

Guild Wars 2 is a massively multiplayer online role-playing game. Set in the fantasy world of Tyria, the game follows the re-emergence of Destiny's Edge, a disbanded guild dedicated to fighting the Elder Dragons, a Lovecraftian species that has seized control of Tyria in the time since the original Guild Wars. You'll need to survive for 10 years here, Jumper.

+1000 CP

Undiscounted

Starting Kit [Free]
You are a starting adventurer; the metaphorical level 1. Pick a Race and a Profession; those will have discounted Perks, and you'll be able to learn skills and wield weapons related to your profession. Additionally, you have mastered the basics of your chosen profession, but no further. Anything else will require you to seek out teachers to improve your knowledge and skill.

Edge of Destiny [400]
You are a veteran. The metaphorical level 80. Long has it been since you mastered all the available skills of your chosen profession. This comes along with a large helping of adventuring experience, so that you don't make any rookie mistakes.

I'm Feeling Epic [800]
Your mastery of your profession skills is heightened, and this acts as a capstone booster for certain perks.

Race

You're free to pick your starting race. You will be a young adult of the average age for your species. However, you can pay 50 CP to alter your age to your discretion.
Each race has its own starting location, in their own home city. You can pay an additional 50 CP to start elsewhere.

Sylvari -
A young, inquisitive race of botanical humanoids. The first sylvari sprouted from the Pale Tree in Arbor Bay, emerging in 1302 AE. The tree was planted by Ronan and raised by Ventari, who were attempting to escape the violence that engulfed Tyria. Your staring location is in The Grove.

I Know You From My Dream [100]
The Pale Tree gave you many dreams and visions in an effort to prepare you for life beyond her. From time to time, you will feel a strange deja-vu, as if you have lived this before, and know exactly what to do. As long as you follow your instincts, you will find that things tend to work out for the best.

A Question of Purpose [200]
You can set yourself a grand goal, a capital Q quest, such as cleansing Orr, bringing peace to a kingdom, or uncovering the truth behind the Foefire, and, as long as its achievable, you'll find that fate keeps throwing clues your way, and your endeavors towards accomplishing it go unusually smoothly.

I Dream of Peace [400]
Sylvari are pacifist by nature, taking arms only when necessity commands them. You embody this, and as long as you don't take up arms against others, they will find their blows ineffective against you.

A Pale Dream [600]
Due to your unusual nature, you are shielded from all outside influences. The Nightmare? The Elder Dragons? None may breach the sanctity of your body, mind and soul, and you stand above them, adamant and unyielding, regardless of whatever trickery or twisted means they may employ. *Be Yourself, Jumper.*
Wisdom of Ages [Capstone Boosted]
When abominable and inscrutable beings from beyond time and space look at you, they see something unusual, something they are solely *missing*. The simplicity of being, the utter and complete humanity of it all, it sends them off **screaming** into the void, as they try and try to forget all that they are missing by being what they are. If you were to make an effort, maybe you could show them that life is worth living, and bring them into the light?

Asura

The asura are a race of diminutive artisans who secretly dwelt below-ground for thousands of years until the minions of the Great Destroyer forced them out of their underground homes in 1078 AE. Since then, they have adapted to surface life and quickly established themselves as one of the most powerful races in Tyria. Your Staring Location is Rata Sum.

Asuran Education [100]
You have the benefit of a comprehensive education in all Asuran sciences, including how to build and manage a network of Asura Gates and Waypoints. Lesser applications includes golemancy, building shock rifles, jump pads and many other interesting pieces of technology.

Oh, Captain, My Captain! [200]
You work really well with others. Any party, krewe or faction you are a part of gains the benefit of immense cooperation and teamwork, as you essentially infect others with your work ethics.

Asuran Innovation [400]
Your brain is wired in such a way that you're constantly reviewing and finding new uses for old things. This ranges from finding a new use for golem lubricant to finding a new combination of network matrixes that greatly enhances the range of an Asura Gate. Excelsior!

Eternal Alchemy [600]
You have begun to understand the great tapestry of all that is. Any magic or applied science you work with will be greatly enhanced; your spells will hit harder, your machinery will require less and less energy to function, until eventually you are able to understand and manipulate all that is. Of course, this is likely to take eons of study.
One is All, All is One [Capstone Boosted]
Your understanding is further enhanced; you now need only perceive something to understand it, skipping the learning process entirely. This intuitive aptitude grants you immense mastery over all, as you need only see or perceive something to know almost everything about it, how it works, how to manipulate it and how to replicate it. This ranges from machinery, to spells to superpowers.

