The Belgariad

Jumpable CYOA v1.0

Many millions of years ago, something happened that wasn't supposed to happen, and the Purpose of the universe was split in two. This world was created to set the stage for aligning the universe with one Purpose or the other, through the Choices of its inhabitants in world-shaking Events. Some of those inhabitants have been literal Gods, able to create life and perform mighty feats with their indomitable Will.

This is land where living legends pose as simple merchants, despite the ability to do nearly anything. A land where entire cities live in mortal fear of being noticed by their God's priesthood. A land that seems to remain stuck in the same routines for centuries, holding its breath for the next prophesied meeting between the Child of Light and the Child of Dark.

You have **1000 Choice Points** to help you thrive here; spend them wisely, for there are portents that significant Events are drawing nigh, and one or more Necessities just might have you in their sights.



Time Period

When do you arrive in this world, and for how long will you stay? Most of the world's history is quiet, but you really should take the opportunity to be involved in at least one Event. Choose one of the following options:

War of the Gods

Torak has struck his brother Aldur, and stolen away a Living Stone; in response, the other Gods have just declared war on him and his Angarak people. Without your intervention, the armies of the West would march on Angarak, burning their cities until Torak splits the world in agony, drowning many villages.

End of the First Age — **10 years**

Invasion of the West

Torak has just led a massive army into Drasnia, following the theft of the Orb by Belgarath and the Alorns. His course will lead him and his army to kill every Drasnian they can find, besiege the Algarian Stronghold, and face the Rivan Warder at Vo Mimbre in the summer of 4875.

Autumn 4865 — **10 years**

Return of the King

Life has been peaceful for nearly five hundred years, but someone is preparing to steal the Orb from its place behind the Rivan Throne. Its heir is about to turn nine, living on a farm in Sendaria, and knows nothing of kings or Gods beyond what an old storyteller has portrayed. But prophecy will drive him to take up his sword and meet the awakening Torak.

Autumn 5363 — **10 years**

Crisis of Faith

Torak has been slain by the Rivan King. The Angaraks are still sacrificing hearts, but to whom? Two people have claimed to be the new God of the Angaraks, but the Child of Dark and the Child of Light get to choose their own candidates for the Seers of Dal to select between. And the demons of Hell are interrupting the whole process, trying to reverse their banishment.

Autumn 5373 — **10 years**

History Repeating — **+200 CP**

With two sets of Events poised to occur in such rapid succession, even the participants might notice the similarities. The more you disrupt the first set, the harder the Necessities will work to get things back on track for the second, because the light of a distant explosion cannot be delayed. You must survive both decades to continue your chain, but start with an extra 200 CP to spend as you will.

Autumn 5363 — **20 years**

The Long Haul — **+600 CP**

You arrive on the world as one of its very first people, before they even get divided into the groups that will come to define them. Instead of ten years, you must survive for ten *millennia*, around two thousand years beyond the reunification of the universe. Take care not to die of illness, old age, starvation, grief, or depression.

Beginning of the World — **10,000 years**

Background

Six of the Gods chose groups of people to dwell with at the beginning of the world, and enhanced the qualities most similar to themselves. This left many groups without a God, who took that lack in several different directions. After thousands of years, the differences between societies have become dramatic, and you get to be part of one. Choose between Vagabond, Western, Angarak, Unaligned, or Wolf; each grants a discount on certain perks and items.

No matter your race, you may choose to wake up as an existing member of society, or simply drop in with no new memories. You may change your age and/or gender to anything reasonable; if you have trouble deciding, roll 2d8+14 for your age. Note that not all societies treat women and men equally, and some positions are open only to eunuchs.

Vagabond

Most people have settled down into cities or small communities, but some wander between them selling stories or more tangible goods, others prefer to live alone in the wilderness, and a few have been driven away by everyone they've ever known. As such a hermit or wanderer, you start out in an unobserved public area of your choice, such as a campsite near a major road or in a back alley of a city, or in a building that you've purchased and imported into a remote corner of the land.

This Background lets you keep your current appearance as a drop-in, or you may choose to look like a blend of several nearby races.

Wolf

While humans feel like everything revolves around them, wolves let time pass them by. They notice more than one might expect, but generally live and let live, hunting more for food than for sport, grouped into small packs instead of large kingdoms.

Most humans cannot understand wolves, and will generally fear or hunt them, but a few might remember old stories about an ancient sorcerer who was known to take on the form at times.

Western

Alorns, Arends, and Tolnedrans have tended to side with the disciples of Aldur in conflict with the Angaraks, and trade freely with one another. Members of these societies usually have some responsibilities to the aristocracy, but not so many that they can't go adventuring for a few years.

Choose your race from among the following options, or roll 1d8 for an extra **+100 CP**. Each has access to a unique free perk.

1: Cherek

The descendants and followers of Cherek Bear-shoulders live on a peninsula in the northwest, from which they have protected the seas around the Isle of Winds since he returned with his sons and Belgarath the sorcerer from stealing the Orb of Aldur back from Torak.

2: Drasnian

Dras Bull-neck, the eldest son of Cherek Bear-shoulders, settled with his followers between Gar og Nadrak and the piece of Aloria now known as Cherek. Today, merchants and ambassadors from Drasnia are generally seen as spies, largely because it's nearly impossible to find an honest one.

