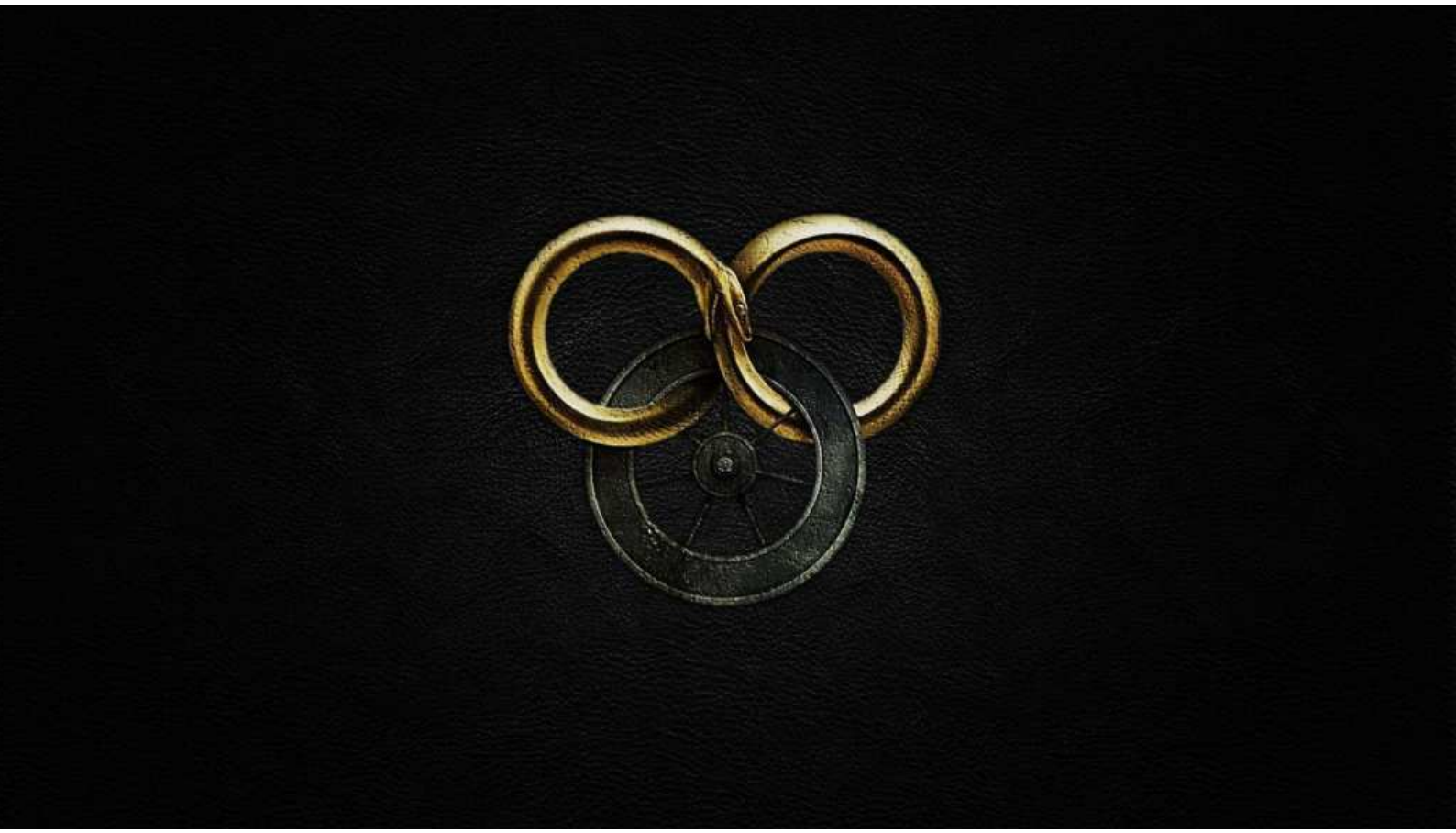


The Wheel of Time jump:

By TroubleX27/Pgx27.

At the dawn of time, a deity known as the Creator forged the universe and the Wheel of Time, which spins the Pattern of the Ages using the lives of men and women as its threads. The Wheel has seven spokes, each representing an age, and it is rotated by the One Power, which flows from the True Source. The One Power is divided into male and female halves, saidin and saidar, which work in opposition and in unison to drive the Wheel. Humans who can use its power are known as channelers; the principal organization of such channelers in the books is called the Aes Sedai or "Servants of All" in the Old Tongue.

The Creator imprisoned its antithesis, "Shai'tan," the Dark One, at the moment of creation, sealing him away from the Wheel. However, in a time called the Age of Legends, an Aes Sedai experiment inadvertently breached the Dark One's prison, allowing his influence to seep back into the world. He rallied the powerful, the corrupt, and the ambitious to his cause and these servants began an effort to free the Dark One fully from his prison, so he might remake time and reality in his own image. In response to this threat, the Wheel spun out the Dragon, a channeler of immense power, to be a champion for the Light. In the Age of Legends, the Dragon was a man named Lews Therin Telamon, who eventually rose to command the Aes Sedai and their allies in the struggle against the Dark One's forces. After a grueling 10-year war, Lews Therin led his forces to victory in a daring assault on the volcano of Shayol Ghul (the site of the earthly link to the Dark One's prison) and was able to seal off the Dark One's prison. However, at the moment of victory, the Dark One was able to taint saidin, driving male channelers of the One Power insane. Lews Therin killed his friends and family and then, by intentionally overloading himself with the One Power, killed himself. The other male channelers devastated the world with the One Power, unleashing earthquakes and tidal waves that reshaped the world. Eventually, the last male channeler was killed or cut off from the One Power, leaving the human race all but destroyed and only women able to wield the One Power safely. The Aes Sedai reconstituted and guided humanity out of this dark time. Mankind now lived under the shadow of a prophecy that the Dark One would break free from his prison and the Dragon would be reborn to fight him once more, and although he is humanity's only hope to succeed against the Dark One, he would devastate the world a second time in the process.

Origins:

Non Channeler (Free):

- You are someone born in this world, who is incapable of Channeling, being an ordinary person.
  This can also be treated as a drop in option.

Female Channeler (Free):

- You are now a channeler of Saidar, the female half of the One Power, and are most likely an Aes Sedai or a Wilder, though you get to choose.
  You are locked into being a woman for the jump.

Male Channeler (Free):

- You are now a channeler of Saidin, the male half of the One Power, and have only just recently gotten to grips with your power.
  You are locked into being a man for the jump.

Darkfriend (Free/For 100cp, you can take this as an add on to your origin):

- Why would you do this? You are now a Darkfriend, a follower of the Dark One. You have not yet sold your soul to him, but you are connected to the Darkfriend society, where you know contacts and others know you.

Your starting age, time and location is all up to you. Start during the Age of Legends if you want.

Perks:

Origins receive a discount on their origin perks/items. 100cp perks/items are free, the rest are halved in cost. Additional purchases are not discounted.

Generic Perks:

Spun by the Pattern (Free):

- You are incredibly good-looking, being one of the most attractive people in the world, on the same level as Lanfear, Berelain and Galad when it comes to how attractive you are. Your appearance, build, and "endowments" are up to you, but you will look good no matter what you choose. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, and will disappear should it already be there. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren't. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. And when you want to be clean, you will find yourself becoming clean and fresh as if you had taken a refreshing shower. You will also find that any who desire you will find themselves willing to share you. Some will even develop a bond similar to the Sister-wives of Aiels.

The Flame and the Void (Free):

- You have mastered "the Flame and the Void". This refers to a concentration technique used in combat arts throughout the cultures and Ages of the Wheel of Time universe. It is based on the visualization of a single flame of a candle into which the person could throw all their emotions, fears and obstacles which block them from performing. All concerns, thoughts, even the concerns of life and death - can be learned to be fed into the flame. You enter a state of nothingness, your mind completely cleared from fears and emotions leaving you in a hyperaware state of consciousness to be able to focus exclusively on your desired task. This allows the user to perceive reality cleared from everything distracting. Being in the state of nothingness allows one to ignore the physical senses of the body of the performer. Cold or heat of the surrounding environment, pain of the injury, tiredness of the body and soreness of muscles are only observed from a distance as the subject would be someone else's body. All while it focuses your senses, increases the speed of your reflexes, and enhances the accuracy and skill of your fighting skills. It also allows one to become one with their weapon and one with their targets or opponents, removing obstacles of rational thoughts and emotions such as the opponent is stronger or more advanced in combat, and such, allowing you to act without thoughts, fear and anything else that would hinder you in combat. You don’t have to fear going too far into the void, as you have mastered it completely, and you are able to grant others the ability to competently use the Flame and Void themselves.

Dream protection (Free):

- Your dreams are protected and cannot be invaded or manipulated without your consent. You are also protected against any negative influence from Tel’Aran’Rhiod.

Aiel (100):

- You are now an Aiel, having near infinite stamina, peak human physical capabilities and a natural aptitude for combat and survival. This also gives you all the skill and knowledge an Aiel should have, including the Handspeak of Far Dareis Mai. You may optionally become an Aiel yourself.