Norn

The Norn are a 9-foot tall race originally from the Far Shiverpeaks, although their conflict with the Elder Dragon of Ice and Persuasion, Jormag, has forced them to the central Shiverpeaks, where they currently live. The individualistic Norn live for the hunt, their tracking, stealth, and killing skills make them invaluable allies in any combat situation. The Norn are very proud of their personal victories, and their main goal in life is to achieve great things to cultivate their legend. Your starting location is in Hoelbrak.

Party On! [100]
Your stamina is the stuff of legends. You could drink an entire gaggle of Norns under the table and still have enough leftover for a victory dance. You're likewise the life of any party you happen to be at, cracking jokes, drawing others and enhancing the celebration simply by being.

Blessing of the Wild [200]
You are blessed by one of the Great Spirits. The related animal will often find you when you need it, giving you direction, leading you to something you need to find, or simply offering companionship when you need it.

Larger than Life [400]
You're boisterous, with a laugh people can hear from miles away. People often find it difficult to stay mad at you, even when you're in the wrong. As long as you have a good reason for acting as you did, they will often forgive slights and minor crimes as you simply being you.

Folk Hero [600]
You're the one people look up to, the one mothers say *'you should be more like him'* to their children about. You often help others with tasks, even without realizing it, creating a nebulous tale behind you that needs little to no maintenance that you are a hero of the people. The chickens that decided to attack and follow you? The farmer you happened to bump into while fleeing was ever so glad you brought them back to him. And won't you accept this small reward for looking out for the little people?
Legendary [Capstone Boosted]
Your stumbling is the stuff of legends, dragging you into, and solving, absolutely insane situations with little to no input from you. The cargo hold you slept in? Belonged to a noble, who happened to be attacked by a whole gaggle of assassins, waking you up and having you screaming in fright, which in turn scared off the would-be murderers. Your luck when dealing with weird and off-your-rocker situations is nothing short of legendary.

Charr

The Charr are a race of large, savage, feline creatures that occupy much of eastern Tyria. They have renounced all gods as false and instead view all of life, from magic to combat, with a hard, cynical eye. Your starting location is the Black Citadel.

Band of Brothers [100]
Like most Charr, you have developed a close bond to a few people you would call brothers or sisters. These people will have your back for as long as you have theirs; and you work together like clockwork, without even needing to speak aloud, requiring such only to express the most complex of ideas; for anything else, a simple meaningful glance, a twitch of the ears or a twirl of your tail will do. You can add others to your band, but it will be a while before you trust and work with them as deeply.

Master of War [200]
You are a master of all things related to warfare and battle in grand scale. Tactics, strategy, logistics and organization are your bread and butter. You could plan and orchestrate and entire campaign of death upon your enemies with the same ease as a musician would play a well-practiced song. As long as you have all your ducks in a row; knowledge of your enemy and your own resources, authority over your own troops and a few minutes to put together a plan, you are an undefeatable god of war.

Smothering the Flame [400]
You, much like the Charr before you, have gazed upon divinity and rejected it utterly. No divine hand will guide your path, no Avatar or manifestation can force worship from you, no prodding or prophecy from the gods will chain your fate, nor will any malediction from high above strike you down. ***The gods cannot touch you; You are free.***

Imperator [600]
You have great political status among your people, to the point of being named a great leader. You also have a deep understanding of the politics, military strategy, and ruthless action required to run a military dictatorship. The ideal methods for suppressing information, controlling the narrative, and inspiring loyalty within your Legion are all yours.
Khan-Ur Claimant [Capstone Boosted]
You are a peerless leader, and you could conceivably unite all the Legions into a seamless whole under your rule, inspiring loyalty and devotion with but a few choice words. Not only that, but you will find that any single individual or organization under your authority start to work better; no longer will you find slackers among your Legions. A few years under you, and you could conceivably conquer the whole of Tyria with your armies. *Long live the king!*

Human
Once the dominant species of Tyria, the humans have not fared well in the last few years. Their kingdoms, once spanning the entire continent, lie in ruins, leaving only Kryta. Your starting location is in Divinity's Reach.

Skilled Hands [100]
Most races have something they focus on, that gives them a distinct advantage. Norns have their overwhelming physical strength, Charr have pack tactics, Asura are technological geniuses and Sylvari have a deep bond with nature. Humans, on the other hand, have none of these things, forcing them to innovate and adapt in order to simply stand among the other races. Your proficiency at any skill you train at will grow at five times the speed it otherwise would.