3: Algar

Algaria, named after the second son of Cherek, hosts the largest herds of cattle and horses in the world on the plains between Arendia and Mishrak ac Thull. Most of the inhabitants are nomadic, following or guiding those herds, but a few live in a large fortress built solely to give attackers something to besiege.

4: Rivan

Riva Iron-grip, Cherek's youngest son, took the Orb of Aldur and a few trusted followers to the Isle of Winds in the western sea, and built a fortress on its only viable port. Their descendants often wear gray woolen cloaks covering brightly decorated clothing, mirroring the way they present a stern front to the world.

5: Sendarian

Sendaria was formed from a mix of Alorns, Arends, and Tolnedrans after Vo Wacune fell, as a new kingdom south of Cherek. Its people favor a simple lifestyle and solid craftsmanship, and show unusually equal deference to all seven Gods.

6: Asturian

The forests of northern Arendia host the nobles who swear allegiance to Queen Mayaseranna as the Duchess of Vo Astur, many of whom are accomplished archers. It also contains a disproportionate number of starving serfs.

7: Mimbrate

The nobles of Mimbre defend the Arendish crown against Asturian insurgents and anyone else who promises to provide an interesting fight, typically as armored knights on warhorses. They are also known for using formal, flowery, archaic language.

8: Tolnedran

The Lion God Nedra can be bribed or bargained with, and instilled the principles of thrift and wealth into his people. Their coins and roads serve as a foundation of trade in the western world, and their legions crack down on any activity that undermines their ability to extract value out of everyone else.

Angarak

As followers of Torak, the constant sacrifice of human hearts defines much of Angarak life while he sleeps; even those who don't fear the knife are surrounded by many who do. When he awakens, his word is law, no matter how much it disrupts.

Choose your race from among the following options, or roll 1d8 for an extra **+100 CP**. Each has access to a unique free perk.

1: Murgo

Much of Cthol Murgos is harsh desert, populated by the descendants of soldiers who arrived during the invasion of the West. Manhood is marked by a ritual scarring of each cheek.

2: Thull

Generally strong-backed but weak-willed, the inhabitants of Mishrak ac Thull are seen as laborers among the Angaraks, separated into their own kingdom east of Algaria after the invasion of the West. Many women choose to remain pregnant as much as possible to avoid the notice of Grolims; some men, lacking that option, run off the escarpment when chosen to be a sacrifice.

3: Nadrak

The people of Gar og Nadrak have kept a merchant tradition alive, acting as the gateway for goods traveling between the eastern and western continents, and purveyors of the natural resources abundant in their mountains and forests. Constant pressure from Drasnia to the west has kept their wits sharp, though few are as duplicitous as rumors would suggest.

4: Mallorean

In the ancestral homeland of the Angaraks, the military has taken imperial control of the entire eastern continent, keeping regional leadership and the Grolim priesthood less powerful through intrigue and conspiratorial infighting.

5: Grolim

The priests of Torak have no large territory of their own, but serve in each of his temples, burning human hearts in his name multiple times a day. Those with a talent for sorcery fill the upper ranks, leaving the grunt work to those without.

6: Chandim

Torak once forced a group of Grolims into large dog-like shapes to serve his will. Though they can still talk, they are feared and distrusted by everyone forced to work with them, and prefer to work together as a pack.

7: Dagashi

Some children of Murgos and their slaves are raised in Kahsha of Cthol Murgos as a secret society of spies and assassins. They are often sent to infiltrate the lands of their mothers, reporting only to Torak's disciple Ctuchik.

8: Slave

Angaraks of each kingdom purchase slaves for labor, entertainment, army conscription, and sacrifice fodder. With their ancestors having been captured all over the world, such slaves can have a very mixed heritage, but tend to share a downtrodden attitude.

Unaligned

Though the enmity between the Alorn and Angarak peoples has affected nearly the whole world, other races have their own concerns, only loosely bound (if at all) to one side or the other.

Choose your race from among the following options, or roll 1d8 for an extra **+100 CP**. Each has access to a unique free perk.

1: Nyissan

Issa chose a people who tend to emulate serpents, often shaving their hair and wearing very little clothing. They now live in the swamps of Nyissa, resting during the hottest parts of the day. They have been known to traffic slaves, but their true expertise is in drugs and poisons.

2: Marag

Maragor once contained a matriarchal society, partly because they tended to bear far more girls than boys. They honored physical beauty in both sexes, and cooperation instead of trade, to the point that they ignored gold in the rivers of their land. It is suspected that this is why the Tolnedrans killed them all, save only a few descendants among the slaves of Nyissans or Murgos. Mara now haunts the land in his grief, driving people insane if they even think about taking that gold.

3: Ulgo

When the Gods chose people, one group of the unchosen sent Gorim to ask UL, who stands apart from the other seven, to be their God. Eventually, he accepted, and his people now worship him through endless song in the caverns beneath Prolgu, within the mountains that separate Arendia from Algaria.

4: Dryad

When the world was young, the Gods tried their hand at creating many non-human creatures. Dryads are the most human of them, partly because their children are almost all female, so they usually capture human males to mate with. Each is bonded to an oak tree, comprising much of the forest south of Tolnedra where most of them live.

5: Morind

The godless people who wander the tundra of the western continent turned to demons for protection, as envisioned by dreamers and summoned by magicians. Lacking a written language, they instead use a system of symbolic totems crafted from local materials to warn each other about problems with the land.

