

A Jumpchain Compliant Document

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In an age long past, this world had only one continent. All its many races lived in a state of technological bliss thanks to their advanced understanding of science and magic. But they had poisoned their own land in the process, turning large swaths of the northern portion into a desert. The people attempted to use their machines to hold back the ever growing desert, but quarreling and wars disrupted the effort. Soon, the Desert of Death covered much of the northern half of the world.

In anguish over not being able to save her people, the goddess of this world split the southern half of the continent from the northern and dragged it off into the sea. The Outer Sea was born in that moment, a protective barrier that halted the Desert of Death's march across the world. Life was allowed to flourish on the southern continent.

But the goddess discovered that there was still one more threat to her beloved people. The Dragon Clan, a people with the power to sunder the world and destroy everything. So once more the goddess acted to protect her people, creating four Guardians with but a single task: to find and annihilate each and every member of the Dragon Clan. And her will was done.

History records the Dragon Clan as a race of ruthless demons who were plotting to destroy every other soul in this world so that they alone could reign supreme. And that they were only stopped because the Guardians fought with all the strength the goddess could grant them against such evil. They succeeded, wiping out the Dragon Clan and saving this world. And now they sleep, stone statues allowed to rest for all eternity as thanks for their mighty deeds.

But the history books are wrong. The Dragon Clan, who numbered less than one thousand at the time the Guardians were created, only wished to live simple, peaceful lives. When their murderers came for them, they did not fight back. They accepted their fate or divested themselves of all of their incredible powers to live as normal humans. And not all the Guardians sleep, though only one walks the earth at the present time.

Not all of the Dragon Clan have been destroyed either. Three remain, one soon to be released from a crystal, scared and alone, one already awakened, hungry and a thief. Those two will find each other and not know what they truly are for years to come.

This is where and when we begin.

You gain 1000 CP

Backgrounds

Drop-In

Whether they fall off a train or right out of the sky, strangers always mean trouble. And they don't come any stranger than you. You've been dropped into this world with no memories, no connections, and no history at all.

Thief

Despite the relative peace, this world still has its rough spots. People disinterested in working often turn to banditry and prey on whoever they think could make for an easy target. You are a thief of one stripe or another. Whether you're a cutpurse, a pickpocket, a thug, or a second-story man, you survive in the shadows and on the fringes of society. Wherever you begin your journey in this world, the locals are sure to have a poor opinion of you.

Scholar

The great machines of ages past are no longer delivered to the Southern Continent in the massive container ships that sometimes wash up, but that doesn't mean the technology is completely lost. You are a searcher into that ancient past. Part researcher, part mechanic, you have an interest in keeping science alive while much of the world is content to drift back towards a simpler lifestyle. But few think about the combustion and steam engines necessary to keep mines open and goods flowing from town to town. That's where you come in.

Nobility [Cannot take with Guardian Race]

Sadly, in the wake of the Goddess' actions several hundred years ago, many of the old noble families have been destroyed. The few to survive on the Southern Continent have grown fat, lazy, and greedy during the years of peace. Enough so that few consider them royalty at all, merely rich assholes. The Wing Clan is the exception to this, as Wyndia came through the times of trouble intact and has since rebuilt itself into a powerful kingdom.

Taking this Background as a Human will land you as part of an aristocrat's family tasked with watching over a small, rural community. Members of the Wing Clan with this background will be part of the current ruling royal family of Wyndia in some way. You could even be a brother or sister to princess Nina, who is an adorable, but willful, little troublemaker.

Woren Clan members would truly be among the last of their kind. At the time of the story, only a scattered handful of the race are thought to exist. It will be a title with no weight behind it. The Grassrunner Clan would be in a similar state, though thanks to interbreeding with Humans their bloodline is a little more prolific, if weakened and scattered. They are a secretive bunch, however, so it is unknown if there are any other nobility left.

Guardians have never had any form of royalty and are ineligible for this Background. As for those of the Dragon Clan… well, there have always been rumors of a prince locked away and left to wait until the Guardians all slumbered, but no one with sense gives them any credit. However, the last prince will awaken shortly, so perhaps a second survived as well.

Races



Human (Free) [Age: 1d8+5 or 1d8+20]

Humans are the most common race to have survived into this era. They are adaptable and can easily learn to overcome even the most difficult of situations. They are only average physically, neither excelling or failing in any one specific area. Still, they are determined to survive and have done so in every corner of this world despite even the most hostile conditions.



Wing Clan (Free) [Age: 1d8+5 or 1d8+20]

They are the largest of the remaining clans of beast races. But due to interbreeding in the past with Humans they are slowly losing the avian abilities that differentiate them as a clan. Most still grow wings around the time they hit puberty, but in this age they are too small and weak to fly or even glide as they once could. A truly rare few still retain the clan's talent for magic. Princess Nina is the only one of her generation to show the ancient strength of magic that the clan once had. They occupy a large portion of the southern continent in the kingdom of windmills, called Wyndia.