Child of Kryta [200]
Humans were once masters of Kryta, and though that mastery has waned, you find yourself staring at places, struck with a unerring sense of familiarity, and what lies upon the next hill over. As long as a single person of your species has explored a place before you, you have a sixth sense of what lies ahead.

United We Stand [400]
The true strength of humanity is its unity, the ability to work together for a common goal, regardless of what you may think of your fellow man. This perk empowers you to do so, and have others reciprocate in turn. As long as you work with others, your motives pure and your heart true, you will find other cooperating with your cause without a second thought.

Blessed [600]
You were blessed by one of the Six. The form this blessing takes is up to the god in question, but will undoubtedly be a potent one. Grenth could give you the ability to rise from the grave every once in a while, Balthazar could grant you mastery over war, or perhaps the ability to manipulate fire. Dwayna could grant you the ability to heal others, or glide through the air. The blessing will the tailored specifically for you, out of the chosen god's domain.
Champion of the Six [Capstone Boosted]
Instead of a single blessing, you have six of them, at full potency. You are essentially the Six's hand on Tyria, and other humans will instinctively understand that they are in the presence of something divine.

Profession

Each profession has its own skillset that offers unique abilities and opportunities. Choose wisely, Jumper.



Guardian

In The Nick of Time [100]
You're a guardian of the weak, a protector of those who can not, and will not, protect themselves. You have a sixth sense, which warns you of whenever you are needed, nudging and guiding you as if by divine providence to where you can do the most good. You will never arrive too late because of the vicissitudes of fate, always arriving just early enough to make a difference when you need to.

Unbroken Virtue [200]
Your guardian 'virtues' are no longer mere skills you can wield. Instead, they are linked to their named concept, and their 'passive' abilities remain in effect and are bolstered sevenfold, as long as your own literal virtues remain intact. Remain courageous, and you will continually renew an Aegis around yourself. Remain resolute, and your injuries will continually regenerate. Remain just and fair, and your strikes will burn your foes. Succumbing to cowardice, injustice or indecision, and the power of your virtues will temporarily wane, until you find yourself once more.

I Believe [400]
By reciting mantras, hymns or simply uttering your own beliefs aloud, you can extend the effects of all your virtues *(both the literal magical ones and the less visible personal ones, such a courage and determination)* to all allies within hearing distance. This allows you to greatly enhance any fighting force you are a part of.

Dragonhunter [600]
You have mastered the ability to hunt and destroy enemies much larger than yourself *(either in physical size or sheer power),* to the point it has become almost trivial for you. You have an unerring sense of weakness for such beings, being able to strike where it hurts. Any strike you suffer from such a being will also be severely weakened, in proportion to the power disparity between you. In essence, an Elder Dragon striking at you would feel like breeze, but a Norn decking you would knock you into next morning.
Titanslayer [Capstone Boosted]
You skill and ability to hunt and kill are soar to new heights, taking on an almost conceptual strength. Beyond this, you gain the ability to strike down that which would otherwise be unkillable, or should not be killed, and suffer no consequences for it, as long as you manage a strike that ***should*** have been lethal. Kill an Elder Dragon? No world-shattering, far reaching consequences for you, Jumper.



Revenant

Echo of Memory [100]
You can contemplate and review memories from people who had a large impact upon the world, learning their secrets, skills and histories. The more important and world-shaking the person, the easier it is to access.

Fragmentation of the Mist [200]
Revenants make use of the Mists for their abilities. This takes it to the extreme, and forcibly 'entombs' someone in fractals, fragmenting their selves, and allowing you to gain access to their abilities as a 'Legend'.

Piercing the Veil [400]
Your senses cannot be fooled. Any illusion, seeming, glamour or the like seem dull and lifeless to you. You can see through them, and to the heart of whatever is trying to deceive you. The more complex and intricate the illusion being layered, the more transparent it becomes to you.

Echo of Legend [600]
You can mimic the powers of someone who had a large impact upon the world, but is no longer in it. You could summon up the power of any hero or villain and wield it for your own.

More Than A Memory, Less Than a Ghost [Capstone Boosted]
You can summon up imprints of people who had a large impact in the world. They act as they did in life, and behave according to their own codes of conduct. They also still have access to all their power and abilities. You can sustain a total of three 'wraiths' indefinitely, and a larger number in short spurts.



Warrior

Shake it Off! [100]
You can purge disease, poison, curses and most any other otherwise incapacitating condition affecting yourself or a close ally through the power of discipline and sheer bull-headness. Such things simply wear off after a few seconds whenever you focus really hard on it. Shouting and declaring that you must "shake it off" reduces the waiting time to near-instant.