6: Karand

Like the Morindim, people in the seven kingdoms of Karanda worshipped demons before being subjugated by Grolims, and some of them have never truly forgotten those roots. They chafe under the rule of the Mallorean empire, made more oppressive in response to their rebellions.

7: Dalasian

The Seers of Dal have been preparing for their role in the prophecy since the end of the First Age. Their capital, Kell, is cursed against Grolims in order to protect its great secret: Its people communicate freely over telepathy, and something like a hive-mind has emerged as the consciousness of the people as a whole.

8: Melcene

The island of Melcena lies off the east coast of the Mallorean continent, boasting the finest university in the world. While nominally subject to the emperor in Mal Zeth, the former Melcene Empire acts autonomously, controlling each of the large eastern islands and several former kingdoms along the coast.

Perks

The denizens of this land have a wide variety of talents, skills, and dooms, mystical and otherwise. Your Background allows you to purchase one such perk for free, and a few others for half price, but feel free to spend your CP on any of these.

Sailing

You know how to sail a ship even in the most adverse conditions, and how to get a ship's crew to listen and do their jobs. You can navigate to any port your ship can reach, and feel no illness from the motions of the waves. You even know enough about ship-building to design a slightly better vessel than any currently on the market.

100 CP **Free for Cherek**

Swordplay

You know how to carry a sword as if it were part of your body, and can wield it in a style that allows you to easily dispatch untrained foes and defend yourself from common attacks.

100 CP **Free for Murgo**

Poisoncraft

You know every poison on the market: what it does, how to produce it, how to detect it, how to counteract it, and how to procure the ingredients.

100 CP **Free for Nyissan**

Sign Language

Drasnian spies speak to each other by wiggling their fingers in ways that aren't obviously a language unless you're paying attention. You know how to understand and “speak” this and other sign languages or nonverbal codes, and can even do so while speaking verbally as long as neither conversation is taxing. Your accent might be a bit unusual, though.

100 CP **Free for Drasnian**

Strength

You are exceptionally strong for a human, able to lift and carry up to three times your body mass. That much weight will tire you out quickly, but lighter forms of back-breaking labor will be relatively easy.

100 CP **Free for Thull**

Athletic

You have the physique and endurance to handle a very active lifestyle, and look good doing it. You can easily pick up the rules and strategies of physical contests, becoming better than an average amateur with little effort.

100 CP **Free for Marag**

Sha-Dar

You and horses can telepathically speak to each other. You will know how they feel, and how to best take care of them. They are simple creatures, with simple desires, but will follow any commands you can get them to understand.

100 CP **Free for Algar**

Prospector

You can collect gold or other valuable minerals from the land. At small scales, panning in a good out-of-the-way stream will net you a couple of small nuggets, but the real gains are found in veins that you know how to find and mine safely.

100 CP **Free for Nadrak**

Night Vision

You can see clearly in nearly lightless conditions, including deep underground, on moonless nights, or through a heavy blindfold.

100 CP **Free for Ulgo**

Master Artisan

Pick a skill for creating physical items, such as baking, blacksmithing, carpentry, embroidery, glass-blowing, knitting, lutherie, masonry, painting, sculpting, or tailoring. You know the tricks of that craft as if you had been using it for years, and can create objects of breathtaking beauty with it.

100 CP **Free for Rivan**

Intrigue

You have learned the subtle art of court politics within a system designed to keep courtiers from becoming unified against their leader. You know how to trade favors, deflect blame for failures, take credit for successes, point enemies at each other, avert plots against you, and otherwise rise to the top among antagonistic allies.

100 CP **Free for Mallorean**

Tree-Connected

You were born connected to a tree. You always know where it is and how it is doing, and will live exactly as long as it does. That connection lets you commune with other trees that you touch, though not quite to the same degree. Any children you have will have similar connections to saplings grown from your tree's seeds. You may share any relevant perks with your tree, to protect it from danger. When you leave this world, it will live in your Warehouse unless you choose to import it into your new location.

100 CP **Free for Dryad**

Field Crafting

You can use materials that happen to be on hand to create something simple to solve minor issues that crop up in the course of adventures, or even in everyday life. Something awkward needs to be carried? You can create a leather bag sized just for it. Herds of cattle getting too close to your fields? You can erect a simple fence. Ship too large to portage with the manpower on hand? You can make a sling to put it on wheels.

100 CP **Free for Sendarian**

Cast-Iron Stomach

You have spent enough time around death, screams, and viscera to be inured to any form of nausea. You do not hesitate or feel discomfort when torturing or killing as part of a duty that you have accepted.

100 CP **Free for Grolim**

Tundra Survival

The frozen north is an inhospitable climate, but still contains enough food for basic survival. You know how to eke out a decent living where temperatures get extreme. You also know how to recognize and interpret the signs of another party's stake on the land, and how to warn others away from any land that you've claimed.

100 CP **Free for Morind**

Archery

You are an expert shot with any kind of bow and arrow. You can construct your own from wood, string, and feathers, identifying the best materials for each.

100 CP **Free for Asturian**

Psychic Ear

You can hear a kind of psychic noise generated by telepathy and acts of Will. The larger or more physics-defying the effect, the easier it is to notice. With practice, you will be able to identify what kind of effects produce certain sounds.