Tuatha'an (100):

- You are an incredible singer without parallel, and an incredible dancer, doing it with a natural fluidity and intuitive movements that comes with experience. You will also find that as long as you remain pacifistic, you never have to fear any violence or physical confrontation, being protected.

Treesinger (100):

- You have the Voice, allowing you to sing the Songs of Growing. You are highly experienced in it, capable of shaping and influencing the plants exactly how you want it to. Your Voice is incredible, capable of having the same effect as a hundred ogiers and humans singing, all by yourself. This makes you able to make entire forests and fields grow from seeds to fully grown state within a single song.

Blacksmith (100):

- You are a master blacksmith, equal to Perrin Aybara. Given the right tools, you could create magnificent masterpieces.

Special ability (100):

- You have a special ability which have no connection to the One Power. Perhaps you are a Sniffer, an individual who can smell violence and the remains of violence on a literal level, or a Seer, who receives Viewings of present and future events through images and auras surrounding people. Or perhaps you have a new and unique ability instead.

Wolfbrother (200):

- A wolfbrother is a person who develops a relationship with wolves and some wolf-like characteristics. You gain several abilities:
    - Psychic communication, capable of communicating with wolves or wolfbrothers over a large distance. This also makes you able to tell how far away wolves and other wolfbrothers are.
    - Better vision, being able to see farther in normal conditions and being able to see in the dark.
    - Augmented sense of smell. Not only is your sense of smell extremely sensitive, but you can smell things that would not logically have an origin such as human emotions and other states such as distrust or madness.
    - Connection with Tel'Aran'Rhiod, also known as the Wolf Dream. This gives you the ability to enter the Dreamworld in your sleep and eventually in the flesh.
    - Prophetic Dreams. Distinct from the Dreamwalking ability, you also have abilities similar to a Dreamer in that you will have dreams that predict the future.
    - Any other ability of a Wolfbrother.
- While every Dreamwalker can learn to manipulate Tel'aran'rhiod, your natural ability as a wolfbrother is far more advanced and far stronger. For 200 extra, you have already fully mastered the Wolf dream, being even greater than Perrin became in the end. He can freely alter reality as he chooses, manipulating light and air to render himself undetectable in any way, manipulating the environment around him to attack or restrain enemies, moving fast enough to fly miles into the sky in moments, hardening his body to avoid taking damage from attacks, etc. The only limits on his power are that he cannot heal himself, and he cannot revive the dead. This also grants you the ability of Shifting, allowing you to teleport freely throughout the world of dreams, and also instantly shift back into the real world and vice versa. This allows you to effectively teleport throughout the physical plane by instantly shifting to Tel'aran'rhiod, shifting to a different location there, and then shifting back into the physical plane. You can forcefully take others into the world of dreams by touching them while shifting, and can also shift them along with you while moving inside the world of dreams. Golden Eyes are optional, and may be another unique or striking color.

Dark One's Own Luck (400):

- You now have extraordinarily good luck, equal to Matrim Cauthon. This causes virtually every situation that depends on chance to work out in your favor, from dice to cards to avoiding random assassination attempts by inadvertently moving at the right time. This trait is so extreme that your luck will actively work to set up things in advance or from a distance to help you.
  An additional aspect of this trait is that you can seemingly 'sense' the onset of important decisions or events soon to occur. This sense, referred by Mat as "the bloody dice rolling in my head," will frequently helped you to identify important aspects of your life and act accordingly. You can choose to have the feeling be something other than dice rattling in your head however.

Mashadar's curse (400):

- Mashadar is a malicious, though unintelligent, entity that lurks within the depths of Shadar Logoth. It was formed during the Trolloc Wars from the hatred and suspicion exhibited by the citizens of Shadar Logoth (then called Aridhol). Over time, it grew until it consumed the city and its people. At present, it takes the form of a silvery mist that wanders the streets at night and hides in the ground during the day.
  You have now been bonded to your very own Mashadar-like entity, capable of summoning it and control it completely, through the ability to generate and control Mashadar, even shape it into "tendrils" around yourself. The slightest touch of Mashadar is fatal, causing a slow and agonizing death, and is even a formidable enemy to a channeller, as it is very nearly impossible to destroy. Thanks to your bond, you are immune to any negative effects of Mashadar, and it will never touch or hurt anyone you don't want it to. You will also find yourself growing stronger as Mashadar feeds, the silver wind more than happy to feed you, it's one and only master. You can summon a beautiful and deadly dagger, containing the taint of the Mashadar in a focused state, able to kill nearly anything with a mere nick of the blade, in which whomever has been cut will be fed upon by the Mashadar.

Reincarnation (400):

- You are now a reincarnation of someone from ancient times. Usually, everyone from this world is this, but you have been granted a boon from it. This will make you learn knowledges and master skills much faster, as if you are merely remembering how to do them and shaking of the rust that has come from nothing using it for a long period of time. This works on everything you try to learn and master, allowing you to do in a year what others spend decades mastering.
  This is also a Capstone booster.

Ta’veren (600):

- Ta'veren are people around whom the Wheel of Time specifically weaves the Pattern with all surrounding life-threads. No one is born ta'veren. The Pattern turns them to be one when there is a need, and they are only ta'veren until they fulfill their purpose. At least until you came along. Unlike ordinary Ta’veren, who are spun by the Pattern in a way that suits it, you will find the Pattern spins in such a way to suit you. Wealth and fame will drop into your pockets as if from the sky; men who wanted to kill you might decide to follow instead, and women with ice in their eyes might decide to melt. Arrows fired from afar will miss, and in a time of peaceful contemplation, you will be alerted and escape any threat. You are equal in Ta’veren as Rand Al Thor, the strongest ta'veren in known history. Your probability-altering effect extends throughout entire countries, but is stronger in your immediate city wide area. Your force of will combined with your ta'veren nature also provides an extremely powerful influencing effect on others, bending them in ways that suit you. In effect you manipulate both people and events on a subconscious level, where people find themselves acting out of character in order to benefit you, and events seem to spin just the way you want, seemingly out of good luck. Not as strong as the Dark Ones Own Luck perk, but still incredibly strong. The Pattern will also pull you in certain ways to guide you, helping you along the path towards what you want. This also gives you the ability to bring out the best in others, allowing them to for example learn to fight much faster than normal training should allow. You will not find your Ta‘Veren having any negative effects,

being only positive in a way that suits you. No one will be able to find you by tracing the effects of your ta'veren on the Pattern. Should you truly desire someone dead, I mean truly want it, then the Wheel will spin and make them die in some way of possible. This can be that their hearts suddenly stop beating, or they fall down a step of stairs and break their neck. This won't work on immortals, however. All of this can be controlled and toggled at will.
This is also a Capstone booster.

Non Channeler Perks:

Blademaster (100):

- You are now an unacknowledged Blademaster with the talent, experience and skill of Lan Mandragoran and Jearom at their best combined (them being the two greatest Blademasters to ever live). Your skill will never dull, only ever improving. You are also an incredible teacher when it comes to the art of swords, capable of turning the average farmboy into a Blademaster that can defeat Myrddrals, within months of training.
  This doesn't have to be a sword. You can choose any weapon you want, giving you the equivalent skill in your choice.

Daes Dae'mar (200):

- Daes Dae'mar is a phrase in the Old Tongue which translates to The Great Game, but is more commonly known as The Game Of Houses.
  It refers to the political and social maneuvering employed by the nobility of various nations to gain status or wealth, or to cause the downfall of others they dislike. You are now a natural at it, making even the most skilled Cairhien Noble find themselves heavily outclassed. You will find any other future political games will be just as easy for you to be a part of and take advantage from. Though do be aware that it has been stated that the best way to put players of the Great Game off balance, is to be honest, since no-one expects you to be.

Lord (400):

- You will find you have become a great and capable Ruler, knowing everything you need to know to rule, from logistics to management. Any kingdom, city, people or anything else that is under your control will run itself perfectly without you having to do anything, and will only improve when actively run by you. And even if you are unnecessary cruel, you will find the people you rule will still grow irrevocably loyal and devoted to your rule.

Great Captain (600):

- You are equal to the Five Great Captains, who are known for their supreme skills in the ways of war and strategy. The Great captains earned their reputation not just for laying brilliant plans, but for still being able to find victory after those plans began to fall apart. You have not yet earned a reputation, but if given the opportunity, you will find yourself thriving as a military leader.

Capstone Boosted:

- **The General.**
    - You are equal in skill to Matrim Cauthon, a peerless tactician. Your tactical acumen is such that no army under your command will ever suffer a defeat, no matter what the odds seem to be. You are able to lead them to victory without thought, capable of doing it almost on instinct, knowing exactly what to do. You also have all the experience and knowledge Mat gained from his additional memories, without the memory disassociation he experienced.

