The Halfblood Chronicles

Jump by dragonjek
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Many generations ago—as men reckon time—humans lived alone as the rulers of this world. Then came the elves. Fleeing the ruin they had created of their own homeworld through their ceaseless warring, they escaped into a new world that had much less blatantly powerful magics. The elves wielded spell and sorcery to eliminate the civilizations of man so thoroughly that the now-enslaved mortals aren't even aware that they used to have cultures of their own, much less that they were once free.

In their attempts to travel to other worlds, one of the elf-lords wound up opening a portal to the homeworld of the dragons, and promptly died in that inhospitable death world. The dragons discovered this gate, and many Lairs of dragonkind elected to escape from their hellish homeworld through this portal, which closed soon afterwards. The dragons, whose nature was to transform to fit into the worlds in which they found themselves, quickly came to understand the balance of power, and through their transformations kept their people hidden from the rapacious elves, even as they subtly sabotaged the elves and delighted in arranging mischief for them.

And the elves were quite deserving of that mischief, for they had established themselves as cruel masters to humanity indeed. In their violations of the lives of men, they spawned halfblooded bastard children—half bloods who not only inherited the magic of their elven parent, but the subtler mind-magic of their human heritage… each of which served to exponentially improve the power and versatility of the other. The elves, of course, immediately attempted to enslave and control their halfbloods, who objected to their treatment and rebelled. The Wizard War was a brutal one, and the halfbloods came close to wiping elves from the world entirely, but fell to trickery and deception that turned them against one another in their hour of triumph.

Since then, elves have slain any halfblood child, and its mother, and furthermore kill any human that shows signs of the gift of magic. But they couldn't quite get

them all, and some survived, and even thrived, hidden away from the gaze of their elven overlords.

This is the story of one such halfblood, a girl who by coincidence happens to perfectly fit into the "false" prophecy spread by the dragons of the one who would bring an end to the tyranny of the elves—the Elvenbane.

Take **+1000 Choice Points** to prepare you for your time in this world. You begin several months before the halfblood Lashana uses her magic to strike back against Rovylern for bullying her draconic foster brother, Kemanorel.

Locations

Where do you start off your tale in this world? As random choice could very well end with you in a very dangerous position indeed, you receive a bonus **+100 CP** if you roll 1d8 to determine your location. Otherwise, you may choose where to start for free from any of the listed locations, or any other place in this world.

1 – Leveanliren's Lair:
Dragons live in communal groups known as Lairs, named for the dragon who founded it. Leveanliren's Lair, located in the Mehav desert, is the most narratively important of these, being the home of Alamarana and her children, Keman, Shana, and Wyre… although only Keman and Wyre are Alara's children by blood (even if she'd happily trade Wyre for Shana). Stay here for long, and you'll see that dragons, too, have their own nasty political squabbles, and that in their own way they can be just as prejudiced as the elves. They simply aren't as cruel about it.

2 – Lord Dylan's Territory:
Lord Dylan is one of the most powerful elf-lords, and for all that he's in the faction of High Lords who believe that humans are more than just animals, also one of the cruelest. Oh, make no mistake, he believes humans are pathetic, grubby, primitive un-people, but he doesn't hold that they are more than simple beasts. He makes for a wicked master, and plays his servants against one another to please him. He is also an excellent example of the vast gulf in status between magically powerful elves and those with weak magic; indeed, an elf with weak magic can be even lower in value than a slave, who at least has useful skills to provide their lord and master.

3 – Lord Tylar's Territory:
Another example of the wickedness of the elven lords, Lord Tylar instead demonstrates the dichotomy between the freedom and power demonstrated by the lord of a household, and the absolute restrictions placed on those who are below him in his home. The only difference between the life of an elven wife and the concubines her husband keeps is that the wife can't be replaced. Perhaps they have even less freedom, with every aspect of their life controlled and regulated, and any deviation of their lord's whim punished with the Will-Lash—it leaves no marks, you see, which might reduce their value as bargaining chips. Even the male heir is little more than an accessory to their father… and if the family doesn't follow the lords demands, well. They can always be… "corrected" via the Change.

4 – Lord Prastaran's Territory:
Yet another sample of what the elven lords have to offer—this time, however, it's to show that no group of people can ever truly be painted in the same light, for there will always be individuals who buck the norm. Kyrtian V'dyll Lord Prastaran's grandfather had opposed the initial acts to claim humanity as slaves, and although he did take the people living on the territory he claimed as his own as his family's slaves, it was only ever in name only—the humans on Kyrtian's territory don't have loyalty-enforcing geases bound to their rarely-worn collars, and he even (secretly!) permits children with magic to be born on his property. If any of his humans were to ever wish to leave, he would arrange for them to escape to the wilds—but to date, none have ever wished to leave his family's service.