Spellbreaker [200]
You can cut through magical bullshit; literally. Any weapon you wield gains anti-magical properties, allowing you to slice clean through any magical protections, barriers or shields like a hot knife through butter. Those same weapons can be used to deflect and rebound magical projectiles, affording you a measure of defensive capability.

Phalanx Strength [400]
When you fight, your strength and might grows ever steadily; say, 1% every couple of seconds. Not only that, but this increase is passed on to any such allies, no matter how many there may be. Putting you in the middle of an army could literally turn the tide. The power increase caps out at 25%.

Berserker [600]
When in combat, you enter a state of utter, tranquil fury. This has several benefits; first and foremost, your physical strength is amplified greatly, to the point you could *(in theory)* supplex a giant boulder. Secondly, pain becomes a minor irritant, meaning you could fight to near-death at a 100% efficiency. Last, and certainly not least, is that you're pants-shitting terrifying in close combat, and every person you fight against has a 1-in-4 chance of freezing in utter and complete terror, allowing you an easy win.
The Dying of the Light [Capstone Boosted]
You perfected the art of being a berserker to the point that you are essentially unkillable in combat. As long as you have a split second to get yourself heated up for combat, you can't be killed. Any 'lethal' injuries heal rapidly, as long as you simply endure. The only way to actually kill you is to get you out of the fight, such as by a sneak attack, poison, or other underhanded means. Fight on, Jumper.



Engineer

Precision Engineering [100]
You have a fantastic sense of timing, allowing for you to do things such as observe an ongoing brawl, throw a grenade in the middle of it and only harm your enemies. This also applies to ranged weaponry, affording you great latitude with what you may do with a simple pistol.

Go, Go, Gadget Adventurer! [200]
You've studied and mastered the art of miniaturization; this allows you to build otherwise large weaponry, such as lasers, large-yield bombs and forcefield projectors in small and easily concealable forms; wristwatches, glasses, boots, belts and the like, and have them be easily deployed. A must for the adventurer on-the-go.

Success from Scraps [400]
You know how to operate out in the field as if in a clean room, with all the necessary tools. You could build a working communicator from a rock, some crystals, the entrails of a slain monster and a few scraps of armor. It wouldn't be world-class, or work for very long, but you *could* do it. In less extreme circumstances, you find that your work is nearly always seamless, as if you always had exactly the correct tools and materials on hand, to the point others just stare at you and go; "just *how* did you do ***that***?"

Integration and Iteration [600]
Much like the Pact, you have mastered the means to merge disjoined technology from wildly different backgrounds *(such as Asura and Sylvari tech)* into a seamless whole that functions better than the sum of its parts. This allows you to do things such as build a laser gun that absorbs energy from the light of the sun like a plant to power its own shots.
Ex Machina [Capstone Boosted]
You're a master engineer. All technology and blueprints created by you will be enhanced, improved and simply ***better*** by an order of magnitude in all aspects; processing power of a computer, total load-out of a gun, storage capacity of a hard-drive, etc. There is no real cap on this, as long as you are the mastermind behind the development of the technological piece in question. Airships? Interdimensional Asura Gates? World-Destroying Doomsday Devices? You got it.

Ranger



Bullseye [100]
Your accuracy is perfect. You can hit a target from over a kilometer away with nothing but a bow, arrow and sheer gumption.

Nature's Bounty [200]
You nearly always can find an answer to your problems by turning to nature. Fever? A few leaves and a couple of specific berries can wear it down. Bleeding? A paste of herbs will definitely help there. Angry mob wanting to lynch you? Well, there's this lovely ravine just yonder...

Trickshot [400]
You can perform wildly improbably trick shots with your projectile weapons. Things like pinning people by their sleeves, hitting a coin from a block away, ricocheting an arrow on a lamppost to hit around a corner, etc.

Friend of the Wild [600]
This allows you to commune with animals and animal-like beings, even if they normally cannot speak. Information gleaned from such beings will likely be mildly distorted by their inhuman perspective.

Druid [Capstone Boosted]
You can commune with animals and take on their strengths and abilities. The tracking ability of a wolf, the hiding ability of a chameleon, the climbing ability of a spider, the hearing of a bat, etc. There is little limit to this ability, except for your imagination. You can take more than one ability from an animal at once, but taking multiple can cause you to start acting more animalistic and feral over time.



Thief

Sight Unseen [100]
You're unremarkable. Unless you actively draw attention to yourself, or blatantly aren't supposed to be somewhere, people ignore you.