Female Channeler Perks:

Saidar (100):

- Saidar is the female half of the One Power. Unlike the more violent Saidin, Saidar is said to be a "river of Power" which must be surrendered to or "embraced" in order to gain control. Merely holding the one power makes your senses sharper and better, your reactions quicker, life itself feeling simply more, and channeling it's vast power allows you to manipulate reality in various ways. You were born with the spark, and have been able to channel since you were a child, and can hold the Power perpetually, even when sleeping, which is an almost unique skill. You have been taught the basics of wielding it. You can choose two elements to be strong in, Earth, Spirit, Water, Air, and Fire, and can choose two talents that you have. The stronger you are, the easier it is to learn and master new waves. You are immune to burning out, instead finding an upper limit of what you can draw upon, and you are immune to Severing.
    - One purchase makes you average in strength.
    - Two purchases make you Equal to Elayne and Egwene.
    - Three purchases make you equal to Nynaeve.
    - Four purchases make you equal to Lanfear and Semirhage and is the peak a female Channeler can become.

Dreamwalker (200):

- You are a Dreamwalker, capable of dreamwalking through the dream world known as Tel'aran'rhiod. This is an ability unrelated to the One Power found in both channelers and non-channelers. Dreamwalking is related to, but distinct from, the Talent of Dreaming. Not all Dreamers can Dreamwalk and not all Dreamwalkers are Dreamers, although the former is "generally" the case. Experienced Dreamwalkers also have the ability to enter the dreams of others, though doing this is extremely dangerous. They can also drawn into the dreams of others against their will, but only where the Dreamwalker is untutored or in very exceptional circumstances. You have been trained in the ways of the Dreams, having the experience and knowledge equal to Egwene and the Aiel wise ones. You can use this to communicate with others via their dreams. You also

know how to create Dreamshards, which are pockets of reality between the main world and the dream world, where reality itself is under your control. You even know how to trap others in dreamshards.

Absolute affinity (400):

- You have the highest possible affinity towards all the five powers, making you able to weave them with ease, taking no effort. For 200cp each, you become exceptionally talented at one element, having no equal in it. Let's say you pick water, you will be able to create tsunamis with ease and manipulate entire oceans.

Aes Sedai (600):

- You are now a fully trained Aes Sedai of an Ajah of your choice, knowing all the necessary weaves and having a century worth of experience. The weaves and experience you have depends on your Ajah. Anything an Aes Sedai should and could know in your Ajah, you now know as well.

Capstone Boosted:

- **The Amyrlin:**
    - You not only have the knowledge and skill from your Ajah, you also have equal amount from every other Ajah, with over four hundred years of experience. You also know the Flame of Tar Valon weave, which is a direct counter to Balefire.
    - This weave as a direct counter and opposite to balefire, is a weave of pure creation as opposed to balefire's pure destruction. This "Flame" is able to stop a blow of balefire, and on anyone who have given themselves to the shadow or any other dark power will find the flame being incredibly effective on them, capable of crystallizing bodies from the inside out like freezing them in ice. A multihued, beautiful crystal will grow from whatever is burned, uncut and rough. The weave can also be used to repair any damage done to the fabric of reality.

Male Channeler Perks:

Saidin (100):

- Saidin is the male half of the One Power. It is described as a raging torrent of the Power which must be subdued and dominated by a strong-willed channeler in order to be controlled. You were born with the spark, and have been able to channel since you were a child, and can hold the Power perpetually, even when sleeping, which is almost unique. You have been taught the basics of wielding it. Merely holding the one power makes your senses sharper and better, your reactions quicker, life itself feeling simply more, and channeling it's vast power allows you to manipulate reality in various ways. You can choose two elements to be strong in, Earth, Spirit, Water, Air, and Fire, and you can choose two talents that you have. The stronger you are, the easier it is to learn and master new waves. You are immune to burning out, instead finding an upper limit of what you can draw upon, and you are immune to Severing.
    - One purchase make you average in strength.
    - Two purchases make you equal to Demandred and Logain.
    - Three purchases make you equal to Rand Al'Thor and Ishamael and is the peak a male Channeler can become.

Taint immunity (200):

- You are immune to the Dark One's Taint, and as such you will not even feel it's touch on Saidin, though you can sense it if you look for it. This will therefore prevent you from turning mad from channeling the One Power. This will also protect you against other negative side effects from similar corruptions, like the degradation and madness from the Dark Side of the Force.

True Talent (400):

- You have every single talent for the One Power, from healing to gateways, and will find yourself learning the necessary weaves naturally. You also get to choose one Talent to be exceptional at. So if you pick Healing, you will be equal to Nynaeve and Semirhage, and if you pick Compulsion you will be equal to Graendal. For 200cp more, you become as talented as you can possibly become naturally in all Talents. You

become as talented at Compulsion as Graendal while also being as Talented at Healing as Nynaeve at the same time.

Asha'man (600):

- You are now a fully trained Asha'man. You know all the weaves expected from an Asha'man as long as you have the necessary Talents, like Traveling, Bonding, Healing, Aligning the Matrix, Arrows of Fire, Blossoms of Fire, etc and you are an experienced combatant when it comes to wielding the One Power. Anything an Asha'man should and could know, you now know as well.

Capstone Boosted:

- **The Dragon Reborn:**
    - You gain four centuries worth of knowledge and experience from the Age of Legends, alongside both the skill and experience in every single Talent and Affinity you have to equal Lews Therin, capable of weaving tens of thousands of weaves at once. You also know the weave Balefire.
    - When a target is struck with balefire, its thread in the Pattern is destroyed, in an amount proportional to the power of the balefire strike. This translates to both the target's existence, and actions up to a certain point, being retroactively erased. Additionally, balefire will only travel a certain distance and will only penetrate through so much solid matter, depending on the amount of Power behind it. The stronger the blast, the farther it will travel, and the more matter it will be able to consume before extinguishing. You do not have to fear Balescreams, nor do you have to fear cracks in the fabric of reality. You can control exactly how far back someone is erased, and can choose to truly erase your target, even preventing reincarnation. It does however naturally prevent resurrection, as the soul is put beyond time. You can make Balefire much stronger than normal using less power than usual.

Darkfriend Perks:

No Oath May Bind Me (100):

- You are able to ignore the effect of any oath's or bindings you have taken. This includes magical contracts, deals with the Devil and any other similar bindings. This will also protect you from any backlash from the oath/binding/etc itself, though not the reaction of others.

Turning (200):

- You are capable of Turning anyone, shifting their allegiance to you. The process twists the person so that any previous commitment is redirected towards you. The stronger a person's conviction to fight, serve or live for someone or something (this includes themselves), the more dedicated they will be to serving you. Once turned, their mind, body and soul are yours to do with as you will. You don't need thirteen Myrddraal and thirteen Dreadlords to use this ability, but the stronger the will of the being you turn, the longer it takes. The longest it will take is one week of concentrated Turning (as in spending hours every day on turning one), but after one week, even the strongest of willpower will break. You can do this without the need of the One Power, merely having to touch the one you want or turn with the desire to turn them.

Loyalty (400):

- People who serve you, follow you or have been trained, taught or raised by you will be irrevocably loyal to you, being unable to betray you under any circumstance whether through carelessness, deception, or any other way. They cannot break under torture, be brainwashed or reprogrammed against your will. This will work even on those who only serves you temporarily, but only for the amount of time they stay in your service. People you consider your second-in-command will never attempt to overthrow, replace, or otherwise hinder you in any way. This will work even beyond death, preventing betrayal even beyond the grave. This also works on your Companions.

Forsaken (600):

- You are now equal to one of the Forsaken, having all their gifts granted from the Dark One, except for the True Power, without any of the consequences, like the Dark One owning your soul. You have centuries worth of experience, along with knowledge from the Age of Legends. Not only that, but you specialize in one area. Perhaps Psychology like Graendal or Bioengineering like Aginor. Whatever you specialize in, you will struggle to find any equal, and if you have any powers that would work alongside your specialization, like the One Power, then you will be unequaled. You have also been granted immortality, never aging beyond your prime, and if you are killed, then you will be resurrected into your original body, fully healed and whole, unless you are killed by Balefire or any similar powers.

Capstone Boosted:

- **Nae'blis:**
    - You can now wield the True Power, without any downsides, and in nigh-infinite amounts, having been granted essentially unlimited access to the True Power. You have the same level of skill and experience in wielding the True Power as Moridin, and all your experience, skills and Talents translate from the One Power to the True Power, giving you the same innate skill at using the True Power. You can at will manifest the Saa, the aura and any other effect that comes from wielding the True Power. You can also grant others the ability to use the True Power, of whatever amount you so want, though they won't be protected from the downsides. You can also give others the same immortality of the Forsaken perk, halting their aging and allowing you to resurrect them if they are killed, even resurrecting them into a new body. This is an immortality you can take back at will. Your own immortality now also resurrects you even if you are balefired or something similar.

Exceptional Talents

Usually there are peaks, limits, to how talented one can be in a certain Talent in the One Power. This usually limits the versatility and capability of that Talent. No more. By buying one of these, you have the ability to wield the One Power beyond the inherent limits others suffer from.

This is exclusive to those who have purchased Saidin or Saidar.

