This place will adapt itself to the surrounding territory naturally by blending with the landscape; from the pastoral countryside to the most urbanized places of the world. No one will question the sudden appearance of new property, bureaucracy will never bother you and everything you needed in your home supplies itself. Food, water, energy, communications, etc. You only need to do a little work like putting water taps or sockets in the proper places and everything will work even if your current Jump don't have such luxuries.

XI. **Business Practices**: |-600 CP|, [Commoner]

It appears that you've done quite well for yourself during your time here, having come to possess a small number of businesses in various locales, which gather a steady revenue of coin for your perusal and use to invest with; these businesses also are quite heavily invested in your chosen craft and tend to enhance their value by a small margin. It is also interesting to note that they keep any and all improvements across all establishments and that they follow you in your journeys going forward.

Noble:

XII. **Heraldry**: |-100 CP|, [Nobleman]

Historically appropriate coat of arms of your personal design, and sizable, or perhaps gigantic scroll that lists all of your ancestors, providing the illustrated labyrinthine tangle of your genealogic tree, as well credentials which prove that you are you. It all look so important, that you will much more easily impress and persuade anyone who witness one of this items. In future when you leave this world, these items will update themselves seamlessly integrating all changes and alterations to your status and family, transforming in suitable form according tradition and era you belong. This also means that illustration of genealogic tree by moment of your journey end, acquire such complexity that it resemble mysterious otherworldly pattern that will even at smallest exposure send unwary to the heights of howling madness. Nothing of it can be lost or damaged permanently - herald in an elegant livery of your colors will deliver replacement at the same time bringing a deep apology for the week long delay. He or she also adopt new forms according era and world, always slipping past perceptions, appearing and vanishing without trace.

XIII. **Family Tree**: |-200 CP|, [Noble]

This chart is the result of the cumulation of your ancestral recordings, keeping abreast of the ever expanding and diverging history of your family going back unto the dawn of recorded information; it has been improved by enchantments to accurately up-to-date analysis of the beholder's family, plotting out the individuals by their relationship by blood, marriage or adoption. For ease of travel this chart can fold up into the size of a small book but when activated and used is 5' x 5' with the ability to zoom and scroll as needed to examine the family tree in its' utmost detail. These operations are done by simply touching the map and thinking about what you wish to see. In addition to showing relations however this chart does something else, it gives a brief biography of the person that your are looking at. Thing such as age, gender, sexual preferences, general personality, and skills, but it does not go overly in depth. Limiting itself to a couple of sentences per point.

XIV. **Gwyhyr Weapons (Set)**: |-400 CP|, [Noble]

Ah yes, someone of your noble personage should have the appropriate accoutrements. Gifted from your rich family as you reached adulthood you have received a set of Gwyhyr weapons, the best weapons in the world. A Bastard Sword, Thrusting Spear, Dagger, and a Double Headed Battle Axe, all wrought with a care and a mastery evident from the first glance. Something for a noble to show off their status and money, for only one of your truly noble lineage would be able to possess more than a single weapon of such quality. In fact all the weapons seem to be artfully inlaid with silver along their entire length, allowing them to harm both the creatures of the day and the monsters of the night. Lucky for you some twist of their creation has made it so that these weapons never require maintenance, silver never tarnishing, falling off or being

knocked off in combat. All the while magically maintaining their beyond razor sharp edge in the most furious head on collisions, and beyond.

XV. **Palatial Castle**: |-600 CP|, [Noble]

An august person with as high breeding as yourself deserves nothing less than this to live in. An enormous castle/palace that is your by birthright, not only is this on an enormous estate but it is both beautiful and defensible by nature. This castle may be in any design you desire but it is roughy between the royal palace of Vizima and Windsor castle in size, seated on 1000's of hectares of land. The castle is automatically fully staffed by servants, and guard NPC's that maintain the building and lands to the greatest extent possible for the setting. You will never suffer from poor servants, or traitorous guards. While they default to normal people and update from jump to jump you may companion any of these individuals , and the castle and it's people retain any upgrades you give them.

Witcher:

XVI. **Oils & Potions**: |-100 CP|, [Witcher]

How many bottles with strange colored liquids! Before you succumb to all hyperactive children's natural curiosity and try to determine if your favorite color has good taste, I warn you that potions have toxicity, lesser than normal versions, but it still here, besides the fact that some of this isn't intended for drinking. Not like I discourage you from trying. While you clearly not understand depth of such generosity this is most superior quality set of all known potions and oils necessary for more than adequate performance of trained witcher. Each bottle signed in big letters so even baby not confuse them by drinking an oil for a sword instead of a healing potion, accidentally at least. Glass of these bottles is special and not break even if troll hit you in the bag with elixirs, you on other hand… Once in week you find that someone kindly refill all used or spoiled elixirs, oils and even give you new bottles, because you definitely going to lose them or break them anyway.