5 – The Wizard's Citadel:
Halfblood children continue to be born, and continue to be killed shortly after birth by parents who fear the reprisal of having a halfblood child. But still more manage to be hidden by their parents. Of these, a portion are rescued by the Wizard's Citadel—the last bastion of halfbloods, who have hidden their home from the eyes of elves and keep themselves secret, only occasionally emerging to rescue the occasional halfblood when they detect them. But don't be mistaken and believe them to be wholly a force for good; although some of the elders are better people at heart, most of the senior wizards don't care what happens to the humans, and refuse to take risks that would put their comfortable lives at risk, even if it means leaving more halfbloods to die.

6 – The New Citadel:
Well, actually you're just in the wilderness outside the direct control of the elven High Lords—the new Citadel hasn't been constructed yet. But if you stick around, you might run into the river-dwelling outlaw humans, who establish trade between those free humans who still exist, and the humans who serve elves (who pass off the goods acquired from wild humans as stuff they made or "found"). It's a dangerous job, especially since the elves could decide to enslave the "wild" humans at any time, but it's a living… and it's quite hard to track someone over water, giving them a degree of safety. Do note that they're called outlaws because they aren't subject to the laws of the elves, not because of any crimes they've committed.

7 – Lands of the Iron People:
Specifically, the territory of the Forge Tribe that would later move north. The Iron People's lives revolve around cattle; their clothing and art largely involve leather, they get their meat from their cows, and they ride large, powerful war-bulls for combat. Still, they are called the Iron People for a good reason. They are humans—but are also a prime example of why the elf-lords don't rule the entire planet. In ancient days, when they were initially assaulted by the elves from another world, the forge-gods of the Iron People revealed to them methods to protect themselves, giving them the gift of iron. With the metal providing an immunity to direct magic, they managed to keep their culture from being absorbed by the elves, although they were ultimately forced to leave their ancestral lands and retreat to the south. Still, they were nomads whose lives revolved around cattle, so could respond to any further invasion attempts by just leaving, and coming back to harass anyone who tried to settle in their territory. The difficulties in fighting them were such that the elves restricted themselves to the territory they already established—although in terms of power they could certainly win, the costs of doing so simply weren't worth the difficulty of expansion.

8 – Free Choice:
You can choose to appear anywhere in this world that you wish. Or perhaps you wish to try a different one? You could arrive on Evelon, the home of the elves, where their magical wars caused the stone to flow like water and rendered the planet largely uninhabitable… but not so much so that some elves didn't decide to stay put instead of traveling onwards. Or perhaps you could go to Home, where

the dragons came from, and fight for your life against weather that could kill dragons, and predators who treated even the greatest of dragons as prey?

Origins

You are free to design the details of your background as you wish, such as your age, sex, and gender. Furthermore, you can decide if you have a history in this world, or if you simply appear as a drop-in. Regardless of the specifics, though, there are still some broad categories that can define your origin in this world—namely dependent upon your species.

Human:
You're one of the humans who live under the rule of the elves, or perhaps one of the outlaws who skirt about the edges of the elven lands. You could even be one of the free-ranging Iron People, who guide massive herds of camels , secure in their protection against the magic of the elves. But the vast majority of humans are slaves, with only a few being bondlings or overseers, who have moderately more power than slaves… well, over *other* slaves, at least. In truth, they're just as subject to the absolute power the elves hold over the lives of humans as the slaves are, they just wear better clothing and get some small smidgens of authority.

Elf (-200 CP):
You are an elf, a foreigner to this world come from the land of Evelon. Although, unless you're quite old, you were born on this world and have no memories of that far-off realm at all. All elves have some proficiency with magic; it has very simple rules of inheritance. Two powerful elves produce a powerful child; a powerful elf and a weak elf produce an elf of middling power. Two weak elves will have a weak child. In this manner, power is perpetually preserved by a largely unchanging upper class, with no opportunity for those of low rank to ever challenge those of greater.