Healing (400):

- When it comes to Healing with the One Power, you have no equal. Where others would struggle to heal, or say it is impossible, you are the exception. You are able to heal anything, even the Tainted wounds of Rand, wounds that even Nynaeve couldn't heal. If you heal someone who has burned out or been severed, they will be returned to full power without the need for using the opposite power of the one you heal. You are even capable of healing age, rejuvenating people and turning them younger physically. Anything apart from Death can be healed, and if you are fast enough, you can even bring people back to life.

Traveling (400):

- Traveling is one of the most useful talents to have, yet it's limits are based on how talented you are. Usually you would be limited by how large you can make a Gateway, and how far you could travel with it. Now however, you have no limits when it comes to either, as even the weakest channeler would be able to make a planet sized Gateway with this level of Talent, and use it to travel across the universe. It can also be used to travel to other dimensions. Your Talent also allows you to target your Gateways down to the centimeter, as it feeds you the location you wish to go to. There are no equal to you when it comes to Traveling.

Compulsion (400):

- One of the most versatile and insidious Talents out there, Compulsion is still limited in it's use, as making a compulsion too weak will allow one to ignore it, while making it too strong will destroy the personality of the compelled. You however are not so limited, and can use it to compel, control and influence the thoughts, emotions, behavior, actions and memories of people you compel without damaging the mind, or turning them into a puppet without a sense of self, or supplanting the beings personality, unless that is what you want. This is Compulsion as it should be, being as powerful and versatile as you want it to be. You can make your compulsion weaves unnoticeable, as well as make it impossible to break free from the compulsion and prevent anyone besides you from being able to unweave the compulsion.

Living construct (400):

- You are capable of making a Construct of pure power, similar to the one Rand made in the Stone of Tear. It will seek out and destroy any targets you send it after, as unlike Rand, you can send it after any being, not just Shadowspawn. This is powerful enough to destroy entire armies in moments, and works at your will, meaning it won't hurt anyone/anything you don't want it to hurt. You can dismiss it at will as well. Usually, one would need a powerful Sa'angreal akin to Callandor to create this, but you can do this even with the weakest connection possible, though you can increase it's power by feeding it more of the One Power.

Any talent (400 each):

- You may take any known Talent, and receive an unparalleled level of skill and talent in it. Any known limitations are broken when it comes to you, and the rules don't apply. You may also use this to create your very own unique Talent as well.

Items:

You may import appropriate items into any of your choices. You may also combine purchases from this jump within reason to make a better item.

Generic items:

Chora (100):

- The chora are genetically engineered organisms originally created using the One Power that emit an aura of peace and well-being. You now have your very own Chora tree, as well as seeds ready to be planted which will instantly grow into a grown Chora tree.

Belt of protection (100):

- When triggered the ter'angreal forms a thin but extremely protective "armor" against the skin of the wearer. This protection is invisible except to whoever is using it, and it protects against any kind of blow. It will activate automatically when you are about to be hit or hurt, and doesn't need the one power to be used.

Dreamshard (200):

- You now own and control your very own Dreamshard, capable of utilizing it even if you don't have the One Power. A dreamshard is a pocket dimension created by a powerful Dreamer or dreamwalker. It exists between the real world and Tel'aran'rhiod. As the Creator of the dreamshard, you have complete control over the contents of the dreamshard and the people that are brought into it. You can enter and exit at will.

Dreamspike (200):

- A dreamspike is a large, spike-like piece of silvery metal that is topped with a large metal head and set with golden inlay. The ter'angreal is able to make a type of barrier both in Tel'aran'rhiod and in the waking world, though the purple dome it creates can only be seen in the world of

dreams. The dome has an adjustable radius, presumably up to several leagues, when active, with the Dreamspike at its center. Touching the barrier in Tel'aran'rhiod drains the energy from a person and can likely kill them. The barrier prevents instant transportation in or out of it in both worlds. In Tel'aran'rhiod, willing oneself to be on the opposite side of the barrier simply fails to work. One quirk of this is that if a person holds the activated Dreamspike in Tel'aran'rhiod, he or she can still move beyond the dome with relative ease, by willing oneself just to the inner edge of the barrier, at which point the dome will instantly reorient to the Dreamspike's new location, freeing up travel to locations that were beyond the barrier's previous perimeter. In the waking world, Traveling is useless except for those who are allowed by the user of the Dreamspike; gateways of all forms simply fail to form. This allows the Dreamspike to be used to protect oneself from hostile channelers, who will be unable to Travel to the user; it can also be used to trap a channeler in place by disabling the ability to Travel. However, the Dreamspike does this not by making it absolutely impossible to open a gateway, but rather by imposing a huge amount of resistance; This will also work against any other form of teleportation. No One Power is needed to use it.

Binding Rod (200):

- A binding rod is a type of ter'angreal created in the Age of Legends. Its use is to make oaths binding; that is, it is not possible to knowingly break an oath sworn on a binding rod unless the rod is used again to release the person from it. Binding rods are generally ivory-white and about a foot long. Binding rods usually only work on channelers, but this one can be used on anyone, and unlike the original ones, this one does not need the One Power to be activated. The binder can also be used to remove any oaths previously sworn. If it happens that two oaths conflict, so that it is not possible to fulfill both, the channeler is rendered unable to breathe and will soon die if the conflict is not removed. Swearing oaths usually causes a painful tightening of the skin, which is responsible for the "ageless" look of Aes Sedai. Yours does not cause this, nor does it severely shorten the lifespan of whomever makes an oath with it. Any oath made with this rod can only be unmade with this specific rod.

Domination Band (400)

- The Domination Band, also known as an A'dam, is a Ter'Angreal in the form of a flexible collar and a bracelet made out of a form of Cuendillar, making it nearly impossible to destroy. The wearer of the collar is completely controlled by the wearer of the bracelet.
  Usually this would only work in the hand of channelers, and must be made for either the female half or the male half of the One Power, but this one doesn't have that necessity, allowing you to control someone without being able to channel and control someone who isn't capable of channeling. It comes with all the other abilities of an A'dam, like the protection against being burned out and the ability to control even the senses of the collared. It allows the addition of emotional sensations to the damane's worldview; making you able to punish whoever is under your control immediately and unavoidably for any transgressions. Any pain inflicted on a the one who wields the bracelet is also felt by the one who wears the collar, though they feel it twice as severely, effectively preventing them from attacking their controller. The controlled cannot pick up a weapon. If they think of using an object as a weapon, they will not be able to pick it up until they completely expunge the thought from their mind. When the bracelet is not worn, moving it will incapacitate the Controlled with pain and nausea. This prevents them from escaping even when unattended. There is no limit to the range between the bracelet and the collar for this one, and only you can take the collar off or put it on someone. If you have the ability to create ter'angreals, then you can create more of this improved version of an A'dam.

Red Gateway (400):

- You have a Doorframe Ter'angreal' that you can enter, arriving at the Realm of the Finn, where you can contact either the Aelfinn or the Eelfinn, all depending on whom you want to meet when you enter.
  The Aelfinn will answer any three questions truthfully, but care must be taken: questions concerning the Shadow or similar beings often result in death or madness. Frivolous questions are also punished, although it seems the perspective of the person asking the questions is important. The Aelfinn answer these questions in return for the experiences and

memories of the questioner; they do not steal them, instead simply passively absorbing them.
The Eelfinn on the other hand will grant three wishes of anyone who visits them, but a price must be set beforehand when dealing with them; if you do not, they will set their own price to their own liking. This is usually painful or even deadly for the petitioner. The wishes cannot be too large or immense, so fanwank responsibly.
The doorframe ter'angreal will protect the departure of anyone who enters through it, as by ancient agreements. You will therefore never be stuck inside, nor will the Finn prevent you from leaving.
You can enter the world of the Finn once for each of the Finn every ten years.

Non Channeler items:

Power-wrought weapon (100):

- You now own a Power-wrought weapon of your choice. The weapon will be made perfectly for you, being the perfect weight, size and balance for you to wield it like an extension of yourself. And because it's power-wrought, it will never break nor blunt, and needs no maintenance to keep in order, never need any sharpening while being immune to corrosion and rust. If the weapon has a blade then it will be sharp enough to shave with.
  It will also be extra effective on Shadowspawn and similarly creatures in future jumps, as well as seeming to burn anyone on the receiving end of it. It will also prove capable of permanently killing beings with immortality. You can import any weapon you own, and can choose to make it have the heron mark.

Anti-Power jewelry (200):

- You have a piece of jewelry that prevents weaves of the One Power from affecting you, as well as the direct effect of any other supernatural ability (like the Force). This can be any item, from a ring to a medallion. Being touched by waves by Saidar makes the item turn cold, while weaves of

Saidin makes the item go warm. You can still touch the One Power and use any supernatural power while wearing it.