XVII. **Manuals**: |-200 CP|, [Witcher]

A Sorcerer's power can be measured in their knowledge of the Art, and that is what this Library is; a repository of all your knowledge. Within the rows of this room, (and what a room this is!), one can find the efforts of your labor, the total sum of your experience written as if by your own hand (I hope your handwriting is more or less readable, or you will have a little problem here…), and relatively soon you can find that you have a very real chance to die under weight of paper avalanche, but fortunately someone pedantically organized all wealth of your accumulated knowledge. Everything here is easy to find - books with needed information teleport right to you when you want it. This place has a very specific relationship with magical knowledge, in every word you find yourself it automatically add to itself all necessary introductory materials that you may learn from the basics of this world magic and was capable conduct independent research. Library begins to expand into first a room of its own, slowly expanding outward before budding off and finally coalescing into a vast archive of its own, filled with specimens of these creatures, exhibits of interesting things and other curios you find in your travel. May either be attached to your Warehouse, or appear as a separate building in place of your choice once per Jump.

XVIII. **Witcher Blades**: |-400 CP|, [Free Witcher]

Do you like swords? If answer is yes then congratulations you, you now proud owner of pair of them if answer is no then you are just an owner of pair of them. This is most traditional weapons of witchers, many monsters can confirm their effectivity…if said monsters was still alive then (among many curses and profanities) they totally agree how well this swords in killing them. The silver sword used against most kinds of monsters and other supernatural foes. The steel sword is used for creatures not sensitive to silver or shelled so heavily that only the hard steel can harm them. Unlike its name silver sword made from meteoric iron, which is

then coated in silver, otherwise, it will be too soft, and you probably try to sell it at first opportunity. These particular swords not only better than average, being sharper and stronger than a sword has any right being, don't require any maintenance, but also perfectly fit you - they like your own extensions of your body. The stereotypical description being that you are moving like storm of steel (forgetting to mention silver) cutting opponents to ribbons. Well you are not just that, for with them flowing grace of your movements in fight is not unlike the captivating song, where every word is the sound of another felled foe, converging into choir of melodious magnificence, this can't be named battle, but a woven poetry which turn participants into audience blessed to witness artist in dazzling work that last only for a few heartbeats and end in inevitability of your victory. This how well they suited to you, like perfect partners not mere tools of witcher.

XIX. **School of the Jumper**: |-600 CP|, [Witcher]

Witcher Schools are the training ground for itinerant monster slayers to-be, each one is built on the blood, sweat, and tears of countless children who stood within them, honing their technique and skill. Though each school trains in the ways of weaponry, alchemy, and the bestiary, each school trains in arts and equipment that are unique to them. Such as the School of the Cat that designs armor that provides maximum flexibility, or the School of the Manticore that studies the art of poisons, or the School of the Griffin that emphasizes magic.

Whether due to your own prodigious talent, seniority or being the last remaining Witcher of your order, you've now found yourself Master and Caretaker of the Order's School. Within its walls are the facilities and equipment to train, arm and create new generations of Witchers; there are a multitude of hidden secrets left behind by the generations that came before, most notably the lost methods of forging Witcher weaponry and armor. It can be attached to the Warehouse or deployed in any successive Jump in your journey, and keeps any upgrades and improvements between them.

Sorcerer:

XX. Magical Herb Garden: |-100 CP|, [Sorcerer]

Not all magical reagents can be simply plucked from items around some of them take ages to mature fully before you are able to sue them in the spells you need. With this you get a garden full to the brim with magical herbs useful in spells, enchantments, potions, tinctures, poisons and more. This garden has a mixture covering the most important plants , and is 10' x 10' large. While the plants in the gardens do not grow faster than normal they do regrow once picked in the same spot. Finally as this is an enchanted garden you do not even need a green thumb, the garden automatically maintains itself in order to grow everything perfectly. You may purchase this additional times, with each addition costing 50 cp (unaffected by discounts) and enlarging the garden by another 10' x 10' plot.

XXI. **Regents**: |-200 CP|, [Sorcerer]

Did you ever needed piece of fresh guano when situation become tense, or tears of virginal cow raised on diet of chocolate coins... for... for... very important reasons? Now you have this, many exotic, and not that exotic materials for your spellwork or alchemy somehow packed into this incredibly stylish small bag. No it's not empty, even if someone look inside bag they can't remember what lie inside, and this is totally not something so horrible that mind refusing to comprehend content of bag to protect fragile sanity of observer. All you need just put your hand inside and thinking what you need, miraculously you find this here. This work only if it needed reagents for magic and alchemy, not personal enrichment, if you want simply sell what you take from bag something inside will very painfully bite you hand regardless how tough or invulnerable you are.

XXII. **The Library**: |-400 CP|, [Sorcerer]

A Sorcerer's power can be measured in their knowledge of the Art, and that is what this Library is; a repository of all your knowledge. Within the rows of this room, (and what a room this is!), one can find the efforts of your labor, the total sum of your experience written as if by your own hand (I hope your handwriting is more or less readable, or you will have a little problem here...), and relatively soon you can find that you have very real chance to die under weight of paper avalanche, but fortunately someone pedantically organized all wealth of your accumulated knowledge. Everything here is easy to find - books with needed information teleport right to you when you want it. Regardless of anything, after you leave Library all messes will disappear and everything will be repaired and in right place when you return.