Halfblood (-400 CP):
Halfbloods, also called "wizards", are those born of elves and humans. Theirs has long been a miserable existence, with those living in elven lands living in constant fear of being discovered, and having both themselves and whatever family they possess being put to death. Some are lucky, and survive long enough to learn how

to weave illusions to hide their features. Others manage to be rescued by the Citadel. But most are killed at birth, either by those who discovered what they are, or by a mother seeking to kill their spawn before anyone discovers that they're a halfblood. The elves fear the halfbloods, because they wield the powers of both humans and elves in tandem.

Kin (-600 CP):
The "Kin" are how the dragons are known to themselves, great lizard creatures that keep growing throughout their entire lifespan—and nobody knows if dragons can even die of old age. In their homeworld, they never lived long enough to get the chance. Dragons in this world don't breathe fire, but are able to "arc", letting lightning flow from one point of their body to another, and use this as a potent last-resort defense. They have diets high in alkali, and it coalesces in venom sacs in their claws that are especially lethal to elves. They consume a lot of metals, which results in their scales, claws, and horns being especially hard, and their cast-off skins have a number of uses, such as being used to make bags or clothing.

But the most important features of the Kin are their abilities to shapeshift. It's easy to simply change shape, but they can even shift their mass into the "Out" in order to change their size, as well, so long as it is smaller than their original body.

Perks

Perks are discounted towards the appropriate origin by 50%, while discounted 100 CP perks are instead free.

General Perks

Great *Hamenleai* (-100 CP):
Hamenleai is a measure of a person's ability to change the world. And you? Your *hamenleai* is great indeed. Your actions will have far-reaching consequences, letting you shake up the established order across an entire setting, even if you yourself don't have a particularly great deal of power. This doesn't ensure that the changes will be positive, or that you'll have any degree of control over them—but even if you're living a modest life, your behavior will reverberate across the world and influence the actions of great people, even if indirectly.

Mind-Wall (-200 CP):
You have learned one of the techniques taught to the Iron People by their gods, known as the Mind-Wall. Through a certain focus and a specific method of thinking, you are able to make your mind untouchable by any sort of psychic power or mental magic. Now, someone sensitive to such things could still identify your presence by virtue of the "absence" of your mind, but they would be completely unable to target you with mind-affecting abilities. You can lower the Mind-Wall with an act of will, and are furthermore capable of teaching this technique to other people, although it will probably take years for someone else to reach the point that they can maintain the technique constantly and without conscious effort.

Human Perks

Promise of Inconsequentiality (Free to Human):
It isn't exactly an uncommon thing for humans to be tortured or killed out of hand for simply being conveniently present when an elf happens to be in a bad temper. This is a simple guarantee that nothing of the sort will ever happen to you. You will never be punished for simply being the bearer of bad news, never suffer from being close to someone having a temper tantrum, and events will conspire to exempt you from any sort of mistreatment for things that can't fairly be considered your own fault.

Now, if you make an enemy and they try to kill you, that's something entirely different—but you won't be killed simply because some elf-lord had a fetish for pain, or anything along those lines.

Gladiatorial Training (-200 CP):
You spent some time training as a gladiator in your lord's arenas—or perhaps you were trained as an assassin, taught combat by the outlaws, received warrior tutoring amongst the Iron People, or maybe even served in the military games run by Kyrtian. Regardless, you are someone who knows how to fight—and were good enough at it to have survived in a culture that regularly makes their gladiators fight to the death to resolve other people's feuds. Not only do you excel at combat, but you know how to make your fights LOOK impressive without compromising practicality. If something can be used as a weapon in the first place, your training in using unusual-but-interesting-looking weapons ensures that you know how to wield it as a lethal weapon.

Too Expensive to Waste (-400 CP):
A well-trained slave, similar to a well-trained horse, is too precious a resource to expend casually. This perk guarantees that any masters, rulers, leaders, or teachers you possess will value you out of proportion to what you bring them. This will typically ensure you better treatment, but can also be life-saving, as, much like any other precious valuable, your master will be more inclined to protect you.

Human Magic (-300 CP): **[Exclusive to Human. Not discounted.]**
Human magic has strange inheritance, seemingly popping up at random no matter how carefully a family line is purged of human mages. You wield this magic as your own. Unlike the flashier magic of elves, human magic is subtler, a magic of the mind. It allows you to communicate silently with others, observe things at a distance, perceive the world through other people's eyes, read thoughts, and manipulate objects without touching them. At higher levels of skill, it can even allow one to peer into the past or future.