Tricky Fingers [200]
You have immense dexterity, being able to do things like bump into someone and steal their undergarments without anyone noticing. Simpler things like pickpocketing? It's old school for you.

Heartseeker [400]
You have absurd accuracy, and more often than not deal out 'critical hits', striking at arteries, joints, tendons and vital organs with practiced ease. There is little one can do against you in close combat, if you really want to kill them. Armor helps, but not much, as there is only so much that can be covered before one becomes immobile.

Perhaps you've heard of me? [600]
You've cultivated a reputation of being utterly and completely successful at what you do. And when what you do is espionage, assassination and the like, people tend to listen. Simply name-dropping yourself is enough to get people to listen to you as if their lives depended on it. Because it just might.
A Whisper in the Night [Capstone Boosted]
Your reputation is enhanced to the point of being spoken of in hushed whispers by others, and now, namedropping yourself can cause effects ranging from instant heart-attacks to bawling of relief, depending on the situation.



Elementalist

Multicasting [100]
You learned how to channel multiple elements at once. This allows you to wield up to two elements at once with perfect mastery, as if you were wielding only one. This also allows you to learn to wield more, although the road will be a long and arduous one.

The Fifth Element [200]
You learned how to channel emotion into the elements, allowing for a much greater possible range of effects. Channel anger into flame for a stronger attack, hope into water for a stronger healing effect, determination into earth for a stronger shield or any other imaginable combination. The stronger the related emotion, the greater the amplification. This is not limited to your own emotions, mind. You could easily channel the anger of a mob or the discipline of an army into a spell.

All As One [400]
You learned how to merge two elements into one, effectively creating a new element for you to channel; merge water and earth to manipulate plants, lightning and fire to manipulate plasma, and many other combinations. Each new channeling mode has an equal number of possible skills to discover and learn affording you unheard-of versatility.

Maelstrom [600]
Allows you to manipulate the elements on a city-wide scale, affording you the ability to cause a city to sink in the earth, burn up into ashes, be flooded or simply be worn down to nothing by storms. Any such manipulation is no more difficult than if you were manipulating a reasonable amount of the elements like your fellow casters.
Cataclysm [Capstone Boosted]
You are a walking doomsday device. Your ability to bend the elements to your will is second only to perhaps the Elder Dragons. You could destroy entire provinces with very little effort on your part, as thunderstorms, tidal waves, fiery cyclones and earthquakes sow destruction in your name. But your skill doesn't end here; you're just as powerful on a micro scale as on the macro one, and you can perform tricks such as pulling water out of the air, manipulate the water in a person's blood, the minerals in their bones, pull forth gold from simple earth and many other things.



Mesmer

Just a Figment [100]
You can create clones of yourself. Unlike the regular Mesmer figments that seem to follow simple patterns and mimic the original user, these are full-on semi-sentient beings that act on their own, following your directives as given. Unfortunately, they are still quite fragile and shatter after a few good hits.

Chronomancer [200]
Time is an illusion, and you're a master of illusions. You can manipulate time freely within a small radius of yourself. This allows you to do things such as rewind time for a few minutes, slow it down, speed it up and several other such tricks. Keep in mind that the more you try to do with time, the greater the strain. Jumping backwards a few seconds to avoid a critical hit? Easy as pie. Trudging back a whole half-hour, because you absolutely need to correct a horrible mistake after the fact? Expect to need bed rest afterwards.

Thinking With Portals [400]
As a mesmer, you can open and close short-range portals. This perk expands on that, and allows you to open long-range ones, rivaling Asura Gates and Waypoints. The only requirement is that you have a good visualization of wherever it is you're going, such as having visited the place before, or having a picture of it. There is no hard range limit on such portals, but anything further than from one side of Tyria to the other starts to become harder to achieve. The portals last for as long as you focus on them, closing quickly as soon as your attention wavers.

Mirage [600]
You have mastered the art of wide-scale illusions. Weave small armies of illusions to fight for you; create an illusory bridge that works, but only for those you want it to, causing a pursuing enemy to fall to their doom, and other such delicious tricks. Your general skill at illusions is also boosted, with them becoming almost life-like in their quality.

Did that happen? [Capstone Boosted]
You can turn illusion into reality, essentially rewriting reality for a brief moment. This has almost an infinite number of possible applications. Perhaps you could imagine away the death of an ally that has just been killed, or have a foe make a horrible, stupid mistake they never would otherwise. Regardless of how you choose to apply this gift, just keep in mind that it only works on making things happen that ***could*** conceivably have happened, and the more absurd and outlandish the effect, the harder it becomes to bring to life.