The Guardian (400):

- You now own your very own Guardian Ter'Angreal. It is made of three large discs a full span across that looked like clouded crystal had been set into the floor and inlaid with a long thin wedge of clear crystal that pointed toward the chamber's center. Metal collar surrounded them, marked off like a compass with small markings looked like numerals. The three discs can create an area around something the size of a city that cuts off channelers from the One Power. The Guardian is similar to a stedding because it stops channelers from embracing the True Source but not destroying their weaves, meaning items like a well can be used inside the dome. Men are cut off about a mile around the city sized area, while women are cut of at the city limits. The third disc creates an even larger area that allows channelers to be tracked. Each of the disks has within it a crystal wedge which ordinarily points to the center of the Guardian's chamber. When a channeler channels, the wedges all swing to point to him or her. When the Guardian detects Saidar, the wedges turn red, and when it detects Saidin they turn black. The stones around the three rings are marked with highly detailed points of the compass, allowing the channeler's position relative to the ter'angreal to be plotted on a map. Similar to an Ogier stedding channelers cannot even sense the True Source and anything channelled against the city simply melted away at the edge of the active area. Even balefire disperses on hitting that border. But this protection does not protect it from indirect uses of the One Power, for instance a great boulder thrown with the One Power from outside the perimeter defended by the Guardian could hit the city with devastating effects. This does not only stop the One Power, but also any other similar supernatural power. The Force, Magic and anything similar are treated the exact same. You can move it and turn it on and off at will. Your own powers will never be stopped.

The Stone of Tear (600):

- The Stone of Tear is an immense fortress, believed to be mankind's oldest surviving stronghold and indeed oldest existing structure, having been erected shortly after, or during, the Breaking of the World. It was built by Aes Sedai using the One Power: Earth, Air, and Fire fusing stones together without joint or mortar. The Stone resembles a great mountain and towers over the city of Tear. You now own your very own version of the Stone, which you can import into any jump almost anywhere you want. It does not contain the Great Holding, nor the Defenders of the stone, being completely empty, but it does grant you an immensely defensive, self-sufficient citadel. The inside of the fortress is intentionally complex with multiple hallways joining at odd intersections in order to confuse invaders and provide defenders with even more of a territorial advantage. Arrow slits are the only sizable windows, and any attempt to reach them would only succeed if the person trying was not spotted by the towers (obviously the arrow slits are a later modification, when the kind of warfare was less advanced than the time when the Stone was initially built. The walls are strong enough to deter any siege engine and is nigh unbreakable.

Army of Light (800):

- What you have here is almost the entire Army of the Light, more than a million people armed and ready to fight for you like the their life depends on it, irrevocably loyal to you. This unfortunately doesn’t contain any Channelers, but it does contain Aiels, Seanchan, Borderlanders and everyone else. And best of all, it is led by a team of six Generals, one with skill Equal to Mat Cauthon and the other five with skill equal to the Five Great Captains. If any are killed, they will be returned alive and fully healed by Dawn. They do not need to be fed, and will take care of any maintenance and logistics by itself.

Female Channeler items:

Well (100):

- You now own a ter'angreal known as a well, allowing the user to fill it with extra Saidar to use even when cut off from the source. This can take any form you want it to take, from a belt to a ring. To fill or refill the Well the user simply has to embrace Saidar through it as though using an angreal. This one can contain a truly large amount of Saidar, seeming to never be fully filled. You can choose to make it work for Saidin instead. You can import any item you own.

Angreal (200):

- What you have here is an angreal that is so strong to be considered almost a sa'angreal, that works for Saidar. It can take any shape you want it to take, chosen on purchase, or you can import any item you own. It has a buffer that prevents the user from burning out, and won't be destroyed from too much use.

Aes Sedai (400):

- You have 100 trained Aes Sedai's that are irrevocably loyal to you. They can be whatever ajah you want, mixing them however you want. Most of them are of slightly above average strength, but one of them is equal to Nynaeve and takes on the role of leader for the group.

Sa'angreal (600):

- What you have here is a sa'angreal equal to the Sakarnen, that works for Saidar. It can take any shape you want it to take, chosen on purchase or you can import any item you own. It has a buffer that prevents the user from burning out, and won't be destroyed from too much use. Not only that, but you have bonded this Sa'angreal to yourself, making it so that channeling the One Power through it against you in a harmful way will cause it to burn the channeler from the Pattern.

Choedan Kal (800):

- The original Choedan Kal is a very large statue of a woman holding a crystal ball, half buried on the island of Tremalking. You have your very own version of it, hidden inside an inaccessible pocket dimension, allowing you to use it no matter where you are. It is the most powerful sa'angreal ever made for Saidar, along with its corresponding male counterpart. It is controlled with a ter'angreal called an access key, which is needed so that the channeler may survive and wield the massive amount of the Power available by the Choedan Kal. You have the only access key, which takes whatever shape you want it to instead of being a smaller statue. Neither the main Sa'angreal nor the access key will be destroyed or break through heavy use of the One Power. You find that you won't struggle with wielding this amount of power.

Male Channeler Items:

Improved Bloodknife ring (100):

- This ring, being a simple black metal ring that changes it's size to fit your finger perfectly, is an improved version of the Bloodknife ring, a nearly useless suicide ring usually employed by the Seanchan. This ter'angreal, while worn, boosts your strength and speed to incredible, superhuman levels, equal to someone carrying five of the original Bloodknife rings at once, and allows you to not only hide yourself inside shadows, but also travel through them, allowing you to teleport from any shadow near you (like the one beneath your feet) to any other shadow within a league of your location. It comes without the drawback of drastically shortening your lifespan, and can be replicated in a slightly weaker form, the replication only giving you the ability of the original Bloodknife rings without the lifespan draining drawback.

Angreal (200):

- What you have here is an angreal that is so strong to be considered almost a sa'angreal, that works for Saidin. It can take any shape you want it to take, chosen on purchase, or you can import any item you own. It has a buffer that prevents the user from burning out, and won't be destroyed from too much use.

Asha'man (400):

- You have 100 highly trained and battle ready Asha'man that are irrevocably loyal to you. Most of them are of slightly above average strength, but one of them is equal to Logain and takes on the role of leader for the group.

Sa'angreal (600):

- What you have here is a Sa'angreal equal to the Sakarnen, that works for Saidin. It can take any shape you want it to take, chosen on purchase or you can import any item you own. It has a buffer that prevents the user from burning out, and won't be destroyed from too much use. Not only that, but you have bonded this Sa'angreal to yourself, making it so that channeling the One Power through it against you in a harmful way will cause it to burn the channeler from the Pattern.

Choedan Kal (800):

- The original Choedan Kal is a very large statue of a man holding a crystal ball, half buried in a village of Tremonsien in Cairhien. You have your very own version of it, hidden inside an inaccessible pocket dimension, allowing you to use it no matter where you are. It is the most powerful sa'angreal ever made for Saidin, along with its corresponding female counterpart. It is controlled with a ter'angreal called an access key, which is needed so that the channeler may survive and wield the massive amount of the Power available by the Choedan Kal. You have the only access key, which takes whatever shape you want it to instead of being a smaller statue. Neither the main Sa'angreal nor the access key will be

destroyed or break through heavy use of the One Power. You find that you won't struggle with wielding this amount of power.

Darkfriend items:

Improved Mind Trap (100):

- A mindtrap, known in the Old Tongue as a cour'souvra, is a device used to trap a channeler's soul. A mindtrap is constructed of crystal and wire. It usually only possible to activate it in Shayol Ghul, using the blood and saliva of the channeler, due to the malleability of reality there. Using a cour'souvra, the victim's soul is trapped. The victim can feel it trapped in the cour'souvra and know when someone is touching it. The holder of the person's cour'souvra has complete control over that person. Should the cour'souvra be crushed, that person will become a mindless puppet, subject to the will of the one who crushed it. Channeling in the presence of the cour'souvra in which you are trapped is very painful; the nearer, the greater the pain. This one has been improved, allowing it to be activated anywhere and trap the soul of anyone, not just channelers, and also allows you to release anyone you have trapped.
  You can choose how painful it is to channel near the Mind trap, from excruciating to nothing. Should it be crushed, then you will receive a new, empty one the next night. If you have the True Power, you can also make more of this version of the Mind Trap.

Darkspawn (200):

- You get a Stasis Box containing several sets of irrevocably loyal Shadowspawn, as well as the equipment and knowledge necessary to make more of them. It contains:
  - Eight Drakhars.
  - Three Gholams of whatever gender, appearance and personality you want.
  - A pack of Ten Darkhounds, led by one of the Superior Breed, all of which are capable of making more Darkhounds by twisting the

soul of a wolf. This twisting, done by another Darkhound, transforms the wolf soul into a Darkhound with no memories of its prior life, which will serve you just as loyal.

- One Jumara.

Dreadlords (400):

- You have 100 trained and battle ready Dreadlords that are irrevocably loyal to you. Most of them are of average strength, but one of them is equal to Mazrim Taim and takes on the role of leader for the group. They are grouped in genders to allow a complete circle.

True Power Sa'angreal (600):

- What you have here is a Sa'angreal equal to the Sakarnen, that works for the True Power. It not only increases the amount of True Power you can wield, but it also protects you from the drawbacks of wielding it. It can take any shape you want it to take, chosen on purchase. This allows you to draw upon the True Power at immense levels and still be able to fully control it.