100 CP **Free for Chandim**

Demon Tongue

You know the language and customs of demons well enough to converse with them. You might even be able to strike a deal with them; just be very careful to close every loophole.

100 CP **Free for Karand**

Life in Armor

You feel no discomfort from wearing full-plate armor at all times. You find it easy to put on and take off when appropriate. You automatically use it to its best effect during battle, while avoiding or deflecting blows that would severely dent it or take advantage of a weak spot.

100 CP **Free for Mimbrate**

Assassin

You have been trained in the art of silent murder. You are able to kill with your bare hands, but you can also use a variety of quicker or more reliable weapons, including several designed to be easily concealed under clothing.

100 CP **Free for Dagashi**

Prophetic Sight

You can see representations of significant events to come, and/or the destiny of significant people, often as an aura around or overlying them. These representations are only occasionally literal, but the symbology becomes obvious in hindsight.

100 CP **Free for Dalasian**

Haggling

You can always get just a bit more out of a bargain than the other party wanted to pay. Even if it's just free use of their storage space for a few more weeks, every little bit adds up.

100 CP **Free for Tolnedran**

Dancer

You can dance beautifully enough to make a grown man cry. Nadraks in particular will pay dearly for the privilege of watching you on a regular basis.

100 CP **Free for Slave**

University Degree

You have been taught how the world works, to the best that the most scientific minds of this land have been able to understand. You know basic physics, chemistry, geography, biology, economics, and other sciences well enough to avoid making catastrophic mistakes with any world-shattering power that you may happen to have.

100 CP **Free for Melcene**

Alternate Identity

In certain parts of the world, you are known by another name, with entirely different mannerisms. This identity will remain completely distinct from your primary identity as long as you remain in character in the right places, and avoid calling attention to the connection.

200 CP **100 CP for Western**

Shadowcasting

You can send your shadow out into the world to spy on others, or speak to them. This shadow can't interact with physical objects, and casts no shadow of its own, but you can see through its eyes and hear through its ears. Just make sure to leave your physical body in a safe, well-lit space.

200 CP **100 CP for Angarak**

Golem Creation

Wrap a small reptile in a person-shaped body of mud and vegetation, and you can give it simple commands. These golems might not last long in adverse weather, but keep going in the face of damage that would kill a person.

200 CP **100 CP for Unaligned**

Spy Network

You know who to contact in any major city for the latest information that your faction's spies have discovered, along with any secret missives from your crown. You can identify yourself to them in ways that would be unnoticed by anyone not already in the know, though a dedicated counter-espionage operation would see through the deception.

400 CP **200 CP for Western**

Papers in Order

You can convince the authorities that you're allowed to do business in their lands, no matter how suspicious they should be of your race or profession. Even if you talk to people about ways they could solve their problems by starting a war, and offer to get them in touch with an arms dealer, they will find it hard to believe you're anything but an honest businessman or legitimate diplomat.

400 CP **200 CP for Angarak**

Stonewalking

You can shift your body through the spaces between atoms, slowly phasing through walls. This works best in homogenous materials: bedrock is ideal, while sandy or granular substrates take much longer. You are able to take anyone or anything you can carry along with you, but people and animals will probably dislike the experience. If you leave someone in the rock, they will shortly suffocate and die.

400 CP **200 CP for Unaligned**

Bear Protector

When a Companion or someone you have sworn to protect is in mortal danger, you will assume the form of a large bear and rush to their aid, instinctively knowing which direction they're in. Your bear form is unnaturally strong even for its size, able to bust through any walls or other resistance that might be in the way.

600 CP **300 CP for Western**

Nightmares of Doubt

You can assault the minds of your enemies to turn them aside from their path. At their most subtle, these attacks fill their minds with thoughts that they won't succeed, that it's not worth going on, or even that they might not be doing the right thing. Stronger attacks can turn into nightmares while they sleep, and the strongest can cause them to see everyone around them, even friends and family, as enemies. The strength of an attack depends both on the amount of Will you pour into it, and on your distance from the target.

600 CP **300 CP for Angarak**

Demon Summoning

You know the incantations to manifest a demon from hell into a shape of your imagination, and the markings of a protection circle that it cannot enter. As long as you keep your mind focused on its form and task, you can force it to do your bidding. But beware, for it will fight against your control, and will be set loose for a full day if you lose concentration. Its greatest desire at that point will be to eat you, followed by your allies.

600 CP **300 CP for Unaligned**

Story-Telling

You can weave words and create sound effects in a way that creates images in the minds of your listeners. Your listeners will be happy to pay for the experience with a good meal and a bed for the night, should they be able to provide, and children will eagerly run small errands for one more tale.

100 CP **Free for Vagabond**

Wolf Tongue

You can speak with wolves, in a manner that's more body language than vocal, and they will trust you as one of their pack should you choose to run with them.

100 CP **Free for Wolf**

Nobility

You are descended from kings, and have a title granting you command over a small portion of your race's land. That opens many doors, and grants you some income, but also means you have significant responsibilities to the crown. Unless you've chosen the Vagabond background or imported as a drop-in, in which case your lands were yielded or conquered long ago, and your title lost to the sands of time.

100 CP

Unforgetting Eye

You remember everything you see. You can recite from any book or document that you've ever even skimmed. People you've met before are as familiar as if no time had passed since you last saw them. Once you go to a place, you can always find it again by picking up your old trail. Anything or anyone deliberately avoiding attention becomes obvious in hindsight.