Necromancer



Tales from Dead Men [100]
You can coax a corpse to talk, telling you anything that it might have known in life, regardless of affiliation or what they might have wished for in life. The head must be somewhat intact for this perk to work, a dead man without a mouth cannot speak, after all.

Keeper of Minions [200]
Your minions, be they undead or otherwise, require little no to maintenance from you. Your summons and undead critters won't go away, decay or suffer from the vicissitudes of time, as long as they serve you.

Incarnation of Flesh [400]
You can manipulate souls, to a small degree. You can trap them and house them in 'new' bodies, giving you allies a second chance at... life. You can do this as long as you're present at their demise, allowing you to collect their soul and imbue them into a suitable vessel at a later point.

Dreadlord [600]
You no longer have a limit to how many minions you can have under you command, allowing you to raise entire armies under your thrall, as long as you have enough energy to sustain them. Additionally, the energy required by each and every undead under your thrall is now 1/10 of what it should be, such is your skill and efficient use of life energy.
Master of Death[Capstone Boosted]
Life is part of Death, and Death is a part of life. You have learned how to manipulate pure life energy, allowing you to do things such as killing someone and adding their lifespan to your own, or to an ally's. As long as you have some life energy in reserve, you are effectively immortal.

Companions -

Import [50]
Allows you to import a companion in-world, as their own person. They +600 to create their own build, but cannot gain more than 500 CP Drawbacks.

Destiny's Edge [600]
You get to take Destiny's Edge along for the ride, all of them, even the supposedly dead ones! Aren't you lucky, Jumper!

Aurene [800]
This option allows you to take the newest Elder Dragon of Crystal and Light alongside you on your Jumpchain. Keep in mind that she's still young and new at this whole keeping the world in one piece, Jumper.

Equipment

Undiscounted

A Big Pile of Gold [100]
A small fortune in gold, allowing you to retire in comfort somewhere, or equip a small army. Whatever floats your boat.

Teleport to Friend [200]
Seven small stones with collapsible sides. Each side is linked to the other stones, and teleports itself, and the holder to the appropriately linked stone, regardless of distance. Can only teleport one person, a reasonably small amount of equipment/luggage.

Revival Orb [400]
A unique development made by Asuras and Necromancers. Place it on top of a recently deceased person, and watch them come back to life! Requires a month of recharging after use.

Recharging Transmutation Stone [600]
A magical stone that allows you to 'transplant' the looks of one similar piece of gear to another, while retaining its properties. Make two swords look identical, or two sets of armor. Needs a few minutes to recharge between transmutations.

Sylvari

Sylvan Hound [100]
You've acquired the loyalty of a dog-like plant. Who's the best doggo?

Seed Turrets [200]
A collection of turret seeds you can plant anywhere. It comes in three varieties, Peashooter, Healing and Barrier, which do as you imagine it might.

Hearthseed [400]
A small seed, that if planted, blooms into a small building-shaped tree in short order. It then produces more Hearthseeds, which can be used to create more buildings.

Wisdom of Ventari [600]
A copy of the tablet entombed in the roots of the Pale Tree. It contains great wisdom.

Asura

Asuran Compendium [100]
A large collection of scientific books regarding all the disciplines taught in the Colleges of Rata Sum.

Fractal Communicator [200]
A highly experimental communicator device, along with blueprints to build more. It allows for instantaneous communication along great distances, and across the Mists. In jumpchain terms, it allows communication with other 'settings'.

Inquest Notes [400]
A large collection of experimental notes made by the Inquest and their rather unorthodox experimental ethics. Contains dozens of advancements in all fields, if you can stomach reading through the exceedingly detailed descriptions of how they were acquired.

G.O.L.E.M. 1.7 [600]
A prototype golem that can be worn as power armor, or piloted remotely. It is immensely powerful, and can stand up to Champions from the Elder Dragons, though you might take a while to learn how to pilot it properly.

Charr

Tabard of the Legion [100]
A wearable tabard of your Legion. If you don't belong to a Legion, or aren't a Charr, you can choose which one you want; Blood, Iron, Ash or Flame.

Tail-standard Stamp [200]
Isn't it awful when most people don't have tails? Most shops don't really accommodate for you when making armor, or pants. This stamp allows you to transmute a piece of armor or clothing to fit you, regardless of your form. You just need to 'stamp' said piece of wearable gear.