However, I advise not to abuse this self-maintenance, if you become too reckless then prepare for terrible revenge - every book will have few additional paragraphs about your poor reading manners and bad habits. Library forgive you soon if you apologize to it and then all shaming additions in books will vanish. This place have very specific relationship with magical

knowledge, in every word you find yourself it automatically add to itself all necessary introductory materials that you may learn from them basics of this world magic and was capable conduct independent research. Library begins to expand into first a room of its own, slowly expanding outward before budding off and finally coalescing into a vast archive of it's own, filled with specimens of these creatures, exhibits of interesting things and other curios you find in your travel. May either be attached to your Warehouse, or appear as separate building in place of your choice once per Jump.

XXIII. **Tor Jumper**: |-600 CP|, [Sorcerer]

Alternatively, just a tower of your name, because rumors most likely associated you with this place, you can rename but don't expect the new name to take root. Regardless matters of name it actually well hidden place, magic in stonework hide your tower from sight and more supernatural methods of observation. You was surprised to find that tower have your preferred design and layout. It contain all necessary facilities for conducting magical experiments and comfortable life for small group of people. While remain inside the tower you have increased magical abilities, something here assist you in mystical actions. At underground part of tower lies inactive portal which capable opening one or two way gate into any place, but this require precise coordinates. All work and assistance performed by invisible telekinetic force, which is part of tower magic. You can use this for defense in form of very powerful magical barrier around tower, or can separate and contain different parts not only trapping the enemy, but also helping safety contain results of failed experiments. Any damage inflicted on the tower will be restored within single day, as if it nothing happened, but this effect does not interfere with the modifications and additions, accepting them from you as part of whole. You find it exactly where you want it to be at your arrival to this world. After Jump, it either attach itself to your Warehouse, or be placed at any position of you desire, or if you want, once in Jump you can spectacularly "grow it from earth in new position. It easily take and integrate new magical effects and phenomena from you metaphysically growing in power alongside with you.

Companions:

I. **Import**: |-50/-200 CP|

By their lonesome, a single companion costs 50 CP while receiving 800 CP in turn, however, should you require more than a single companion throughout your journey, you shall instead be accompanied by eight of your closest companions, who shall receive 600 CP *each* for their troubles.

II. **Apprentice**: |-100 CP|

Ah, it seems that no matter your Origins, you've become a skilled and accomplished practitioner of them, such that you've deemed it appropriate to go and gain a student of your own to pass on the lessons of your craft. They are quite gifted besides, and will strive to their very best to match your expectations of them, in addition to be of a similar race and origin to your own, receiving a stipend of 800 CP to be used at their discretion. While that stipend may not appear to be all that much, they are additionally gifted with a discount for all purchases you may acquire in Jump, even if they should one day in the future seek to step out from under your shadow and seek a separate history from your own.

III. **Instructor**: |-200 CP|

A long-lived, dedicated and experienced Instructor, they have long been devoted towards the advancement and refinement of their favored craft so that it may be passed onto future generations, and it seems that they have taken an interest in your overall development, believing you to be a promising student. While studying any craft they possess knowledge of under their tutelage, you will come to discover that their enthusiasm and drive is infectious and, as such, you are quickly becoming a rather competent student and practitioner of their trade.

Depending on the Livelihood you've chosen, it will have an effect on their exact nature: A Foreigner (Drop-In) will become a rather distinguished loremaster and spellcaster, a Commoner shall appear more humble and hardworking, a Noble, a proud states craftsman and nimble strategist, a Witcher, a vigilant, veteran of numerous hunts dedicated to defense of his charges, and lastly, a Sorcerer, a vastly intelligent and broadly learned Mage of incalculable skill.

IV. **Canon Character**: |-Var./600 CP|

So, you'd like to bring along somebody for the ride, eh? Well, take a gander at the selection below, or if you are willing to pay an additional 600CP, you may receive all of them at a bundle price.

A. **Supporting Cast**: |-50 CP|

Oh? You'd like to bring along someone a little less renowned than the White Wolf and his steadfast companions? Why of course you can!

B. **Dandelion**: |-100 CP|, [Noble, Bard]

He is a poet, minstrel, bard and Geralt's best friend. Some of his more famous ballads were about the relationship between Geralt and Yennefer. By the time of the saga he was already in his 40's though it was said that he looked like he was in his 30's and was often mistaken for an elf. He accompanies Geralt in many of his (mis)adventures and ends up joining his hansa while searching for Ciri but left it before the deadly assault on Stygga. He would later rejoin Geralt and witness his and Yennefer's death at Rivia.

In your case, he's perfectly willing to chronicle your journeys through the cosmos, to tell tale of your, admittedly flourished, achievements…and somehow does not take up a companion slot while working in just this capacity, as your personal Bard…as well as Geralt's if it comes to pass.