Dark Ones Army (800):

- You have an army of Shadowspawn equal to the Dark Ones army. This is over one million Trollocs, lead by 10.000 Myrddraalls. It also comes with a Channeler that takes the role of General, being equal to Demandred in both power and skill. The entire army is irrevocably loyal to you. If any die, then they will be returned once night falls. They do not need to be fed, and will take care of any maintenance and logistics by itself.

Companions:

You are free to choose, change and alter exactly what your relationship and history is with any companion you get in this jump.

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Pattern-spun lovers (Free):

- You can choose any character form the mortal Instruments universe. They will be destined to meet and fall in love with you, the love being true and deep, and will last for eternity being just as strong and vivid. If you desire it, then you will be their very first love and lover, though the last part will be unable to happen if they are parents, unless you arrive before they become parents. If you pick more than one or you get other lovers, they will be willing to share you. Some may not be happy about it, but they will because they love you.

Berelain (Free):

- Berelain sur Paendrag Paeron. A confident woman who knows what she wants and knows how to get it, she is a skilled ruler, yet also a pragmatist. She has to be, in order for small and relatively weak Mayene to survive next to large and powerful neighbors like Tear. She believes in learning as much as possible about the people she has to deal with.
  Born in 974 NE, her mother died when she was nine. She loved her father desperately, partly because her mother had been cold, partly because he returned her affection. She became High Seat of House Paeron and First of Mayene in 984 NE at age ten, and had a regent/guardian until turning sixteen in 990 NE. You two met while young, and grew closer than most believed. But you had to leave, and knowing that she was the heiress of Mayene, you knew your relationship would never go beyond the close friendship you had. When you said goodbye, you knew that the next time you would see her, she would most likely be married. So, imagine your surprise when ten years later, you find out she has not only waited for you, but grown even fonder of you. Unbeknownst to you, she had fallen head over heels for you all those years ago. She has now asked you to become her consort, and is waiting for your answer.
  She is a beautiful, tall, pale woman with long black hair to her shoulders, and has large, dark blue eyes. She is noted by virtually everyone who encounters her as being exceptionally voluptuous both in appearance and action. She knows she is sensous and sexy, and acts like it.

Elmindreda "Min" Farshaw (Free):

- Min is a fiercely independent woman with a wry sense of humor. She has the unique ability to see auras and images around people. These could tell something about people's presents and futures, and while she does not always know what they mean, she has learned how to interpret them with experience. Her viewings of the future always come true, and can not be circumvented in any way. Which is why she was shocked when she saw that she would eventually fall in love with you, staying by your side for eternity. Not knowing if her feelings would be returned, yet knowing her viewings are never wrong. So she kept close, taking opportunities to get to know you and just watching you, and lo and behold, she ended up falling for you. She decided to take the initiative in

getting closer to you, eventually becoming someone who can always bring a smile to your face and someone who steadfastly refuse to leave you, always being there for you when you need some emotional support or care, and the only thing she asks in return is your love. Do be aware that due to her independent nature, she has never done anything beyond kissing someone, never wanting to get tied down before now. She is described as 'uncommonly pretty' if short of beautiful. She is slender with short brown hair that curls about her neck, and large, dark green eyes. While she adamantly refuses to wear skirts or dresses, she wears short tailored coats, snug breeches and heeled boots to please you, making her already amazing behind look divine. She is about 5'5 tall, but likes to wear boots with three-inch heels.

Elayne Trakand (Free):

- The youngest child and only daughter of Queen Morgase Trakand of Andor, Elayne grew up in the Royal Palace in Caemlyn. She was Heir Apparent throughout her childhood, bearing the title of Daughter-Heir, as only women traditionally hold the Lion Throne of Andor.
  This left her without many friends growing up, usually spending time with her brother or her tutors. Which is why her interest was peaked when you literally fell from the heavens and landed in front of her, having climbed the wall to look at some festivities.
  Though your meeting was short, it was enough for Elayne to not only remember you, but become interested in getting to know you. So you two kept meeting in secret, and slowly over time grew closer until eventually she kissed you, before running away in embarrassment. From then on, your relationship took on a new tone, as while you where still friends, laughing and ranting together, there were moments where it was calm and quiet, both of you simply basking in each other’s presence, comfortable just existing together. If only one of you would be willing to take the next step. Though headstrong and inexperienced, she is an incredibly talented ruler, with a head for politics and a will to withstand even the harshest of challenges. Should you accept her, you will have a great Queen who will stand beside you and love you dearly, able to help you whether it be with politics, management or even ruling gigantic kingdoms or empires. Elayne is described as exceedingly beautiful, with

blue eyes like sapphires and red-gold, curly hair. With a smooth-skinned, perfectly oval face, Elayne can charm many with her pretty, dimpled smile with full red lips. She stands around one span, six inches tall with long supple limbs. She comes with two purchases of Saidar.

Aviendha (Free):

- Aviendha is one of the Far Dareis Mai who was sent west of the Spine of the World to hunt for He Who Comes With the Dawn. It was here she met you. You gave her a gift, a beautiful gift that she thought proclaiming your interest. Not willing to give the spear up for anyone, she decided not to reciprocate. On her return to the Three-Fold Land, she will be made to give up the spear and train with the Wise Ones, as she has been discovered to have the ability to channel the One Power. During her trip to Rhuidean, she will enter the Rings where she will see the future, a future where she is fated to fall in love with you. Aviendha is tall and athletically built, though with ample curves. Her eyes are blue-green and she has dark reddish hair, once short and now held back with a scarf as it is growing out. She is surprisingly pale where the sun has not touched her, slender and hard-muscled, yet with roundnesses and softnesses that will haunt your dreams. She comes with two purchases of Saidar.

Moiraine Damodred (Free):

- Moiraine Damodred is a woman on a mission to save the world. Once she has finished her mission, she will be open to join you on your journey, granting you both her council and her experience, as well as her love should you desire it. She is described as having dark hair, hanging in ringlets. She looks to be around mid-twenties, but with large, dark eyes that belong to a much older woman. She is relatively short, standing at 5'2", and has a melodious voice. She comes with one purchases of Saidar.

Lanfear (Free):

- This is Lanfear from another world, who entered this world through the Portal Stones. This Lanfear never was Lewis Therin's lover, deeming love and desires to be unnecessary, and instead devoted her path to learning and researching Saidar to a level no one else have reached, in her pursuit of power. She took the name Lanfear to distance herself from her fellow Aes Sedai, finding the limits imposed on Mierin the Sedai to be too strict. While searching for a way to learn some way to break through her limits with Saidar, she used the Portal Stones and ended up here. Where she met you and, for the first time in her life, felt something other than her endless lust for power. She is still proud, arrogant, presumptuous, and self-absorbed, but unlike the Lanfear of your world, is capable of loving someone other than herself and feeling something other than her want for power. All you have to do is accept her, and you will have one of the most powerful and loving women in the world. Do be aware that she has never been close to someone like she is with you, so she will be incredibly possessive and slightly obsessed. Her most noted physical characteristic is her astonishing beauty, being one of the most beautiful women who have ever lived. She is quite tall, a little more than a hand shorter than Rand al'Thor, and have smooth, ivory-pale skin with long black hair, but unlike the Lanfear of this world, who has black eyes, she instead has incredible sapphire blue eyes. She typically wears a white dress, divided for riding, with a silver belt. Her boots also has silver worked onto them. She usually disguises her true face and age with the One Power. When masked, she looks about the age twenty years old, but does in actuality look older, but not so much aged as more mature and riper, making her even more beautiful and seductive. She goes by the name Selene, as she found out about the Forsaken of this world and how one of them is named Lanfear. She comes with four purchases of Saidar.

Graendal (Free)

- Graendal was once known as Nindar, a famous psychologist for nearly four hundred years, known to heal mental afflictions even the use of the One Power could not cure. She was also a distinct ascetic, living an unadorned life. So fervent were Nindar's beliefs that she thought that all who could not live up to her standards were morally inferior. When she eventually realized that the world could and would never live up to her moral standards, she broke, having tethered on the edge for a long time, hidden behind her facade and iron control. This created her alter ego, Graendal, a creature of decadence and excess, yet completely inexperienced, only knowing about such indecencies due to her treating several cases of such over her 400 years of psychology. Knowing that her new lifestyle wouldn't be accepted, she sought freedom in another world, using the portal stones. Which is where she found you. She is an unawakened nymphomanic, as she hasn't partaken in the pleasure of flesh even once in her long life. She has chosen you to be her first, the only one fit to stand beside her, if you choose to partake. If you do, you will be the only one she cares about in the whole world. Though do be aware that it will take some doing to fulfill all her decadent wants, as she has a desire for the most perverse sensual pleasures with a wide variety of fetishes and wants, including all of yours in addition to many others. One of her quirks is that she likes to keep only the most attractive women and feminine men near her as her servants, reducing their minds to empty husks that only lives to serve her will. She is the perfect head of concubines. Graendal is one of the most physically beautiful women to have ever walked the earth, and habitually wears revealing and seductive clothing and expensive jewelry. She is a beautifully full-figured woman with elaborately curled red-gold/sun-colored hair, but don't let her appearance fool you, she is still an incredible psychologist and a highly intelligent person, she just uses it for her own gain, and yours, instead of for others. She comes with three purchases of Saidar.