Sohothin [400]
A copy of a legendary blade of fire and war, twin of Magdaer, and relic of Ascalonian heritage. Its power is mysterious and locked from most wielders, perhaps you can field a way to unlock it?

Claw of the Khan-Ur [600]
An ancient Charr artifact that is highly valued among the High Legions, originally the weapon of the first Khan-Ur. It is a symbol of Charr unity, signifying the last time when the Charr were fully united. Possessing it is one of the requirements to rule the High Legions. It also works as a legendary-tier dagger, capable of breaching most magical defenses.

Human

Holy Symbol [100]
A small symbol belonging to a god of your choice. It grows warm when you're close to something that interests your patron god.

A Noble Title [200]
You're nobility! For whatever reason, the Queen decided to grant you a title, and a small plot of land to along with it. You have a small voice in the going-ons in Divinity's Reach.

Magdaer [400]
A copy of the legendary sword and ancient holy artifact forged in Orr, dating back to a time when the Six Human Gods walked among the humans and lived in the City of Arah. Its power is mysterious and locked from most wielders, perhaps you can field a way to unlock it?

Ascalon [600]
You've acquired Ascalon. *Somehow.* The Ascalon That Was, rather than the one that is, the kingdom once ruled by Adelbern, utterly unspoiled by the Charr invasion. You can place it wherever you will in Tyria, or have it become an attachment to your Warehouse.

Norn

Personal Totem [100]
A small wooden totem, easily concealable, but carrying a blessing from one of the Great Spirits. Whenever you find yourself in mortal danger, the totem will grow warm and the nearby related animal to the totem will grow restless, warning you.

A Keg [200]
A bottomless, refilling keg. Be the life of the party!

A Small Farm [400]
You own a small farm in more temperate parts of the Shiverpeaks. It always yields large amounts of food very quickly, regardless of what you grow in it, and no one really questions it. It comes with a small cabin you can rest your head in.

Fang of Jornag [600]
Another Fang from the Elder Dragon of Frost and Persuasion. Maybe it should see a dentist? Regardless, you may place the Fang in your home, or your Warehouse. It is a piece of never-melting ice, that causes everything around itself to grow colder, but no longer spreads corruption.

Soldier / Warrior/Guardian/Revenant

Flint and Steel [100]
A small set of enchanted fire-making tools. When you make a campfire with these, the flame takes on a healing aspect, quickening any natural healing ability you might have. For a standard human, sleeping near such a flame would be equivalent to a week's worth of recovery.

A Set of Weapons [200]
You acquired a set of weaponry specifically tailored to you and your professional skills. They are all **Ascended** in quality, never break, and always return to you if misplaced or stolen.

A Set of Armor [400]
You've acquired a set of armor tailored specifically for you. This armor is **Ascended** in quality, never break, and always return to you if misplaced or stolen. It also shifts itself to fit your form perfectly.

Vigil's Keep [600]
A copy of the fortress belonging to the strong arm of the Pact. You can place it in-world whenever you wish, or have it be an attachment to your warehouse.

Adventurer / Ranger/Thief/Engineer

Bag of Holding [100]
A seemingly small satchel, which is internally larger than it looks like. You can fit an entire camp's worth of things inside it.

Glider [200]
A recent innovation, allows you to glide through the air with immense ease. Affords you great maneuverability when exploring places.

Griffon Eggs [400]
A small batch of easily trained Griffons, set to hatch a week after you receive them. Should all the Griffons perish for whatever reason, you will find a new set of eggs among your possessions.

Outposts of Whispers [600]
Whenever you visit a new world, you will find in your possession a map containing directions to a network of safehouses that span the entire known world. These safehouses don't have much, but are incredibly well hidden, and more than enough to live comfortably.

Scholar / Mesmer/Elementalist/Necromancer

Writing Implements [100]
A set of ink and pen for writing. Anything written with these will always be legible, and you won't commit spelling or drawing errors, unless you're willing trying to do so.

Ancient Map [200]
You've found a map leading to ancient, unexplored ruins! And the best thing is, the moment you've explored them, the map will change to lead you to a new set of ruins! Learn it all, Jumper!

Wizard's Tower [400]
Your little home away from home. You have a keystone that teleports you to and from a small tower in an out-of-the-way location that most people never even heard of. The tower has a small pantry, a library and comfortable rooms. The best place to lie back with a book and relax.

Priory Collection [600]
You have in your possession the entire library of the Durmand Priory. This contains nearly every spell ever recorded in Tyria, historical accounts from every race and books on culture and ancient legends. This library updates itself every jump, accruing information about local races.