C. **Geralt of Rivia**: |-200 CP| [Witcher]

Known also as *Gwynnbleid* (Old Speech: "White Wolf", given to him by the Dryads), and (perhaps) one day as the Butcher of Blaviken, he is a witcher and the protagonist of the Witcher series and its adaptations. A man who saw a lot and gained a great life experience. He is a talented, somewhat legendary witcher who managed to become the hero of many stories … and somewhat less than the hero of others, but, as always, everything depends only on the point of view. How many times he risked his life only to discover that ungrateful people left him to die stealing what little he has? Probably not less than when strangers to come to the rescue or offer help not for a reward, but simply because it was right thing to do. Having won Geralt's loyalty, you will find a friend ready to surpass the fairy-tale heroes to help you. In this he is helped by the fact that he is an extremely experienced witcher, a great fighter with superhuman physical abilities and basic magic. And, of course, his gift to deadpan snarking at problems…

D. **Triss Merigold**: |-300 CP|, [Noble]

A sorceress and a friend of Geralt and Yennefer. She took care of Ciri for some time and is like an older sister to her. She was member of the Lodge of Sorceresses. Triss is in love with Geralt. Poor girl, her beloved has his eyes only on other woman, so Triss is only a friend to him. Maybe you can help her, or even become a target of her affection? Regardless of your relationships, know that she was one of the mages that helped the northern kingdoms repel the aggression of the Nilfgaardian Empire. Many people even think that she died in a battle which broken the back of the empire army. This is

certainly not the case and most likely due to the fact that she has an allergy to healing elixirs. A charming girl with flowing auburn hair, she makes friends easily, it is not a surprise that she has great connections. A talented sorceress, Triss is known for her ability to use even failed spells with great efficiency, albeit not as originally intended and not without random victims of course...

E. **Yennefer of Venderburg**: |-300 CP|, [Sorcerer, Witcher]

An attractive, but not a very beautiful woman, who prefers a black and white colors in clothes, she faintly smells of lilac and gooseberry. Beloved of Geralt and foster mother of Ciri. Yennefer has a complex character, purposefulness and rare ruthlessness backed by sharp tongue. However, it would be a mistake to think that she is a bad person, her character is the result of the fact that Yennefer was born nearly century ago as an ugly hunchback and therefore was not needed by her family. Only a talent for magic became her key to a better life in this era. Yennefer learned and became a strong sorceress, correcting her appearance, at certain point of her life realized that she wants to become a mother, but what gives magicians the power deprives them of their ability to have children, what by the way resulted in peculiar story involving a djinn, Yennefer, certain witcher and his last wish. Help her in her quest and you have very skilled sorceress with unbreakable willpower by your side.

F. **Cirilla Fiona Elen Riannon**: |-400 CP|, [Of the Elder Blood]

Also known as Ciri, the Lion Cub of Cintra, Zireael, Falka, and the Lady of Time and Space, she is the princess of Cintra, daughter of Pavetta and Duny (also known as the Urcheon of Erlenwald) and granddaughter of Queen Calanthe. She is also Geralt's and Yennefer's adopted daughter, around whom much of the plot is centered. Ciri is a descendant of Lara Dorren and has the Elder blood which gives her access to powers that allow her to cross space and time. Ciri has ashen grey hair and green emerald eyes, a trait that runs in her family.

Free w/ Title Owner and Of the Elder Blood,
Becomes your older sister in this scenario.

V. **Djinn**: |-800 CP|, [No Discount]

"Going back to genies, there are four sorts, just as there are four Planes. Djinns are air creatures, marides are associated with the principle of water, afreet are Fire genies and d'ao, the genies of Earth—...'

Not quite an Item per say, more as ensured loyalty of a Djinn. As they are capable of incredible power and magic, they should be an incredible boon to you in your journeys going forward. Post-Chain, they'll be capable of granting a few Wishes before they'll leave your service.

See Notes

Drawbacks: [Max +1000 CP Limit, +2000 CP if The White Frost is taken]

I. **Extended Welcome**: |+0 CP|
Oh? You want to stay in this world just a bit longer? Well, that's fine! Stay here an additional five years, though why you want to is beyond me…oh, and this is *not* an invitation to explore various other media's timelines, such as the CD Projekt Red's *Witcher* Game series, so you'll have to be willing go an extra step.
Can Be Taken Multiple Times: Max 20.

II. **Gwent Player**: |+0 CP| *Cannot be taken w/ The Flourished Sagas of Dandelion*
It seems that you'd rather that staying here the full ten years as customary, you'd like to experience the Sagas of Geralt as told by *CD Projekt Red* (videogames), detailing his adventures following his "death" at the Rivian Pogrom. Starting the year 1270, you may have your history here be imported into this Saga, and experience this world brought to life by a game. In addition, you will receive a full deck of Gwent Cards as a starting bonus, alongside of which the music for these adaptations, to be played at your leisure for you and your Companions.
You may continue on your journey from here: Witcher Jump

III. **The Flourished Sagas of Dandelion**: |+0 CP| *Cannot be taken w/ Gwent Player*
So with this, one can explore the *other* licensed works based on Andrzej Sapkowski's novels, so if one such as you wishes to explore the worlds of the TV show, movies or Comics, you are most welcome to do so.

IV. **Piss Eyes**: |+100 CP|
Wow…I cannot believe you went there, you racist prick. This is a world of horrors and monsters and you can't help but focus on how horrible the other races are to your own and you to them…and do be sure to keep yourself in check, should that irrational xenophobia get the better of you and start to do some ghastly things.