Semirhage (Free):

- Semirhage was the most gifted healer in the entire Age of Legends, an occupation then known as a Restorer. She was whisked all across the world because she could heal anything short of death. Revered as she was, Semirhage sometimes gave people a little extra pain after healing, but few said anything about it due to having been saved from death by her. Some people were deemed undeserving of life by her, and those were not saved but killed instead, doubtlessly in an unpleasant fashion. The reason for her causing unwanted pain is her sadomasochistic nature, taking pleasure in causing pain to others and having others cause pain to her, though she hasn't experienced the latter due to her having never allowed anyone to come close enough to try. When the Hall of Servants found out about her sadistic crimes they offered her a choice: be bound as a criminal by a Binder not to take her 'pleasures' or to be severed. Semirhage was furious at the Hall for thinking more of "common people" over someone as important as her. She chose a third option, and used a Portal Stone to go to another world where no one knows her and where she would be free to do whatever she wants. When she arrived, she took her new name Semirhage. However, she found herself lost, not knowing the political climate and without any resources. Which is when she found you. Somehow, you captured her interest, and instead of wanting to cause you pain, she instead wanted to keep you safe and loved. You now have the greatest healer alive wishing to keep you alive, and the greatest torturer who will torture and kill anyone who means you harm. She has never had this kind of connection before, so she is a bit insecure about it, but should you accept all of her, both her sadistic and masochist side, then you will find no one more devoted. Despite being one of the most powerful woman in the One Power, her talents and skill in using it at combat is incredibly low when compared to Lanfear or many of the other Forsaken. Her talent lies in healing and torturing, having immense knowledge from both her experience with the One Power and her training in biology and medicine. She is slender, and taller than most men (6'1 1/2), yet proportioned such that her height is not striking when she does not stand next to other people. She has a beautiful charcoal-black face with large black eyes and full lips, all of which compliments her fit, curvy body. She also likes to keep her wavy hair short. She comes with three purchases of Saidar.

Isendre (Free):

- A young woman with dark hair and a pale, beautiful, heart-shaped face. She has dark eyes and a smoky voice. She was originally a Darkfriend, but grasped at the opportunity to be free from the Dark Ones grasp when offered. She now serves as your eternally loyal servant.

Halima Saranov (Free):

- A Borderlander woman who was attacked by darkfriends, but was saved by you, granting you her undying loyalty and devotion. She is a bit snarky, and enjoys the looks you send her because of her beauty, though her confidence and charm becomes rustled when you takes initiative, showcasing her inexperience. Her body is strikingly beautiful; her perfect face has big green eyes and glossy black hair. She has a thin waist and large hips. She often shows a large amount of her full, firm bosom. She is about 5'4 or 5'5 tall. She has an earthy, outspoken manner. Women would describe her as the sort of woman who had been dreamed up by a lascivious man. *And she is not the reincarnation of Balthamel*.

Melindhra (Free):

- An Aiel Spear Maiden who used to be a Darkfriend, until your benefactor took her aside and turned her to your service instead. She's about thirty years old, tall with short golden hair and pale blue eyes. Being a Far Dareis Mai, she is naturally fit and an incredible fighter

Melaine (Free):

- Melaine, of the Jhirad sept of the Goshien Aiel, is a Wise One who can channel. She is known for her temper and her above average strength in the One Power. She is a beautiful woman with golden-red hair and green eyes; she looks about thirty, but is in reality between 84 and 110 years old. Yet even though she has lived a lifetime already, she has never been married before. Originally looking at Bael as a potential partner, she changed completely when she met you, finding you both fascinating and irritating. Do be aware that she is an Aiel, who has quite a different way

of life, with different traditions and more. She comes with the Saidar perk at base.

Sevanna (Free):

- An Aiel who even as a young woman found herself drawn to power. So when she found out about the pure potential for power you hold, she used her beauty to seduce you, hoping to use it to control and manipulate you. Perhaps you should lead her own, allowing her to live in her delusions, or perhaps you should turn the tables on her. Whatever you do is up to you. She has golden hair and green eyes. She tends to wear as much jewelry as she can which covers most of her considerable bosom.

Shaiel (Free):

- A wetlander who travelled into the Aiel Waste, where she became a Far Dareis Mai within a year despite of the lack of Aiel origins. She never told her real name or her explicit origin to the Aiel. They only knew her by her chosen name Shaiel, meaning "Woman Who Is Dedicated" in the Old Tongue. She was left for dead on the steps of Dragonmountain, almost frozen to death and just having given birth. Her child adopted by a friendly man who believed her dead, she was saved from freezing to death by your benefactor. Unfortunately, the near death experience left her without her memories, remembering only her training as Shaiel of the Far Dareis Mai.

Far Dareis Mai (Free):

- What you have here is 1000 highly trained Far Dareis Mai, who carries your honor. They will not allow your honor to be represented by any other group, but will be fiercely protective over you.
  The Maidens have a variety of attitudes towards you. Like other Aiel, the Maidens won’t take your commands as law; but they, more than most, readily disobey any of your commands that they consider "foolish." They listen to your instructions in battle, but they find it unacceptable if you leave them out of the battle - and they are willing to show their anger if

you treat them as somehow less than the other male societies. Many of the Far Dareis Mai treat you as a brother or a son - irrespective of their relative age. Maidens twice your age may joke with you like a brother, and Maidens younger than you may just as easily pester after you to make sure your not too cold at night.

Birgitte Silverbow (Free):

- Birgitte Silverbow is a legendary heroine and archer, and one of the Heroes of the Horn, who has been known by many different names in many different ages.
  A heroine of many hundreds of gleeman's tales and legends. Like many of the great heroes of the Wheel of Time, she has been "spun out" into the Pattern many times, taking a different name but always following the same pattern: an archer, sometimes a soldier, who is linked to a lump-faced man who fights with two swords (most famously known as Gaidal Cain), whom she at first hates but eventually falls for. But not this time. Somehow, she was pulled out of Tel'Aran'Rhiod and into the real world, taken out of her reincarnation cycle, with all she had left being her name, personality and skill, but no memories. You two met while she was out hunting, and struck up a friendship. You two often head out to drink and experience the nightlife, where Birgitte while drunk often gets a bit handsy. Until one day, she just decided to drop the pretenses and kissed you stupid. The next day, as she couldn't get rid of her stupid smirk. Perhaps it is time to retaliate. Birgitte can be regarded as somewhat of a tomboy, but has no problem showing off her body as she takes to wearing usually very revealing clothes. She is extremely fond of drinking and frequently enjoys spending time in taverns and pubs with fellow soldiers, bearing humor and manners that are very similar to theirs. Birgitte is willing to openly admire men that she finds attractive in public, and she very seldom watches her language or her temper. She's 5'6 tall and slim in a muscularly defined way, with a long, thick, blond braid of hair down to her waist, all of which makes her even more attractive with her blue eyes and beautiful features.

Aludra Nendenhald (Free):

- Aludra is a highly skilled Illuminator originally from Tarabon. An Illuminator is a member of the Guild of Illuminators, the secretive guild that manufactures fireworks. She is pretty, with large, dark eyes and a small, full mouth. She is slender with waist-length dark hair. She is thought to be in her mid thirties, though keeps her age a secret.

Gaia (Free):

- You managed to come across a stasis box and managed to open it, where you found her. Gaia was an experiment during the age of legends, to try and improve upon the Nym. The Nym are constructs of Aes Sedai from the Age of Legends, with the ability to use the One Power for the benefit of agriculture. It was said that a Nym would not die as long as plants grew and that “Where a Nym touched, all manner of green and growing things thrived”. They looked like humanoid plant creatures with hazelnuts for eyes and shoots for hair. Proportionally, they were as much taller to Ogier as Ogier were to men. Gaia however looked nothing like the Nyms, instead taking on the appearance of a beautiful woman with green skin, green eyes and brown hair. Her power over nature is even stronger than a Nym, and yet she is the only one in existence, her maker hiding her during the Collapse, never activating her. When you freed her, she activated and imprinted on you. You now have an innocent dryad with incredible powers and almost no knowledge following you around. And due to her imprinting, she keeps trying to sleep with you, due to her creator not having not had the time to set the imprinting to servant, instead having somehow put it on seeing whomever she imprints on as her mate.

Zomara (first Free, 100cp for each follow purchase)

- A zomara, whether male or female as it is difficult to distinguish the difference, is slender, beautiful, young-appearing, and always smiling, with golden hair and blank, dead black, empty eyes. They wear tight white breeches and flowing white blouses and move with disturbing grace. They are also able to read minds, but are unable to speak about whatever they thoughts they read. You have a dozen of them with each purchase of whatever gender you want, able to mix and match however you want. These have been cured of their connection to the Dark one, allowing them to enter through Gateways and do other things normally prevented from Shadowspawn, and can choose to have them lose their blank, dead eyes.