Elf Perks

Elven Magic (Free to Elf):
All elves possess magic, but they can vary wildly in how strong they are. Powerful elves can create matter—or even living creatures—as well as summon lightning, and cloak their entire mansion in complex and elaborate illusions to simulate exotic environments. Weak elves can barely manage a small and flawed illusion. Although they don't have access to proper mind-magics, their magic can directly alter the mind to create memories, enforce loyalty, or even rewrite entire personalities. At its heart, elven magic is about changing things and summoning them forth, whether that be elf-shot, lightning, or a gate between worlds. The magic practiced by males is large, powerful, and flashy; women, on the other hand, are taught "small magics", often considered to be weaker… but are infinitely more versatile, and have a power all their own. For free, you are a weak elf—you could still defeat any human, but your magic isn't impressive. For an undiscounted **-200 CP**, you have no small degree of power, enough that you can at least escape the exploitation and cruelties visited upon the truly weak. For **-400 CP** (again without a discount), you are about as strong as Valyn was, standing very near the peak of elven magical might.

Subtle Messages (-200 CP):
Politics is a complex game, especially when played by people who can expect to keep their position for centuries. The colors you use, the symbols you employ, the help people see you use—all of these convey meaning, say who your allies and enemies are, insult or compliment your guests, and have a hundred other subtle and easily-missed meanings. You are an expert at these sorts of subtleties, both in regards to perceiving them when others make use of it, to sending such subtle messages yourself. This will keep up-to-date with the customs of high society in each jump you go to.

Good Help is Hard to Find (-400 CP):
Treachery is the name of the game when it comes to interactions between elves. As their low birth rate ensures that elves have difficulties making more of themselves, it is expressly forbidden to kill another elf. However, there are other ways to sabotage one another, and having one's humans infiltrate the workforce of your peers and subtly ruin them, or at least gather information on them, is par for the course when it comes to relationships between elven lords. Fortunately, you have an advantage when it comes to sniffing out traitors, and will always know when someone supposedly in service to you is double-crossing you, selling information, sabotaging your people, or otherwise working against you. What's more, you'll also know who this individual is, and who they actually serve.

Knife in the Back (-600 CP):
People trust you. Goodness knows why, but they do. People are willing to extend you the benefit of the doubt, and nobody ever seems to expect betrayal from you. Should you reveal a treacherous nature and turn against your allies, you will lose this trust… but only from the people you specifically betrayed. Other people, even if they have heard of your duplicity, will continue to trust you until such time as you turn on them, too.

Halfblood Perks

Betwixt Man and Elf (Free to Halfblood):
Halfbloods always have magic, as suited to the descendents of an elf; however, this also applies to their human blood, meaning that all halfbloods have the ability to use human mind-magic. You receive both the **Human Magic** and the **Elven Magic** perks, and can spend CP to receive more powerful versions of the latter; there's a good reason your kind are called "wizards", after all.

Staying Secret, Staying Safe (-200 CP):
The Citadel in which the halfbloods hid away for centuries was not located in some distant locale where the elves would never discover them; rather, they hid well within elven territory, using misdirection to keep the elves ignorant of their existence even while the halfbloods stole from them and searched for more of their kind. By taking this perk, you gain preternatural abilities in deception, and an overlarge serving of luck. When you steal goods, their original owners will suspect someone else unless you leave heavy clues to your identity. Unless someone is specifically looking for you, circumstance will guide people away from your hiding spots. And, unlike with Shana's mistake, nobody will ever be able to track your teleportation abilities.

The Elvenbane (-400 CP):
"And in the end, the child shall rise up against the masters and cast them into the lowest hell, there to make of them slaves to the demons of hell," or so goes the prophecy of the Elvenbane. At the start of each jump, you can choose a single species of which you will be the "bane". Your actions in opposition to members of this species will be greatly increased in effectiveness; your attacks deal more damage, of course, but the most important improvements are how word of your actions against them spread, how it inspires hope and resistance in others, and how the consequences of your actions to harm or hinder this species are increased in scope and depth. A mere attempt to free a handful of slaves slated for execution could result in a large-scale rebellion and the overturning of a civilization that had stood for centuries.

Magic Bolsters Magic (-600 CP):
What made halfbloods so dangerous to the elves wasn't merely that they were able to use both elven and human magic, but that each form of magic they had bolstered the other, ensuring that almost every halfblood was more powerful than the average elf, and the greatest of them stood head and shoulders above what an elf could hope to achieve. A measure of this is passed on to you; for every different source of magic you possess, your strength in each individual category of that magic increases. For instance, if you possessed human and elven magic from this jump, each would be bolstered in power. If you went to other jumps and obtained more forms of magic, those would all bolster each other, making your magic more powerful the more forms of magic you possess. This also applies to

other “types” of power. Having psychic abilities from different sources increases all of your psychic powers; having cultivation abilities from many different worlds increases your cultivation; mutant powers from different jumps will make all your mutant features more potent.