V. **Character Mark**: |+100 CP|
Fffffft…that left quite the mark upon you child, I can can say that it only compliment to your appearance, adding seductive mystery and dashing look of danger to it. Well actually, it is not true, but it can be worse like… something. Your scar is horrible, to the point that sometimes ignorant peasants may throw in you rotten vegetables or try chase you out of village. Expect looks of pity from people that are more compassionate. Of course, people can see beyond your scarred face, especially if they know you better, this is tough times after all - many bear mark of war or misfortune. You can change appearance, but scar still find it's way on your altered face, so you a recognizable. I suggest mask or face concealing helmet, maybe friendly sorcerer may cast on you illusion, but such spell cost a lot of money.

VI. **Overdose of Axii**: |+200 CP|

Apparently a foolish young Witcher had experimented with his use of signs upon you, leaving you with no understanding of what has happened to you, or who you even really are…hopefully the side-effects will fade with time, but do remember…what was I going to say again?

VII. **You've Got to Pay the Toll**: |+200 CP|

Why is it you cannot go anywhere in this world without having some form of misfortune befall you? For you are especially juicy target for robbers, bandits, deserters or other criminals. There something in you that is telling to these types of people of perceived or imagined weakness, which not many of them could resist…and hope that you do not catch the attention of a corrupted official or another likely to abuse their power.

VIII. **Yrden-Lock**: |+400 CP|

Let it be known, you are unable to gain access to your previous abilities and properties, save for your those attainable by your own flesh (Body Mod) and merit. If any should remain, plausible but unlikely, you shall find them to be greatly reduced in potency; the exception being what you have acquired during the course of your stay here.

IX. **A Kiss of Love**: |+400 CP|

How many times sorcerers turn annoying people into something hideous. Too many to count and you is now one among ranks of transformed and while your mind is untouched you cannot say the same about your body. You are locked in the form of ugly monster now, and all of you out of jump powers were seriously diminished because of this. You allowed designing your form, but in general it must not increase your power even if make you big. Good news that if you will be kissed this curse will be lifted from you, bad news that it can't be your Companions, but person of your preferred gender with genuine love for you, so no overt manipulations, no lies, no enthralling, or other way of twisting minds, but honest feeling. While you wait for such miracle to happen, enjoy frequent visits of random people with goals to kill you, be it mob of peasant blaming you for crop failure and the birth of two-headed calves, city militia thrown into suicide mission by their officers for hiding their share of bribes, naïve knights send by their relatives so they can seize estate of fools and many others. Not everyone will be hostile, some people can be pretty nice and understanding of your situation, certain scholars, sorcerers and witchers even may try to help you if you don't alienate them, thought, not many will listen to them… Good luck and I hope you like taste of flies.

X. **Racial Tensions**: |+600 CP|

It appears that the oppressed races of the Continent have had enough, and have begun to once more mass their resources together in another offensive to repel, and among the most extreme,

eject the occupying human populations. Soon, tensions on the Continent are to erupt in an all out Rebellion and possibly even Civil War, eventually leaving the victor dissatisfied with pyrrhic victory and millions dead. However, all of these events are a ways off and may possibly never happen, as, hopefully, this means that you are with the means of ending the upcoming conflict peacefully, with everybody reasonably satisfied; should you try to avoid this by way of your Race and/Livelihood, be warned that you shall be of obvious mixed heritage, with events conspiring to have you *directly* involved.

XI. **War Is On The Horizon**: |+600 CP|

In the upcoming wars to come, you'll find that you need to find and choose a side/nation to champion. Be warned, your enemy will be vastly superior in terms of either manpower, tactics and strategy, technology, resources, etc. (yes, even if you should have chosen Nilfgaard), and that the longer this conflict draws on, the greater your enemy shall become (in terms of technology).

Should you have taken this with '**Racial Tensions**', the upcoming conflict will devolve into essentially a world war (equivalent with WWII), a war that none of the nations are currently prepared for; save Redania, its war machine more terrible than any this world has yet seen, hellbent on removing the "unpure" from their lands. If you fail in your combined task (**RT + WiotH**), you shall fail in your journey here and be returned Home.

XII. **The White Frost**: |+1000 CP|

The White Frost is a phenomenon that results in the freezing of entire planets. While the most powerful magics may seemingly slow its pace on a regional level, it is widely understood to be an inevitable end of all worlds. Whether this is the result of a natural force, a malevolent entity, or an entirely different cause is not revealed. The end of the world approaches, and while once this was to be another's fight, however, by you having taken this drawback you are forced to fight alongside her… or gods forbid, in her place…to end the threat of the White Frost, and dear child, the threat is far more imminent than what was projected for now, the Frosts have begun to nip at the gates of this world and you must hold the line, for the end of all things is near…

If you have somehow manage to overcome this phenomena, you'll find yourself with power over the White Frost itself and capable of Absolute Thermokinesis besides…though it will take you some time to acclimate to this power, and its full potential cannot be harnessed until you acquire your own Spark…but should you fail, there are some dire consequences indeed for your actions, or lack thereof, as the White Frost will begin to use you as its conduit to freeze and

destroy the various worlds you have visited in Jumpchain…perhaps it might be best to leave this in Ciri's hands if you aren't that confident then, huh?