Scenarios:

Cleansing of Saidin:

You have to Cleanse Saidin of the Taint, and make most of world believe the Taint is cleansed and that being a male channeler won't lead to madness.

Reward:

- The One Power:
    - You can grant others the spark which gives them access to the One Power, which will give either Saidin or Saidar depending on if they are male or female. You can choose how strong they become, and can even take the One Power away from them at will. Anyone you grant a spark to, will find themselves intuitively grasping the basics of the One Power, not like a wilder but as if they were trained, preventing them from developing a block. You can choose exactly how strong they become and what talents and affinities they have.

The Dragon Reborn:

Requirement to take the scenario: Saidin or Saidar.

You take Rand's place one week before the attack on Emond's field, getting his life and memories. You must now take on the role of the Dragon Reborn and save the world from the Dark One. Which will be incredibly hard, as he is nigh-omnipotent outside of the pattern and not much weaker once fully free within. You cannot kill him, as that will leave Humanity without true free will and will be consider a failure in this scenario. You will have to completely seal him back up, making his prison completely intact, all of which can only be done at Shayol Ghul, at the location of the Bore, where his power is strongest and his influence is immense. You then will have to step outside the Pattern to get the Dark One away from the bore so that you can seal it up completely.

And sealing it like Lewis Therin did is not enough, you have to seal it completely, like Rand did in Memory of Light. It doesn't have to be done the exact same way, but finding another way to do it will be difficult, if not almost impossible.

Should you fail, then you will simply move on to the next jump without any 600cp perks or 600cp/800cp items you bought in this jump. But should you succeed, you get the reward.

Reward:

- Randland:
    - You get Randland itself and all its inhabitants, coming along as it's very own pocket dimensions you can enter between and bring other into.
- Indomitable Willpower:
    - For having faced the Dark One and survived, you have gained an indomitable Willpower. Your willpower is unbreakable even against the most powerful of beings.
- The Champion:
    - Your channeling abilities are now at the highest level possible, at Rand's level if its Saidin and Lanfear's level if it's Saidar. If you already have that, you get the CP back and can use them elsewhere in this jump.

    - You are a savant at creating new weaves, intuitively knowing how to weave the different flows to fulfill whatever purpose or desire you want. This, combined with you being as powerful as one can possibly be in the one power and thus making it far easier for you to learn and wield the One Power, makes you able to invent new weaves with ease, and rediscover and even improve old and known ones
- The Light:
    - You gain access to The Light, which is another source of power akin to The One Power and The True Power.
    - You are now a channeler who is able to tap into The Light. This is the One Power in it's true form, a pattern of interlaced saidar and saidin in their pure forms. Not Fire, not Spirit, not Water, not Earth, not Air. Purity. Light itself. This is the power of Creation, the energy that turns the Wheel. Within the Light, there are thousands upon thousands of powers, all of which are more varied, more vibrant than anything within either Saidin or Saidar, which you can access instead of tapping into the full power of the Light, and weave like threads in the One Power. These threads you hold are the very fabric of creation itself, and is not bound to Fire, Air, Earth, Water or Spirit. No, these threads are somehow more base, somehow more varied. Each one are individual, unique. Instead of Five Powers, there are thousands, and you can wield and weave them all to manipulate the essence of creation itself and warp reality. Merely holding the Light allows you to see the vast possibilities of reality, and what can happen in the future. This allows you to use the Light to shape it to your liking. Using the Light in it's entirety, you are capable of creating entire worlds, shatter reality, and even killing beings of immense power like the Dark One, and far more, being the literal force of creation. Only The Dragon and the Creator has ever had access to this power, and the true limits of this power is unknown, but it is vast and near limitless.
- Direct Connection to Pattern:
    - You will also be granted the ability of Reality Warping. Having been connected to the Pattern in your battle with the Dark One, in a way no one other than the Creator and the Dark one has been

before, you are able to weave the Pattern itself to your will, reshaping reality to your will, similar to how Dreamewalkers and Wolfbrothers can affect Tel'Aran'Rhiod, only in the waking world and without any of the drawbacks and weakness. Your will has no equal and the world is malleable, but you don't have to fear losing control or doing anything you don't want to do. The limits on this depends on your imagination.

Sparking scenario:

You take the Dragon Reborn Scenario, without any powers or perks from former jumps and without your warehouse, without the points from the drawbacks from before or outside this jump. You will only have whatever perks and items you buy here, and any perks you buy will start incredibly weak, growing in power over time until, after two years time, they will reach the powers told in the description. Should you succeed, you will Spark, while also getting the former reward, enhanced to the level of the Creator, taking away all your limits and granting you the necessary experience in wielding your power necessary to become an Omnipotent Creator yourself.

Drawbacks:

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

Claustrophobic - 200cp:

- You are now claustrophobic, becoming almost unable to stay in small rooms for a long amount of time.

Dragon's Fang - 200cp:

- You have now been marked by a Dragon's Fang somewhere on your body where it can be seen. Anyone who sees it will mistrust you, and will see you as an omen of evil or ill luck.

Limbless - 300cp:

- You have lost a limb or some other valuable organ like an eye.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Madness - 400cp:

- You are slowly going mad with the Taint. This will never reach the amount necessary to kill you directly, but your madness will increase slowly over the next years in ways that fit your personality.

Interest of the Forsaken - 400cp:

- You have garnered the interest of one of the Forsaken. What sort of interest this is depends on the Forsaken. Can be bought multiple times.

Kill Egwene - 600cp:

- All you have to do is kill Egwene or make sure she dies as soon as possible.

Break the White Tower - 600cp:

- The Aes Sedai, the servants of all, have forgotten their place, and instead deem it right to rule and control the world. You have to shatter the White Tower and break down the arrogant Aes Sedai, then make sure they cannot rebuild themselves into what they became.

Destroy or Takeover Seanchan - 600cp:

- You have to either destroy or take over the Seanchan. Either break the nation itself or conquer it to rule for yourself.

Owned by the Dark One - 600cp, exclusive to Darkfriend:

- Your soul is now owned by the Dark One. He will know your every thought, your every desire, your every fear, and will torment you.

Head Home

Or

Stay

Or

Move On.

Notes:

Capstone Boosters:

- You only need to buy one Capstone booster to get the Capstone Boosted Perks.

Darkfriend Add-on:

- You do gain the discounts of both when you use this origin as an add on.

Saidar/Saidin purchase:

- Yes, you have to purchase Saidar one extra time to get peak power. This is because men are as a rule stronger then woman when it comes to the One Power. Lanfear, the strongest female isn't stronger then Asmodean or even Jahar Narishma. This is offset with Females starting with higher dexterity when it comes to weave, though this can be offset with training, meaning a man can be just as dexterous as a woman, with enough training, but the strongest woman cannot become anywhere near as strong as the strongest man.
- Only the first purchase is free, being discounted to the origin chosen, the rest cost 100 per purchase.

Saidar Perk:

- A woman repeatedly channeling Saidar over a longer time starts to "slow," meaning that she does not age in the same way as a woman without the ability, giving the woman a longer life equal to the amount of power they have. The strongest have the lifespan of a millennia (*Does not grant the ageless face the Aes Sedai is known for in the current age, as that is a side effect of the Oath Rod*). Another blessing received by channeling Saidar is that a pregnant woman will not be sick due to her pregnancy. However, her ability to channel will be harder to control over time and the woman will feel as if her weavings are slippery and oily – fading away as she tries to make a weave. Female channelers can tell when other women are touching the Source; a white glowing aura appears around their body, only visible to those trained to touch Saidar. The ability can also be sensed in any woman capable of channeling. There is however almost no way for a woman to tell when a man is channeling. Unlike with Saidin, wielders of Saidar are capable of linking together and sharing their power.

Saidin Perk:

- A man channeling Saidin repeatedly over a longer time starts to "slow," meaning that he doesn't age in the same way as a man without the ability, giving the man a longer life equal to the amount of power they have. The strongest have the lifespan of a millennia. Men feel women holding the Source as a tingling on their skin, like goosebumps. They can also sense when another man is holding the Power though not in the way women do: a man would describe it as a feeling of awe and menace, with nothing truly visible, and not easily pinpointed to a particular location or person. The farther the channeling, the fainter the feel. However, unlike women, men are unable to link together unless they link together with a woman. Instead, they grow in strength much faster than women.

Forsaken perk:

- You do not get The One power from this perk, but it assumes you are one because all the Forsaken are Channelers. Neither are you truly a Forsaken. But should you desire to become one, you only have to go to Shayol Ghul and swear yourself to his service, instantly becoming a Forsaken due to this perk.

Naeblis perk:

- The Dark One doesn't know about your connection, being unable to notice it unless you do it at Shayol Ghul itself. Nor can he do anything to you through the connection, nor can he disconnect you from the True Power.