Kin Perks

Draconic Abilities (Free to Kin):
After all is said and done, the most important power to a dragon is their ability to shapeshift. Dragons can take the appearance of anything they can imagine, so long as it is their size or smaller—they can even safely turn into objects. This is true transformation, and although it uses magic, it is not something that can be magically “canceled out”, detected, or reverted by outside forces. Well, the transformation itself can’t be sensed, but those with supernatural senses can learn to look into the “Out” and see the dragon-shadow cast by all of their mass that they’re hiding in the “Out” when they shapeshift into a smaller form.

Furthermore, dragons are able to apply this shifting to other things, letting them reshape, harden, weaken, or otherwise alter objects according to their will. This makes fortifications made by dragons amongst the greatest structures around, as every possible weakness is reinforced until it ceased to be a vulnerability.

The alkali that dragons consume gathers in their claw-tips, creating a venom that is particularly toxic to elves. Dragons have perfect memory, capable of recalling the past with the same vibrancy as when they originally observed something, although unless you have additional perks to help with your memory, it might take some time to “retrieve” memory put in long-term storage.

Dragons in this world do not breathe fire; rather, they are capable of “arcing”, emitting electricity to fly from one point on their body to another, creating an arc of lightning. Any dragon can do this on the ground, but it takes skill to do so while airborne. And it takes even greater skill to, rather than sending lightning across their body, to arc it to a different point in space.

For an additional, undiscounted **-200 CP**, you are also capable of storm-calling, allowing you to manipulate the weather to your whims. You don’t have the sort of control over the weather needed to target individuals, but you are able to sense and correct errant weather patterns, and know how to make it storm without

causing havoc to the ecosystem. Storms are important to dragons, as their shamans use storm-calling and airborne arcing to create a path for the storm's lightning, sending it dancing over their body and into the gems of the Lair to magically charge them with power. This is very dangerous, however, and losing concentration could make the lightning go through you instead of over you, which could very well be lethal.

Shaman's Wisdom (-200 CP):
A shaman is always available to give advice to the Kin… although not necessarily *help*. Since moving to this world from Home, the softness of life here has led dragonkind to become increasingly complacent with life, and it is a shaman's duty to keep their fellows from becoming too set in their ways. So a shaman will rarely ever directly help… but that doesn't mean they don't have plenty of advice to give. The advice you give others is bolstered in effectiveness; if they follow the advice that you give them, they will find themselves with greater luck and skill in the subject of your guidance than they would have otherwise.

Consummate Actor (-400 CP):
It is a common pastime among the Kin to take various forms and make mischief for the elves. Dragons are almost universally considered to be a creature purely of legends, and the Kin are very careful to ensure that they aren't discovered… but boredom sets in easily amongst the Kin, and they get up to all sorts of antics to satisfy their desire for troublemaking. Of course, it's important to be able to play the part if you're going to be shapeshifting, and so dragons have become fantastic at playing roles.

As long as you know the correct behavior that you're supposed to be imitating, you can play a role flawlessly; you could spend time as an innocent elven bride-to-be and effortlessly keep up with the social norms of the upper class, only to minutes later hide behind the demeanor of a human slave. Your character transitions are perfect and instantaneous, and you never have to worry about "character tics" from previous disguises interfering with the behavior your current appearance is supposed to have.

With Age Comes Power (-600 CP):
Dragons don't weaken with age; instead, they continue to grow, becoming ever larger and more powerful. So too is it for you, even outside of your dragon form;

for every year that you age, your powers increase in strength. Aging will never make you grow weak or infirm, and you can no longer die of old aging, nor are you subject to any of the normal ailments of age, such as dementia. You may optionally also grow larger as you age, although whether you do or not is completely up to you, and can be varied individually by each alt-form you possess.

Items

Items are discounted for their respective background by 50%. If you possess an item similar to one you purchased here, you may import your existing item into it, providing it with the new abilities featured in the weapon. If an item is lost, stolen, or destroyed, it will be returned to your warehouse within 1 week.