200 CP **100 CP for Vagabond**

Hunting

When you are in need of food, the land will provide, as long as you go out and take it for yourself. Whether with jaws, traps, or weapons, you can always find and catch an animal to eat.

200 CP **100 CP for Wolf**

Telepathy

You can speak into the minds of others, and read unshielded thoughts. With sufficient practice, you could learn to determine a person's cultural background from the way they think, or let someone understand your improvised gestures as if they were a sign language.

200 CP

Whispers of Fate

A Necessity of the Universe speaks to you, in your own mental voice, from time to time. Following its advice will generally help your life go smoother, but it doesn't necessarily have your best interests in mind.

400 CP **200 CP for Vagabond**

Ageless

Your appearance changes with time for only as long as you expect it to, and your health does not deteriorate with age. When you roll dice for your age, it's not in years, but in decades.

400 CP **200 CP for Wolf**

Witchcraft

You can summon sprites, invisible spirits able to exert force on the world and even alter reality to a small extent. They tend to be erratic and mischievous, but you have learned how to manipulate or negotiate with them to achieve certain effects, and can with practice convince them to do even more.

400 CP

Divine Heritage

You have been formed from a thought of UL, brought into existence by the Universe herself without UL's knowledge. The Universe might change certain things in response to your strong emotions, to become more in line with what could have been if the past were different, but you cannot rely on any given effect. If certain Events come to pass, you may even be chosen to become a full God, able to shape the world by your Will.

600 CP **300 CP for Vagabond**

Shapeshifting

You can focus your will inward, to change yourself into any shape you desire. A proper understanding of biology helps you get all of the details correct, but anything you haven't imagined in sufficient detail will be extrapolated from your current form. Just don't think too hard about where your clothing ends up.

600 CP **300 CP for Wolf**

The Will and the Word

Focus your willpower and speak a command to force the universe to comply, in as much detail as your imagination has provided. Beware: Using this in ways you don't fully understand may have unforeseen consequences. This uses both physical and mental energy; large effects can cost more than you can give, leaving you dead and your task incomplete. In addition, the universe refuses to let you remove anything from existence entirely; attempting to do so will cause your own destruction instead.

600 CP

Items

Items purchased here, unless otherwise specified, will return to your Warehouse in pristine condition at the end of each jump or within a week after being lost, stolen, or destroyed. The buildings may be imported into the kingdom or country of your choice, defaulting to your starting location, and will remain in your Warehouse if not imported into future jumps.

You may freely import items purchased in previous jumps either as they are or merged with a newly purchased item, but beware the attention that anything conspicuously out of place might bring.

Royal Outfit

Whether it looks like a fancy gown, a fur-trimmed robe, or ceremonial armor, this outfit makes you look fantastic and is great for motivating a crowd. It's not great at defending against attack, though, and may appeal more to a stereotype than you would prefer.

100 CP — **Free for Western**

Star-forged Sword

With a blade forged from one fallen star and a hilt forged from another, this sword is nigh unbreakable, but is entirely too large, heavy, and imbalanced to be practical for most purposes. However, with the right pommel-stone it becomes nearly weightless and can kill even the unkillable.

200 CP — **100 CP for Western**

Full Plate Armor

A highly protective suit of armor, including boots, gauntlets, helmet, and the padding to make it reasonably comfortable. This armor resists or deflects all but the strongest or most well-aimed piercing and slashing attacks, and the padding will blunt the force of bludgeoning attacks.

400 CP — **200 CP for Western**

Mallorean Carpets

Several beautifully designed rugs that resist fading or staining, and feel great on bare feet.

100 CP — **Free for Angarak**

Red Gold

A bag of coins in a local high-value currency, though of obviously redder hue than normal. Those of weak will who possess some of these coins will desire to hoard them, and to obtain more. Other money you place into this bag will be turned into an equivalent value of red gold over time (short enough to make use of it, but long enough for everyone to have forgotten what was put in), and the bag will be reset at the beginning of each jump.

200 CP — **100 CP for Angarak**

Focusing Gem

A very large ruby, which allows multiple people to focus their sorcery and/or willpower on a single action, and at significant distance.

400 CP — **200 CP for Angarak**

Ulgo Knife

A well-crafted and perfectly balanced dagger with a hooked point and saw-toothed edges, suitable for wearing on a belt or in the top of a boot. It stays sharp enough to easily cut through flesh or tendon, and is mildly antimicrobial in case you want to cut food with it. When left unobserved for over an hour, it will repair itself and return to its sheath.

100 CP — **Free for Unaligned**

Pages of Prophecy

The transcripts of words spoken by someone insane or insensate, containing several passages of true prophecy. Such prophecies are not all entirely legible except under the right circumstances, and can be easy to misinterpret, but will occasionally grant clues about what will come to pass. Often with just enough time for the right people to get there, or for anyone else to deal with the aftermath.

200 CP — **100 CP for Unaligned**

Venomous Snake

You have the trust of a small green viper, extremely venomous and moderately intelligent. It eats a small rodent once every month or so, and likes to rest in warm, dark, tight places. Disturbing that rest is likely to get someone bitten, who will then die within seconds.