See Notes

Notes:

I. **Source:**

The halving of the speed of regeneration of magical energies under the source perk for magical regeneration when also a monster, is explicitly for the Source perk in this jump and does not affect any other magical regeneration speeds/perks.

II. **The Elder Blood:**

"A genetic program initiated by elven mages (known as Sages) for the purpose of creating an extraordinarily gifted child whose power would exceed their own. According to the prophecy of the elven diviner Ithlinne, the Child of Elder Blood will one day save the elves from annihilation. However, the last carrier of Aen Hen Ichaer, Lara Dorren aep Shiadhal, bonded with a human instead of an elf, thus shattering all plans regarding her offspring."

"According to some, it is a powerful elven curse passed from generation to generation. Those in whose veins the infamous Hen Ichaer flows are said to carry death and destruction within them, to sow hatred and disdain in the hearts of men. It was from this contaminated blood that Ithlinne prophesied an avenger would be born, a destroyer of nations and worlds.

Others claim the Elder Blood is an extremely rare inherited talent, granting control over time and space to a degree unattainable even to elven Sages. Sadly, few bearers of this gift have been able to control it in full. This merely partial mastery inevitably leads to sudden outbursts of the Power that take the form of unpredictable, uncontrollable and thus extremely dangerous explosions. Behind the dark legends about the Curse of the Elder Blood lies the truth of these tragic cases.

For obvious reasons the bearers of the Elder Blood were always subjects of great interest to the world's mighty and to mages alike. The former counted on the truth of Ithlinne's prophecy, on an avenger being born who could destroy worlds, and who they could thus use for their purposes. As for the latter, they hoped to harness the magic of Hen Ichaer to broaden their own knowledge and powers. Ultimately, however, all these plans were for naught - the Elder Blood line broke off with the disappearance of the heiress to the Nilfgaardian crown, Cirilla Fiona Elen Riannon..."

A. **Capstone Boosts:**

Source: (Drop-In)

For an infinitely small fraction of a flickering moment, the multicolored mosaic of reality were shattered into countless pieces and rearranged to accommodate the pure impossibility of your existence, normalizing you, molding you into your current form so worlds can continue their seemingly endless drift into incomprehensible unknown without falling apart. A singular fact of this event is that you were not left unchanged by it... or were you merely awakened from long blissful dream keeping you in the

pleasant comfort of reliable boundaries? For now, the answer eludes you. At a base this doubles your rate of magical regeneration.

What's clear is that you are a being of unlimited possibilities, strange laws of constantly changing kaleidoscopes of myriad dimensions, and touches of cosmic infinitudes giving +you the raw potential to be more that you are now, and when you reach your perceived limits, you understand that they nothing but fragile illusion, vanquished by you approach, for you are always can be more. You may be not the most skilled, uniquely talented or notably effective, perhaps even opposite this, but you eventually surpass others with your potential for limitless growth.

Mastercraft: (Commoner)

Now you cannot say that your work is not magic, because it is. On some fundamental level, any item you crafted or art piece you create will become legendary artifacts of an unmatched strength, a song will touch the very souls of listeners, resonating through the ages, and even food is something unearthly beautiful capable of feeding entire army. Even your failures will be something beyond work of mortals, like this sword you made while being drunk and then for some reason stabbed into stone near a lake with it. Someone stole it not so long ago by the way, you suspect some knight and a white-haired girl.

Many other wonders await to be born from your work, which can only become better and better, for you know that there is no perfection, only the path to it, so your mastery grows without limits, maybe in one day the sheer excellency of your work will even surpass perfection itself. It astonishing that you can do all of this even with most basic instruments and materials, at fraction of time, perhaps the materials bend to your will while you work? Forget about becoming folk hero, you are now a craftsmen of mythical proportions. Don't be surprised when people name you as famous saint, or even god, of your profession.

Title Owner: (Noble)

You are elevated to the station of royal blood, making you part of the royal bloodline of Cintra and younger sibling of Cirilla, making you an anomaly unaccounted for in the great prophecy. You'll find that besides being capable of wielding greater influence over those who can be called your subjects, that in each and every subsequent world that you discover yourself within, you will be tied to the royalty of your people and be awarded with a portion of the family's abilities and talents. Not only giving you the respect, responsibility and privilege that being royalts entails but being able to truly use the talents of your family. Surely there must be reason for their rule, and perhaps it is

immense charisma, allowing you to also gain that boon. The skills and talents of your family could be anything relevant in setting from respect, to immense skill in politics, to a special and rare bloodline power that your family has, maybe you are descended from Dragons and can control them, or something else. Regardless of what it is, you will find yourself bound into the legacies and strength of your family, thereby being granted a legitimate claim on the throne, being a duke or a prince that is out of the line of succession, should the worst come to pass. This perk makes you a noble of royal blood who is outside of the line of succession. This means that if you want to rule, the current ruler and direct heir must be either wildly incompetent or gone for you to have any direct claim.