General Items

Secret Journals (-200 CP):
Hidden somewhere in each jump—not someplace completely random, but someplace you're going to have the opportunity to find—there are some hidden journals. These journals hold some of the more important details that you'll need to know for your jump—clues to the story, the history of this world, details about characters, hidden weaknesses, and special dangers that you'll need to know. But what's most important is that it doesn't contain information that you already knew before finding them, so no matter how well you know a setting, these journals will always hold information that is valuable to you. These journals, and their hiding spaces, are marked by a symbol that you will instinctively know the meaning of.

Home (-100 CP):
You have a home of your own. The details of this property are up to you (ranging in size anywhere from a single person tent to a small castle), but it gains special features related to specific origins. The details of how these features work are, again, up to you—they could be mundane, magical, or simply operate by fiat-backed "it just happens that way". You can purchase this multiple times to get features belonging to other origins, but the purchase connected to your own origin is free.

Human:

Like the tents of the Iron People, your home is designed to be easy to relocate. You can easily pick it up and move it to another location when you want to move.

Elf:
Like the mansions of the elf-lords, your home is highly magical, with a vast host of conveniences readily available. You are also able to apply illusions to the inside of your home at no personal cost to your magic—and even if you have no magic of your own.

Halfblood:
Like the fortress of the wizards, your home is well-hidden. It is impossible for someone to stumble upon it by accident, and it can only be found if someone already knows the rough location it is supposed to be.

Kin:
Like the Lairs of the dragons, your home is designed with defense in mind. It is made from materials that have been transmuted to be harder than stone, without any seams or structural weak points. Although easily navigable by you and any guests you permit in, intruders will find themselves stymied by dead ends and a mazelike structure.

Human Items

Elf-Stone Collar (-200 CP):
You have a collar beset with a pair of elf-stones, also known as beryls. Ordinarily, these magic crystals would hold a geas to keep you loyal to your master, along with a spell to stifle any ability you may have had for mind-magic (which also happens to prevent other people from contacting you via mind-magic). However, your collar is different; although to any physical or magical inspection it is identical in function to those worn by other slaves, yours instead gives you an immunity to any sort of geas-type effect, while amplifying the reach of any mental powers you possess. Furthermore, the collar itself is capable of transforming into any sort of neck-based clothing, whether that's a simple choker, an ornate and bejeweled collar like those worn by concubines, or a mere necklace.

Magic-Metal (-400 CP):

Also known as iron, you get about 20 pounds of the stuff; if shaped, sold, or otherwise used up, you get another 20 pounds the next week, or your current supply will refill to 20 pounds if you haven't used the entire thing. But what's more, this iron retains its supernatural (or rather, anti-supernatural) qualities in future worlds. For one thing, wearing even a single bracelet of metal on your body will provide you with an immunity to magic that would directly affect you.

However, this does come at a cost; if you are wearing iron and attempt to use magic, it will heat up. For minor spells this is only a trifling thing, but once you get into powerful and combat magics, it will be more like a solid lump of molten metal on your body, and will injure you severely… or more likely, whoever you forced to wear iron. Because of this, any injuries caused by iron to a magic-user will be much more dangerous; the magic inside of their body will react to the iron and make it heat up, making the wounds worse. These properties do not remain if the iron is forged into an alloy with other materials.

Elf Items

Teleson (-200 CP):
A teleson is a small black box that, when infused with magic, can be used to reach out to other people who possess a teleson and will project an image of the other side, allowing you to engage in face-to-face communication at a distance. Your teleson is a bit special, in that it is capable of interacting with any form of device-assisted communication; you could connect to a phone with it, have a video chat with someone, or use it to send or receive a telegram. You don't need to know the number of those you are trying to contact; you just need to know who you want to talk to. Those who want to reach you over your teleson have the same benefits, regardless of what means they are using to reach you. Even if they would normally need to dial a phone number, people trying to contact you will instinctively understand what to do to contact your teleson.

Elf-Stone Cache (-400 CP):
Beryls, also known as elf-stones, are amongst the more precious resources available to the elves. Beryls are capable of holding an elf's magic; they can be used to store raw power, or can be used as the anchor of a specific spell, letting you create a continuous effect, or a spell that will activate multiple times (or just once, your call) in response to specific triggers. You have 10 high-quality beryls, and receive 10 more each week.

Halfblood Items

Dragon-Claw Arrows (-200 CP):
Simple enough; these are arrows tipped with dragon claw-tips in place of arrow-heads. Some reshaping magic allowed the claws to keep their properties, while making them more aerodynamic. Because of the metal in a dragon's diet, they are much harder than any mundane claws, and carry a toxin within them that, while potent on anything, is particularly dangerous to elves. At the start of each jump, you can declare a single type of creature for the poison in these arrows to be especially effective against. You have a quiver containing 10 such arrows, which replenish every other day.