Woren Clan (Free) [Age: 1d8+20]

A clan of cat-like people all but extinct in this age save for one or two scattered members just trying to survive. They are a powerful people, born and bred to live for the hunt. They are strong and agile enough to sneak up and bring down a large boar with just their bare hands. However, they have always lacked magical fields, which means that they make poor mages even with years of dedicated study. Not that any of them have ever had the patience to try.

As a Woren, it is entirely likely you have not seen another of your kind since your parents passed away. It's equally as likely you will not see one during all your travels of this world unless you wander around the woods outside McNeil Village. One has built a home there and would likely be astounded to meet you.



Grassrunner Clan (Free) [Age: 1d8+5 or 1d8+20]

A secretive and rather mysterious race, the Grassrunner Clan looks vastly different than it did an age ago. While they have retained their canine ears and tail, as well an oddly shaped hybrid nose, they now look mostly Human due to interbreeding. They share few details of their clan with others and seem content to chase the mysteries of the past in an attempt to help the future. Still, who can say what their motives truly are, as even those who count members of their clan as close, personal friends find it hard to squeeze out details of the state of their race as a whole.



Guardian (500 CP) [Age: 300]

The histories were obviously mistaken when they said the goddess only created four Guardians. For here you stand, a fifth to defy all expectations. Were you simply omitted from the histories or is there another reason none but the other four and the Goddess know you exist? You would know the other four Guardians intimately and, possibly, have participated in the slaughter of the Dragon Clan.

Guardians are powerful creatures with a strong affinity for fire magic, able to fight toe to toe with members of the Dragon Clan. As they are artificial beings they are also functionally immortal unless killed in battle.



Dragon Clan (800 CP) [Age: 1d8-4 or 10d8+300]

A mythical race at this point in the world's history. Several hundred years have passed since they were virtually exterminated. But if three survived, why not more? You have two choices here. You may be an elder Dragon, one who survived the extinction by hiding yourself far from the civilized world and locking your own powers away. Or you may be a child Dragon, sealed away in a magical stasis to keep you safe until the Guardians ceased hunting down your people. In either case, it will take you years to unlock your true potential, though true moments of danger may allow you to tap into it for a short while. Expect such bursts to be truly draining.

While those of the Dragon Clan are extremely long lived, they are not truly immortal and do grow old. While young they grow extremely rapidly, like Humans, but once they hid puberty, the aging process slows down to such a degree than a hundred year old member would only appear to be in their early 20s. The oldest known individual still living has at least one millennia under his belt, but he is a true ancient.



Locations

1. McNeil Village - A small, cozy farming community of a few dozen families that sits in the Yraall region of the Southern Continent. They are watched after by a greedy noble of the same name but put up with him because he mainly keeps to himself. A pair of thieves called Rei and Teepo hang out somewhere in the forest to the north. Everyone in town knows who and what they are, but so far they haven't proved enough trouble to truly run out of the region. Humans and Woren Clan may start at this location instead of rolling.

2. Wyndia - The last of the large capital cities of the last era and home to much of the remaining Wing Clan members. The Wyndian royal family rules this village of windmills and hills as well as most of the surrounding lands. Their reign has generally been a fair and moderate one that few people feel the need to badmouth. The city itself is a bustling population center and the hub of trade for most of the interior of the Southern Continent. Wing Clan members may start at this location instead of rolling.

3. Coffee Shop - This single room building sits on the road linking Eastern Wyndia to the Rhapala region further to the east. Its door stand open to offer refreshments of all kinds to weary travellers and traders walking the road. It's quite the popular spot and often turns into an impromptu tent city at night as travellers camp for the night.

4. Rhapala - Sitting in the shadow of the ever rumbling volcano, Mount Zulbo, this port town is large, but not as active as one might expect. With the volcano's intermittent eruptions frequently blocking the land route further east, and the Lighthouse damaged and infested with monsters, trade and travel has come to a screeching halt. Still, it is a town of survivors, fishermen, and optimists, so they continue to live on regardless.



5. Urkan Tapa - The Urkan people who inhabit this small town of buildings built in layers are extremely religious. Even before the Goddess choose four from their city to be transformed into Guardians. They believe wholeheartedly that the Goddess knows what is best for this world and will hear nothing to the contrary. One of the two Guardians who turned himself to stone is enshrined here and the spiritual leader holds the key to entering the nearby Angel Tower. Which is not only a holy site to these people, but a graveyard to the dead Dragon Clan. It holds many, many secrets and angry spirits. Guardians may start at this location instead of rolling.