See Notes

Trial of Grasses: (Witcher)

What has happened to you Witcher? Why you are an absolute legend of your craft, aren't you? While most witchers who have undergone the trial of grasses and become superhuman killing machines that can match or overmatch a monster. You have had a beneficial mutation occur during your trial. Developing pure white hair and yellow eyes all of your abilities have been strengthened. You are a one man army, capable of slaying hordes of monsters, and physically overpowering even True Higher Vampires. You are so skilled and powerful that you might even be able to, with some planning, fight a Dragon and walk away the undisputed victor.

Or in short hand: Compared to Geralt of Rivia, you will be initially inferior, with time and training his equal and if you prepare well enough, superior in certain cases.

Sage: (Sorcerer)

From the point of view of common man, a Sage is but another godless mage, along with sorcerers, witchers and who know who else. But to a learned man you are individual in possession of great wisdom and rare knowledge. To nobility you are source of political influence, a connection worth your weight in gold. To sorcerers you are someone who has mastered the Art beyond all other practitioners. And only you understand that you are just a beginner compared to the Sages of the past.

For you magic now much more easily open its' many secrets. Your very mind can comprehend mysteries at astonishing speed, something what once took great effort and lifetimes to research and experiment now requires only a few years and barely any resources. What would take another Sage their entire Elvish life to study, multiple times longer than a human could hope to live, you could accomplish in a year. Magic of

all kinds eagerly flows under your will, so you can even interfere with the magic of others safely, negating mistakes your assistants make, or disrupting control over enemy spells.

You are not sure if it is something in you that has now changed or if magic itself has chosen to guide you to right path. Yet another secret to unravel...

III. **The White Frost**:

"One can hear Ithlinne's Prophecy whispered at every market, garbled and reused by every village witch, delved into in any treatise touching on sooths and diviners and in general saturating our common culture. We all know that the time of the Wolf's Blizzard approaches, the Time of the White Frost and that the world will perish amidst ice. But few truly understand the meaning of these words.

The self-proclaimed prophets who shout out Ithlinne's words mistake stars reflected in a still pond for the sky. For the White Frost is no legend or mythical apocalypse. It is a natural phenomenon that can be described in the dry yet precise language of scholarship.

The renowned scholar of Thorn's studies have clearly shown that our world is not the center of the universe, but one of a thousand such globes spinning in the endless darkness of space. This space is usually described as a vacuum - yet to do so is grossly misleading, for through this vacuum swims, invisible to the naked eye, the White Frost.

We do not know exactly what the White Frost is - perhaps a microscopic dust that blocks the incoming light of the sun? Perhaps infinitesimal particles of the sort postulated by Democritus of Ban Ard, with the unusual property of sucking up warmth as a sponge does water?

We know for a certainty however, that, thanks to the telescopic observations of elven astronomers, the White Frost, whatever it is, has already destroyed a great many worlds. The star systems in which it appears perish into lifeless hunks of ice over the course of a few decades. Furthermore, each scholar is agreed that the White Frost will one day come to our world. Ithlinne's Prophecy, though based on magic intuition and not scientific observation, thus appears to foretell the truth."

IV. Meaning of *Wiedźmin*:

In old Slavic folklore *wiedźmin* (however, female *wiedźma* was more common in most places) was a person who had an extensive knowledge in the matters of herbs, medicine, healing and tribal "magic". *Wiedźmy* (the witches) and *wiedźmini* (the witchers) usually acted in their local communities as healers and counselors and were respected by the people. They were often associated with the Slavic god Veles, the horned god of the Underworld, night, magic and knowledge (but also cattle, trade and craftsmanship). The very word *wiedźma* and *wiedźmin*

means *the one who knows* and is etymologically related to the words like *wiedza - knowledge* and *wiedzieć - to know*. After Christianization, due to their exclusively pagan connotations, *wiedźmy* and *wiedźmini* were demonized as evil beings and servants of Satan.

V. **Signs**:

A. **Aarden**–

"The so-called Sign of Aard, Ciri, is a very simple spell belonging to the family of psychokinetic magic which is based on thrusting energy in the required direction. The force of the thrust depends on how the will of the person throwing it is focused and on the expelled force. It can be considerable. The witchers adapted the spell, making use of the fact that it does not require knowledge of a magical formula — concentration and the hand gesture are enough. That's why they call it a Sign. Where they got the name from, I don't know, maybe from the Elder Speech — the word ard , as you know, means mountain , upper or the highest . If that is truly the case then the name is very misleading because it's hard to find an easier psychokinetic spell."

B. **Axii (Aksji/Axia)**–

The Axii Sign is a simple magical sign used by witchers. It is a mental wave that triggers a hex that causes an enemy to fight alongside the witcher. The effect can wear off over time or be broken via damage from the casting witcher.

C. **Heliotrope**–

The Heliotrop Sign is a simple magical sign used by witchers. It is made by crossing one's wrists, and works as a buffer against strong physical and magical attacks. Geralt uses this sign [in the short story "A Grain of Truth"] to cushion the impact of the wall when Vereena uses a sonic attack against him.

> *"The wave of sound hit the witcher like a battering ram, depriving him of breath, crushing his ribs, piercing his ears and brain with thorns of pain. Flying backwards he just managed to cross his wrists in the Sign of Heliotrop. The spell cushioned some of his impact with the wall but even so the world grew dark and the remainder of his breath burst from his lungs in a groan."*

He also uses the sign to protect himself (somewhat more successfully) from Yennefer during their first encounter [in the short story, "The Last Wish].