Gemstones of Magic (-400 CP):
Halfbloods are capable of using gemstones to augment their abilities with magic. In short; the more crystalline its shape, the more it boosts the power of your magic. The more it's shaped like a lens, the more it concentrates your magic. Different stones will have different degrees of effectiveness for each individual, which has nothing to do with their purity or value; it will take experimentation to see how these gems affect your specific magic. You have a fair-sized hoard with a great variety of gemstones, to help you find the ones that work best for you. These will retain these properties regardless of what magic—or other form of power—you channel through them. Using the crystals in this manner does not damage them, regardless of what kind of magic you are using.

Dragon Items

Dragonskin (-200 CP):
The metal in a dragon's diet results in them having extraordinarily tough scales, which glimmer brightly in iridescent colors. Some dragons keep their shed skin to make use of it to make pouches and whatnot to carry things in—and, as Keman will discover for Shana, it can be used to make especially sturdy clothing out of, too. You have one dragon's worth of intact dragonskin (dragon not included), which replenishes each week if you cut out parts of it. If you are a dragon, then this is a copy of your own scales, and when you start to shed your skin, it will instead appear on this item, removing the need to take it off yourself. This will save you a *lot* of itchiness.

A Dragon's Hoard (-400 CP):
Dragons are possessive creatures, and compulsively hoard lovely objects. But this isn't just a sign of greed; gemstones are very useful to a dragon, as they can be used to store and amplify magic. The more valuable the gemstone, the more it can store and amplify; you have a hoard of about 50 gemstones, all of them high-quality, although none are especially large. This supply replenishes each month so that your hoard still has 50 gemstones in it—although it does NOT replenish gemstones that you have sold.

Companions

Import/Create Companion (-100 CP):
Don't care to go alone into a new world? In that case, you can either import an existing companion or you could create an entirely new one from scratch. Regardless of which you choose, they receive 600 CP to spend on origins, perks, and items.

Canon Recruitment (Free):
Does anyone in this world appeal to you? If they do, and you can convince them to join you on your chain, you can bring them along as a companion once the jump is over.

Free Hunter (Free):
This is one of the wild humans who live outside the reach of the elf-lords… but they are well aware that the only reason their tribe of humans hasn't been swallowed up by a territory-greedy elf is because the High Lords are more interested in the lands of their fellows than they are those lands that are yet unclaimed. They know it's only a matter of time until they again turn their attention outwards instead of inwards, and would very much like to be on a different world entirely before that happens. Although called "wild", their tribe is as civilized in their laws as any, and simply lacks many of the niceties of more modern civilizations. They have some power as a human mage, but a lack of other people in the tribe with the gift has meant that they've had to figure out how to use it on their own.

Gladiator-Concubine (Free):

It's rare to see a concubine who has any training in combat, but this one is from a harem whose Lord had a fondness for the warrior aesthetic, and there was little difference between being in their harem and being one of their gladiators. But a social gaffe at one of the Lord's gatherings saw this one being demoted to a breeder and banished off to one of the human breeding farms, and while mid-transport, they used a timely storm as an opportunity to escape. But although well capable of fighting, they have no knowledge of survival, having lived their entire life on the slave compound or in their once-Lord's harem. You find them roaming in the wilds, lost and starving.

Wrought Iron Priest (Free):
The tribes of the Iron People are each led by two leaders; one from the priesthood, and one from the warriors, and each has distinct spheres of influence that the other isn't meant to dabble in. This priest seeks to attain a position of power and defy those conventions. Yes, power isn't meant to be holed up in one individual—the laws of the gods say as much—but they felt that splitting up rule into separate domains simply invited the potential for future friction that could split a tribe whenever something happened that breached into both of their realms. So, they thought to completely remake the Iron People's style of rulership… but they have no idea what they're supposed to put up in its place. They've started by training as a warrior in addition to their studying as a priest, hoping that understanding both sides will give them the wisdom needed to form a more effective government.