6. Junk Town - Situated on the northern coast of the Urkan Region, Junk Town is aptly named. Not only is the town itself surrounded and suffused with piles of scrap metal and spare parts, some so large they dwarf entire homes, but the beach just past the town is where machines from the Northern Continent sometimes wash up. It should surprise no one that the Machine Guild, dedicated to all things mechanical, have situated themselves here. Grassrunner Clan may start at this location instead of rolling.

7. Dragnier - A village utterly cut off from the outside world. And for good reason. The town is the refuge for the last of the Dragon Clan, all but one having given up every ounce of their power to live as ordinary Humans. They cling to old legends that a lost prince will return to them and restore the balance to this world, though they hold no illusions about regaining the power they once held. That is lost to them forever. The town can only be reached by the now inactive Portal Drive system or by travelling across the Desert of Death to the north. Aged Dragons may choose to start at this location instead of rolling.

8. Faery Village - “Hey! What are you doing here? No, no, nevermind, I don’t care. You can’t be here yet! It isn’t time for mortals to be in here yet! You’re a what? Who cares?! You still can’t be here! Out with you! Out out out!”

    You may freely choose where you would like to start in this world, though you will begin there in the middle of a circle of blooming flowers. Yes, even if you are inside.



Racial Perks

You must be of the appropriate Race to buy or receive the following Perks.

Human

Blending In (Free): Humans are just kind of everywhere these days. Or at least it seems that way. With most of the other Clans out of the running, someone had to fill in the gaps. And sure, Humans are a pretty individualized race, but as a whole they just kind of… blend together. And now you do too! When you're in a crowd, you tend to blend in so well that people won't even remember seeing you there unless you make an effort to stand out.

Topical Small Talk (200 CP): As a whole, Humans are a chatty, sociable bunch that really don't mind someone looking a little odd if they'll offer a pleasant conversation. Cat-man? So long as he's interesting. A walking cabbage? Well, I'm sure his theories on literature are a little lacking but he might have some neat insights on the weather. Everyone is more or less used to this and now you can turn it to your advantage.

Whenever you are trying to gather information on a specific topic, you are far more likely to come across the details you need in a much shorter amount of time. Instead of spending weeks combing the library, you'll stumble across a technician with the answers in just a few days. Of course, someone has to actually know the answer to your questions to be able to answer them, so this works best the more common the knowledge is to a population.

Skilled But Not Talented (300 CP): The greatest advantage Humans have over the various beast clans doesn't come from their physique or their intelligence, but rather their ability to learn. They're clever enough to learn the basics to nearly anything with a little time and perseverance. And when they choose to dedicate themselves to something not even the Grassroots Clan can keep up with them for sheer inventiveness.

Simply put, when you are attempting to learn a profession, skill, or ability you have never learned before, you do so much more quickly. You learn the basics nearly twice as fast as anyone else, and while the bonus tapers off quite a bit the more in depth you learn a topic you will still find yourself picking up on the hardest techniques a little bit faster than most. Even better, this bonus doubles if you are attempting to relearn something you once knew, but simply forgot or haven't practiced in a while.



Wing Clan

Avian Ancestry (Free): Ages ago, before the Wing Clan's bloodline became tainted, they were able to soar through the air on splendidly beautiful wings. Most would rarely touch the ground unless they had to, preferring instead to hover in place, even in battle. Sadly, that ability has long since disappeared. So while all members of the Wing Clan still grow wings around the age they hit puberty, they are small and useless. They are always one of three types: White angelic feathered, black crow feathered, or colorful butterfly wings. The Wing Clan are still slightly more agile than Humans.

Grace (200 CP): Through an odd confluence of good breeding, with perhaps a little magical experimentation, the ancient blood of your clan flows more thickly through your veins than most. The most noticeable effect of this is not your oversized wings, but your sheer beauty. Even modern Wing Clan members tend to be lovely people though you are clearly a call-back to an age where they were all but enchanting. Your wings, when they come in, will be large, majestic, and strong enough to allow you to glide a fair distance. This *will* make you stand out no matter where you go.

Magical Powerhouse (300 CP): Looks like Princess Nina might have a bit of a rival in you. While she would normally be the only one of her generation with so much magical might, you've gone and made that two. Your strength when it comes to magic is astounding. Any magic you use, whether curative, support, or offensive, tends to be significantly more powerful than normal. Strangely, this won't change the way the spell looks or how wide of an area it targets, it will simply make the spell more effective. You'll also have an easier time learning magic of all stripes. After your time in this world is finished, this will also affect all other forms of magic.



Woren Clan

Feline Ancestry (Free): While the Woren Clan may be all but extinct, their bloodlines have never been diluted like those of the other clans. They remain as they have always been, power and agile hunters capable of being truly dangerous even when unarmed. You are no exception to this tradition. Your long tail provides you with excellent balance and are noticeably more powerful and agile than Humans.