400 CP — **200 CP for Unaligned**

Large Tent

A two-room tent of fire-resistant canvas and interlocking wooden poles that can be assembled or disassembled by a single person. The front room is large enough to seat a party of eight; the back room includes two single-person cots with sleeping furs. The interior temperature is always a little more comfortable than one might expect, ostensibly due to clever ventilation. Sturdy enough to protect against sand storms or blizzards, though severe winds could cause it to break apart; light and small enough when disassembled to be hauled on a horse-drawn wagon (not included).

100 CP — **Free for Vagabond**

Silver Amulet

Engraved with a personal design, this amulet will protect anyone who wears it from mental and spiritual influences, and allows them to communicate with others wearing similar amulets. It may or may not be removable.

200 CP — **100 CP for Vagabond**

Sailing Ship

A large ocean-going vessel with plenty of space for passengers and cargo, sturdy enough to navigate the Bore. Comes with an experienced crew to set the sails, man the oars, and haul the cargo, but they tend to get rowdy ashore when the ship is docked.

400 CP — **200 CP for Vagabond**

Cave

A network of caves in the side of a hill or mountain, large and ventilated enough for over a dozen wolves to sleep comfortably. A small spring in the back, flowing down one side, provides access to clean but heavily mineralized water. The entrance is concealed enough to keep out people, bats, and other wildlife unless they're deliberately following you.

100 CP — **Free for Wolf**

Fur Coat

This coat will keep you warm in temperatures well below freezing, resisting stains and light rainfall. These protections will extend to your own fur in an animal form.

200 CP — **100 CP for Wolf**

Wolf Pack

A family of wolves that have accepted you as a leader of their pack. They will travel with you and fight by your side if necessary, even scouting for hidden enemies in your path.

400 CP — **200 CP for Wolf**

Wagonload of Turnips

A horse-drawn wagon of root vegetables that will not go bad for several months unless left to rot. These turnips can be sold in any major city for a modest price, and can be cooked for a bland but nourishing meal. Once during each harvest season and at the end of each jump, the wagon will repair and replenish itself, and the horses will be returned and revived if necessary.

100 CP

Hrulgin

Though it resembles a horse, this steed has fangs and claws. It's carnivorous, and only barely restrained from eating anyone it sees, except that it lets you ride it.

200 CP

War Elephant

This huge animal has very large tusks, and has been trained to carry soldiers and mow down the enemy in battle. However, it requires quite a bit of food, and will remember any unkindness.

400 CP

Stone House

A house in the kingdom or country of your choice with walls made out of stone blocks and windows of clear glass, able to maintain a comfortable interior temperature in all but the most extreme weather conditions.

100 CP

Tower

A narrow building, twenty to one hundred meters tall, with decent living quarters and study space as well as an observational area at the top. Its design can be as simple or beautiful as you like, and need not be too concerned about gravity or weight.

200 CP

Castle Fortress

A sprawling complex containing every room a noble and associated attendants might need, packed within stone walls thick and sturdy enough to withstand a full year of attacks by siege engines.

400 CP

Beldin's Puzzle

A wooden root so gnarled and twisted that it seems to have only one end. Endlessly fascinating to small children and similarly simple but curious minds.

100 CP

Seeds of the Sovereign Specific

A packet of seeds from a little lavender flower that may or may not yet exist. The plant has no discernible medicinal properties, but the flower's fragrance can reverse poison and potentially cure many ailments. The seeds can grow into a low bush in suitable terrain, and the packet will refill each summer.

200 CP

Living Stone

This polished rock contains a simple mind, able to commune with anyone nearby. When its will is aligned with that of one who holds it, they can accomplish feats of sorcery far beyond the abilities of a single being, potentially affecting the entire world. However, it might kill someone who touches it without permission, or maim someone who forces it to act contrary to its own desires. This one trusts you, though it may still need to be talked into (or out of) certain actions.

800 CP



Companions

It can be dangerous to travel alone; larger groups are less likely to be attacked, and can bring a wider variety of skills to bear.

Interesting Acquaintance

Choose a background, its associated free perk, and up to 600 CP of other perks and/or items (honoring discounts) for an entirely new character. The Necessities will have conspired to produce such an individual in the world, manipulating bloodlines if necessary. That person will join you during interesting times, but has their own duties to attend to and might choose to stay behind if and when you leave this world. This may be purchased multiple times.

100 CP

Self-Appointed Protector

Someone feels like they owe you a life debt, or has been tasked by someone they respect, or is following their understanding of prophecy, or perhaps harbors a poorly-hidden crush; either way, they will travel with you through thick and thin, sticking with you even after discovering new aspects of your identity, abilities, and destiny, attempting to protect you from danger. You won't get to choose who this is, but they will have their own hidden talents. If you refuse their service and leave them behind, you might still end up encountering them every now and then; otherwise, they will join you when you leave, and may choose to import for free in future Jumps.

100 CP

Familiar Name

You will have opportunities to talk with and potentially befriend any canon characters alive during your time period. You may even bring one of them with you when you leave, should they understand and accept your offer.

100 CP

Import

Bring a friend you've made along your journey. Each gets a background and 600 CP to spend on their own perks and items (but not companions), and can increase that by taking a drawback or two, other than the Third Purpose, Hordes of Hell, or Child of Dark drawbacks. A second purchase allows you to import up to two more companions (for a total of three); a third allows you to import up to five more (for a total of eight).

100 CP

Drawbacks

If you happen to need a few more purchases than you can afford, you may take up to 600 CP worth of these drawbacks to make up the difference. Each may only be taken once, and will last until the end of the jump, overriding any existing perks you may have.