Lost er-Lord (Free):
An er-Lord is the heir apparent to the position of Lord; contrary to what one might think, this doesn't give the heir nearly as many freedoms as one might expect, but instead places the full weight of their father's expectations upon them. This young er-Lord has lived their entire life with every moment of their time scheduled out by their father, barely able to even breathe without permission, and knowing that if they ever failed to please him, their father was powerful enough to enact the Change upon them without needing to hire someone else—meaning that a full personality change into a perfectly obedient child was just waiting in the wings for them. They have grown up to be fearful of any sort of mistake or disappointment, and are deathly afraid of their father. When they *did* finally fail—and it was a tremendous mistake that cost their father much standing in the political sphere—they immediately ran away. Their magic is useful enough that they haven't had

much difficulty surviving, as they have enough skill in the women's "small magics" that they can perform minor spells without revealing their position to people searching for the signs of magic use.

Drawbacks

Drawbacks may be taken for more points, but do remember that drawbacks always overwrite perks.

Dragon Diet (+100 CP):
Too much water is bad for you, and you can only drink small amounts at a time. What you really need to drink is water infused with alkaline salts, as without it you'll get sick. Even if you aren't a dragon, your body will be altered to be able to subsist on water with high levels of alkaline salts.

Racial Magics (+100 CP):
Elves can only use elven magic. Dragons can only use dragon magic. Humans can only use human magic. Halfbloods can use both elven and human magic, but not dragon magic. You are similarly limited, and cannot use any sort of magic from other jumps, being restricted to the magic used by your own race in this jump.

Elven Inexpression (+100 CP):
Elves are brutally trained not to let their emotions show, and to keep firm control over their feelings at all times. Unfortunately, this means that for them—and for you—expressing your emotions is effectively impossible. Oh, you can pretend to have emotions you aren't feeling, but what you actually feel? Nothing about you will ever display your true feelings. Have fun making any sort of close friendships with that sort of handicap on your side.

No Escape (+200 CP):
You are bound to the elven territory, and cannot leave the current boundaries of the lands they live in. Should elf society fall during your stay, move, or significantly shrink, you will not be moved with them, simply being restricted to the same locations you have access to now.

Rise on Your Own (+200 CP):

If you would rise, do so alone. Nobody else can help you—well, not your companions, at any length. None of your companions from past jumps are able to enter this world with you, and will be kept in stasis until you complete the jump.

Contented (+200 CP):
Like the elders of the dragons and the senior halfbloods, you see no reason to put yourself in danger. As long as you have a mostly-decent life, you'll never take any appreciable risks with it. You won't try to save lives, you won't try to change this world, you won't do anything other than protect the comfortable life you have. The only times you will exert yourself in anything resembling danger is when it comes to establishing that comfort in the first place.

Pensioner (+300 CP):
The pensioners are the weak elves who lack the power to be lords, and now you are little better than one. All of your powers, from this world or previous ones, are now reduced in potency to the point that you can barely manage minor magical tricks. You are no longer one of the mighty.

Elven Rules (+300 CP):
You are incapable of intentionally killing your opponents, much like elves are forbidden from killing other elves.

Elf-Shot Agonies (+300 CP):
Elf-shot is a type of spell used by elves to punish unruly humans, and in combat against them. It can invoke pain, anywhere from mild to the debilitating, and can even be used to invoke instant death on the target it hits. But most insidiously is that it can wait in a target, and activate to cause them pain (or kill them) when a specific trigger is performed.

Choose one activity that you intend to perform with fair frequency during your stay in this jump, such as combat, magic-use, or crafting. Whenever you make a mistake in this activity, you will be overcome with terrible, piercing agony through every fiber of your body that no degree of perks can protect you from. It will pass quickly, but can leave you shaken for hours. Mentally shaken, that is—your hands will be no less steady at their job.

Ending

Yet another jump has come to its conclusion. All of your drawbacks are removed, and you have a final decision to make. Do you

Stay Here?
Hopefully you've made it a better place than it was when you arrived.

Go Home?
Do you miss your own family after seeing what people here have to put up with?

Move On?
You instead choose to continue on the jumpchain, and go on to a new world.

Notes

Someone asked if the child of a halfblood and a human would be a wizard themselves. And… I don't know? I don't recall seeing anything about that in the books. I suppose this is a case of "fanwank responsibly"?

If this is your first jump… well, suffice to say that it is highly recommended that you go to another setting instead. Elven society is *horrible* to… well, just about everyone. It's a miracle that a small handful of decent elves somehow came about from that cesspool.

Changelog:

- Version 1.0
    - Grammar and spelling corrections
    - Elaborated on Betwixt Man and Elf to let you purchase more powerful Elven Magic
    - Created the Home item
- Version 0.5
    - Created jump