Drawbacks -

You are free to take as many drawbacks as you wish, as long as you remember you have to live with them, Jumper.

Incompetent [+100]
You're not particularly skilled at your profession, and it shows. Your skills tend to misfire when you're not completely focused on using them, and you often forget about your own capabilities in the heat of the moment.

Convict [+100]
You're a criminal of some sort. Perhaps you're a known pickpocket in Queensdale, or you have deserted your Warband. Either way, expect your fellow 'man' to treat you with disdain.

Guest of the Inquest [+200]
Uh-oh. Instead of your usual starting location, you're somewhere in Metrica Province, in a Inquest Lab. They've kidnapped you and you're slatted for experimentation as soon as they finish sorting their paperwork. Maybe you can find a way to break out before its too late?

Nightmares [+200]
You suffer from terrible, horrible nightmares that sometimes find their way to your waking hours. You often hallucinate when things seem to be going fine, and you are relaxed. This can range from imagining spiders coming out of someone orifice to thinking a giant dragon just flew overhead.

Tainted [+200]
You've been touched by one of the Elder Dragons. Luckily *(or not, depending on how you look at it)*, the taint isn't strong enough to be life-threatening by itself. It does, however, give access to your mind to the respective Elder Dragon, allowing it to sense what you're thinking, manipulate your dreams and whisper in your ear whenever it wishes to.

Faction Interest [+300]
One of the factions of the world *(Such as The Inquest, The Vigil, The Durmand Priori or the Order of Whispers)* has an interest in you. Probably to dissect you and figure out how you work, or simply to conscript you to work against the Elder Dragons, what you want be damned. Can be taken multiple times.

Faction Enmity[+400]
One of the factions of the world *(Such as The Inquest, The Vigil, The Durmand Priori or the Order of Whispers)* utterly loathe you. Expect their members to attack you on sight, and go out of their way to make your life miserable. Can be taken multiple times.

Foefire Fetters [+400]
You were somehow bound by King Adelbern's curse on Ascalon. You are bound to protect the land and its inhabitants *(even though they aren't really there anymore)*, and bring vengeance upon the Charr who dared burn down the mighty human kingdom. The only way to remove the geas is to do what the Charr have been trying to do for years; free Ascalon from the curse of the Foefire.

Wrath of the Elder [+600]
One of the Elder Dragons absolutely hates your guts. Maybe your magic tastes wrong, because of your otherworldly origins? Whatever the reason, the Elder Dragon you choose will continually and constantly send minions after you, in order to kill, corrupt or drive you out of Tyria. This can only be overcome by either waiting it out, or killing said Elder Dragon. Of course, that has its own issues... This drawback can be taken multiple times, each representing the hatred of a different Elder Dragon.

It's Not My Fault! [+600]
Through a series of unfortunate misunderstandings, you have come to the attention of all the wrong sorts of people, and now the main cast *(Destiny's Edge, the main character and their guild, and the Pact)* now believe you are either in cahoots with the Elder Dragons, or are the next world-ending threat they need to take care of. Attempting to clear up your name will only lead to further misunderstandings, and will never work out in your favor.

Branded? [+700]
You were touched by one of the Elder Dragons, and you are dying. You have 10 years until the corruption consumes you entirely, and the only way to save your life is to destroy the Elder Dragon who tainted you in the first place. In the meantime, most people on Tyria are going to attack on you sight, because you look like a Dragon Minion. Luckily, unless you took "*Tainted*", your mind will remain your own for those 10 years. Good luck, Jumper.

...But Nobody Came [+800]
The hero of the hour, the main character, the Leader of the Pact, Aurene's Champion. You know the guy, the one who lead the raid on the Elder Dragons, saved Tyria a dozen times over, and kept the world from being drowned in chaos? He's gone. Or rather, he never existed. Unfortunately for you, all the troubles he's supposed to handle are still there, and coming to utterly devastate Tyria, and now it's your responsibility to keep them from doing so. Failure to keep Tyria *(somewhat)* intact means forfeiting your Jumpchain.

The World... Trembled [+1000]
Welp. Something about your arrival shifted the Eternal Alchemy, the Pattern of All, and in doing so, stirred the Elder Dragons from their slumber. Not just Zhaitan and Kralkatorrik, ***all of them***, and they've begun the process of 'recycling' Tyria, returning everything to a simpler, cleaner state. Your objective is to survive the coming cataclysm, Jumper. Remember that the Elder Dragons are cosmic-tier thaumavores that can essentially handle anything thrown at them that isn't another Elder Dragon or an army.