Alcoholic +100 CP

You cannot resist the temptation to drink. When you see a taproom or smell a cask, you will head in that direction out of habit, unless someone physically drags you away. You will drink everything available, as soon and as quickly as possible, until you pass out. Unless you get cut off early enough, you will wake up to a massive hangover and zero sympathy.

Blind +100 CP

You cannot see the mortal world. However, Prophetic Sight and other senses will be enhanced by the lack of this distraction.

Clouded +100 CP

You have been cursed to live under endless rain. It won't often be a major thunderstorm, but the consistent moisture and lack of sunlight will ruin any dwelling you stay in or near for too long. Expect to be driven out of town when people link it to you.

Mute +100 CP

You cannot speak, even in whispers. Other methods of communication are fair game, but might lead people to misunderstand or distrust you.

Nearly Paraplegic +100 CP

You cannot stand or walk on your own; your legs simply won't support your weight. And absolutely nothing in this world is set up for a wheelchair.

Spoiled +100 CP

You've been waited on hand and foot your whole life. You know not how to hunt, cook, clean, or make anything, nor even how to dress, bathe, or shave yourself. You'll find such skills difficult to learn, and tend to order anyone not obviously your superior to do them for you. Good luck finding and keeping good help should you need to travel.

Enslaved +200 CP

You start out nearly naked in chains, soon to be chosen by Grolims as a sacrifice to their God. You cannot access your Warehouse or any purchased Items until you escape to somewhere safe and any pursuers have given up on finding you. Your perks, abilities, and skills, however, are fair game.

Paw-printed +200 CP

You have joined the Bear-cult: nominally the priesthood of Belar, but really a set of Aloria supremacists. They expect you to attend meetings and pass along anything you learn. More trusted members get asked to spy on their leaders, and might occasionally be tasked to kill or kidnap someone. Breaking their trust can lead to them revealing your past indiscretions and/or trying to kill you. This affiliation is marked by the brand of a stylized bear paw on your heel.

Third Purpose +200 CP

Your arrival has broken the Universe, again. There are now three ways the future can go, three Necessities guiding events, three sets of partially incompatible prophecy, and three living stones. Even the anticipation of your arrival has caused the timeline to go awry; expect any knowledge you have of canon to be mistaken, subtly or otherwise. Your stay will coincide with one or more Events, but they might not even resemble the canon Events.

Wanted +200 CP

There's a price on your head in at least three kingdoms, and only one of them wants you alive. Not a huge one, so you won't be suffering constant attempts to capture or kill you, but enough to entice the occasional opportunist who happens to notice you, especially in the relevant locations. And the Necessities will arrange for you to spend plenty of time in each one.

Addicted +300 CP

You have become addicted to a Nyissan narcotic, which makes all your cares fade away until the high fails and you can think about nothing but the next hit. Your supplier may be after your money and/or power, but will seem to be entirely reasonable after each dose. The withdrawal symptoms are brutal; expect to be feverishly and painfully ill for days or weeks if you get cut off. If you start taking more potent drugs, withdrawal may even be deadly.

Pawn of Prophecy +300 CP

Your actions have been foretold, to an extent, even if no God or mortal can reliably interpret those prophecies. Events will conspire to get you where you need to go at the right time, even (perhaps especially) if you try to fight against your fate. Once there, you will probably need to make a Choice far more important than it first appears. On the bright side, everyone trying to kill you before you make it is likely to fail, and the Necessities are incorrigible shippers.

Shadow Presence +300 CP

A Grolim has taken interest in your life, sending his shadow to watch you from time to time. He has placed a compulsion on your mind: You cannot speak about him, act against him, or disobey his direct orders until this compulsion is discovered and lifted by a third party. At some point, he will confront you, attempting to use you for his own purposes.

Hordes of Hell +400 CP

The chains binding demons have cracked, allowing a door to be opened between Karanda and Hell. Endless waves of them are rushing through it, torturing, slaughtering, and eating everyone they can find. Mallorean and Melcene armies have been deployed to slow them down, but can't possibly hold them back for long; unless you intervene, it's only a matter of time before they destroy all life on the planet. If you have also selected the Third Purpose drawback, its associated Living Stone is somewhere in Hell.

Child of Dark +600 CP

Prophecy has set conditions that must be fulfilled to avoid your death at the hands of the Child of Light, or perhaps an even worse fate, during at least one upcoming Event. You don't know what they are, but they will involve significant decisions by yourself, the Child of Light, and others being influenced by the Necessities. Actions you take to avert, delay, or even influence any such Events may be thwarted by seemingly random chance, and the Child of Light will be granted power or advantages to balance out your own. But should you prevail, you get to force someone involved in the Event to become your loving spouse and eternal Companion. If you chose the Crisis of Faith time period, your name is about to be announced to the Rivan King.

Endgame

Once you reach the end of your chosen time period, you will face a Choice of your own:

Resign

Return to Earth with all companions and purchases from each jump, but otherwise as if you'd never left. This option will be taken automatically if you die during the jump.

Stalemate

Stay on this world, for the rest of your life. Your drawbacks may even be lifted if you wish. This option will be taken automatically if you become a structural part of the universe.

Gambit

Continue your chain by jumping to an entirely new world, if your benefactor hasn't grown too bored of your antics.