> *"He immediately regretted his sarcasm. The woman raised her hand and a golden streak shot out from her fingers. Geralt reacted instinctively, crossing both hands in the Sign of Heliotrop, and caught the spell just in front of his face, but the discharge was so strong that it threw him back against the wall. He sank to the floor."*

D. **Igni**–

The Igni Sign is a simple magical sign used by witchers. It is comprised of a pyrokinetic burst that can repel and ignite opponents, as well as start fires.

[In the book series, Geralt not only uses Igni during battles, but also in daily life, like fixing a pot to be able to prepare pike soup.]

E. **Quen**–

The Quen Sign is a simple magical sign used by witchers. When cast it forms a protective field around the casting witcher.

F. **Somne**–

The Somne Sign is a simple magical sign used by witchers. It is used to put the target to sleep, and may possibly also leave them open to some form of suggestion. An unidentified witcher who strongly resembles Geralt uses this sign [in the novel *Season of Storms*] to put Nimue to sleep after meeting her in a forest.

G. **Yrden**–

The Yrden Sign is a simple magical sign used by witchers. It forms a magical trap on the ground that triggers a limited number of times when traversed by a foe casing knock back, damage, and a chance of inflicting status ailments.

VI. Languages in the Witcher:

Languages in the Witcher are broken up into two groups the Old and the New languages. Old languages tend to be sued by the ancient inhabitants of this world and tend to be rarer than those spoken commonly by humans.

A. **Older:**

One Speech/Elder Speech: The ancient language of the Elves, it's written form is runes. It is the origin for many of the newer languages of the modern era.

Dwarven Speech: The ancient language of the Dwarves, it's written for is Ideograms and it contains a disproportionate amount of curse and swear words compared to most other languages.

Gnomish Speech: The ancient language of the Gnomes, and the oldest language in existence. It is very rare for anyone other than a Gnome to speak this.

Vran Speech: The ancient language of the Vran.

Werebubb Speech: The ancient language of Beaver Humanoids the Werebubb, commonly considered unpronounceable amongst other races should you pay CP for this language you become able to speak it.

B. **Newer:**

Vodyanoi Speech: The language of the Vodyanoi reptile/fish people that rule the oceans from beneath the waves.

Nilfgaardian Speech: A descendant of the Elder Speech, commonly used by those within the Nilfgaardian empire.

Dryad Speech: The language of the Dryads of the forest, a descendant of the Elder Speech.

Skellige Speech: The language of the peoples of the Skellige Archipelago, a descendant of the Elder Speech.

Offieri Speech: The speech of the Empires, Kingdoms, and Tribes that lie to the south of the Nilfgaardian Empire.

Common Speech: The common speech of the inhabitants of the Northern Kingdoms, written in the Modern English Alphabet.

VII. Vampire Information:

Vampires in the Witcher Setting work differently than in other settings.

A. Here are a few more myths and facts about vampires in Sapkowski's works:
   1. True Higher vampires do not need to drink blood. It is like alcohol to them, in that they can become drunk from it. Additionally, drinking blood increases their strength. They are not adversely affected by silver; although most vampires short of True Higher vampires can be wounded by it.
   2. A vampire bite does not turn the bitten creature into a vampire.
   3. Vampires are not undead or transformed creatures; they are born as vampires. The race of vampires appeared in the world after the Conjunction of the Spheres.
   4. Not all vampires must avoid the sun. Many have adapted and easily tolerate daylight, all True Higher Vampires are immune to daylight.

5. Rushing water (rivers, etc.) poses no obstacle to their movement.
6. Holy water, crucifixes, and garlic are ineffective against them.
7. Partial bodily damage, such as a stake through the heart or decapitation, is only an inconvenience to them.

B. There are also codes that vampires live by:
   1. A vampire killing another is forbidden and any vampire that does this is considered a traitor to the vampiric race.
   2. If a vampire sees another wounded, one can leave them alone, or help nurture them.
   3. In general, the Older a vampire is the more authority it has, and the more that a younger vampire may be punished for not obeying its orders.

C. **Unseen Elder:**
   1. There has been one unseen elder shown in the series, he was capable of paralyzing another True Higher Vampire with a word and could move so fast that Geralt is unable to see him move and fell to a single strike.

VIII. Djinn:

A djinn is a powerful air spirit, a condensation of the power of that element endowed with consciousness and character — the latter usually nasty. According to legend, djinn can grant even the most far-fetched wishes, though they do so very begrudgingly.

Unusually powerful mages can capture and tame these beings. The mage can then draw on its energy, using it to cast spells without having to call on Power from traditional sources. Only a sparse handful have managed this feat, however, for djinn fight to avoid such a fate with stubborn determination. To imprison a djinn and bend it to one's will, one must first weaken it — and that is no easy feat.

Fighting a djinn is extraordinarily difficult. They can fling off spells in an instant that the most accomplished human mages could never cast with years of preparation. What's more, by manipulating the element of air they can summon powerful storms, hurricanes, and gales. Luckily, as magic beings, they are vulnerable to silver — yet steel will do them no harm.