Notes

Descriptions of each race are based on Belgarion's time. Earlier epochs will be different, and you may need to adjust accordingly. In particular, Alorns and Angaraks were each a single people during the First Age, and Wacite Arends were more purely Arendish than the Sendarians that their descendants would become.

If you select a Background and Perks that make you suitable for a role taken by a canon character, the Necessities may or may not select you to take that character's place in certain journeys and/or Events, particularly if you select the Pawn of Prophecy drawback. Whether you act as that character would is entirely up to you, but annoying a Necessity can only make your life worse.

Yes, you can purchase Nobility as a Wolf. It essentially lets you be a pack leader, and other wolf packs will honor your hunting territory.

The Will and the Word is undiscounted on purpose, because it generally comes with Ageless and Psychic Ear for free, and so many of the other perks and items can be learned or created by a dedicated and imaginative sorcerer. Of the perks, only Divine Heritage, Whispers of Fate, Tree-Connected, Bear Protector, and perhaps Stonewalking cannot be otherwise obtained, though some are exceptionally risky to learn, difficult to use, and/or inconsistent without a direct purchase. Other than Pages of Prophecy and the Living Stone, a sorcerer would be able to craft or tame each of the items, though without fiat backing even if the side benefits could be emulated.

Sorcery, the Will and the Word, depends heavily on willpower, focus, understanding, visualization, creativity, and physical stamina. Magic, demon summoning, trades the physical stamina component for courage, memorization, recitation, and drawing. Witchcraft, in contrast, requires much more in the way of negotiation, though creativity can still help immensely.

There is no canonical Third Purpose of the Universe, but two options stand out as most likely. One lies between Light and Dark, Change and Stasis; Twilight would promote Cycles, where things constantly change in a way that mostly repeats what has come before. Another is on the opposite side of each, promoting Destruction; with the King of Hell as its chosen Child, it seeks the extermination of everything: humans, animals, Gods, planets, and stars alike.

Yes, “power or advantages to balance out your own” includes your out-of-jump perks, skills, items, and companions. The Child of Light might not gain them exactly, but will have or gain something that makes them simply not matter, if they would even apply to the Event in the first place. You *will* have at *least* an even chance of failing your chain if you choose to be the Child of Dark.

Becoming a structural part of the universe is unlikely, but is a potential outcome of being a Child of Prophecy in the Place That Is No More.



Credits

Inspired by the Belgariad and Malloreon series by David and Leigh Eddings: https://www.goodreads.com/series/62114-belgariad-universe

Dates are taken from Matt Korth's timeline compilation: https://kalten.sandwich.net/eddings/timeline.html

Map of the world by Larry Schwinger: https://laurenceschwinger.artspan.com/index.php

Belgarion's traveling party drawing by Keegan (K-HUD): https://www.deviantart.com/k-hud/art/Belgariad-468410243

Seven Little Gods drawing by NuBearEull: https://www.deviantart.com/nubeareull/art/Seven-Little-Gods-244998104

Black Chancery Font by Doug Miles: https://www.1001fonts.com/blackchancery-font.html

Suggestions and refinements from the Reddit and Spacebattles jumpchain communities.

Changelog

2024-06-29: Version 0.5 by Elysone, the Splattered Cloak
- First public release

2024-07-04: Version 0.6
- Switched die rolls for background races to award 100 CP instead of costing 50 CP to avoid
- Increased prices of multiple items from 50 CP to 100 CP
- Switched Vagabond discount from Beldin's Knot to Large Tent
- Switched Western discount from Wagonload of Turnips to Ceremonial Armor
- Broadened Ceremonial Armor to Royal Outfit
- Decreased prices of Hrulgin, Tower, Castle Fortress, and Living Stone to match others in their tiers
- Added Items for the Wolf background
- Clarified that the Living Stone would be friendly to the jumper
- Renamed Horse-Speaking to Sha-Dar
- Added a note about races in older time periods
- Added a note about sub-perks of The Will and the Word
- Rearranged backgrounds, perks, items, and images for aesthetic reasons

2024-07-06: Version 0.7
- Added the Hordes of Hell drawback
- Switched the Nyissan free perk to Poisoncraft, removing Beast Listener
- Switched the Ulgo free perk to Night Vision, increasing the price of Stonewalking to 400 CP
- Switched the Dalasian free perk to Prophetic Sight, increasing the price of Telepathy to 200 CP
- Rotated Shadowcasting, Psychic Ear, and Nightmares of Doubt
- Enhanced Tree-Connected, Bear Protector, and Nightmares of Doubt
- Renamed Keen Eye to Unforgetting Eye
- Clarified the end of The Long Haul

2024-08-06: Version 0.8
- Simplified Assassin, reducing its power
- Switched the Grolim free perk to Cast-Iron Stomach
- Increased the price of Shadowcasting to 200 CP, discounted for Angaraks
- Increased the price of Papers in Order to 400 CP, discounted for Angaraks
- Decreased the price of Golem Creation to 200 CP, discounted for Unaligned instead of Angaraks
- Removed the Unaligned discount of Telepathy
- Decreased the price of Nobility to 100 CP, removing Conversational
- Doubled the price of Living Stone
- Increased the compensation of The Long Haul
- Increased the CP budget of Interesting Acquaintance

2024-09-02: Version 1.0
- Minor spelling and wording changes
- First upload to public drives