Feral Instincts (200 CP): Your people have always been creatures of battle. The daily struggle for life and the thrill of the hunt. When necessary, you can push those instincts to their utmost limit, pressing your speed and strength to impressive heights. At a cost. You have learned how to fine-tune these aggressive tendencies in yourself, dialing up your power and agility by sacrificing your defense. Essentially, you can double your agility and strength by dropping your defense to absolute zero, as well as setting the “dial” anywhere in between.

Weretiger (300 CP): This… How have you learned how to do this? Only one in the entire history of the Woren Clan will learn how to tap into this primal fount of rage, which he will only manage after thinking he watched his two best friends burn to death and then nearly starving to death. Which might not even happen now that you’re in the mix.

You have somehow learned how to transform yourself into a literal powerhouse of unadulterated fury. Your body will shift itself into that of a massive weretiger, more beast than man and equipped with razor sharp claws and a mouth filled with fangs strong enough to crunch steel plate. In this state you will find it nearly impossible to think about anything but the battle in front of you. You can still tell friend from foe, most of the time, and you will not hesitate to throw every ounce of your strength behind each blow. Reverting from this state is a matter of pure willpower and can be difficult to do on your own.



Grassrunner Clan

Canine Ancestry (Free): The Grassrunner Clan might look different from how they did an age ago, they have not been lessened by the experience. They remained determined in the fact of long odds, loyal to those they call friends, and secretive enough to trust with anything you would be willing to share with them. You'll find your willpower has been sharply boosted, allowing you to stay courageous, or just stubbornly determined, in the face of adversity.

Sniffing For Clues (200 CP): If there is one thing the Grassrunner Clan has learned over the ages, it is that you cannot expect to simply stumble upon breakthroughs. You have to go out into the world. Hunt for answers. Test fire that cannon. Dig in the piles of scrap for that one perfect piece. Simply put, you do your best thinking while you're on your feet and doing something else. Flashes of inspiration will come to you from time to time when you are tackling other problems, pointing you to answers to completely different ones. While this might make you look a little distracted, nobody will be able to argue with the results.

Old Dog, New Tricks (300 CP): While not all members are the Grassrunner Clan are paragons of intellect, many of them are. Whether by training, discipline, or sheer curiosity about the world around them it is the one trait that remained undiluted. You are, quite simply, a once in a generation genius. The kind of mind that could revolutionize the world with a decade of time and effort. Or destroy it. Whether science or magic, whatever you turn your mind to will come quickly and easily. You'll make breakthrough after breakthrough with only the resources on hand and your own drive being the limiting factors. Whether you share these new discoveries with the world, or selfishing hoard them, is up to you.



Guardian

Stone Skin (Free): Initially created from the people of Urkan Tapa, the Guardians were all molded by the Goddess into the engines of destruction necessary to combat the Dragon Clan on equal footing. The first of the gifts she gave them was a hide as durable as the toughest stones and bodies resistant to the ravages of time. You will find you are far more tougher than you once were and immune to the frailties that normally come from old age, including death.

Flame Souled (Free): The Goddess then took a piece of the most primal, destructive force in nature and seated it into the very core of each Guardians. Fire became a part of their souls and it roared within their blood. First they learned how to focus this power on themselves, then how to cast it upon others. You will find that fire of all stripes deals much less damage to you than it normally would. Additionally, any fire magic you wield will be far more powerful and less taxing to perform.

Molded for Destruction (Free): The final gift the Goddess gave her chosen warriors was sheer physical strength, martial skill with a weapon capable of piercing to the heart, and a form to inspire terror and awe in all those who saw it. As one of them, you are much stronger than you once were, capable of deflecting dragon claw swipes. You have also been granted masterful skill with the spear, which when combined with your new strength makes you capable of wielding larger and heavier weapons than most can lift. Lastly, you can now pull off a truly impressive glare capable of making ordinary people quiver.



Dragon Clan

Divestment (Free): Even before this age of near-extinction, the Dragon Clan had taken up the habit of wearing the skins of Humans rather than wearing their scales at all times. It was simply easier to interact with others when they didn't have any idea how much power lay just beneath the skin. As a member of the Dragon Clan, you have a Human form that you can transform into and maintain indefinitely if you so choose. While in this form, you will be unable to access any powers gained by Accession. Transforming from your Dragon form into a Human is a simple effort of will and takes only a few seconds.

Natural Swordsman (Free): All members of the Dragon Clan are born with claws on all four limbs that are the equal to the finest steel daggers crafted by men. They have an instinctual grasp on how other could be harmed with such weapons and this translates over somewhat to their Human forms. This allows them to pick up most any single-handed, bladed weapon and know how to use it effectively. Whether or not they have the confidence to back it up their skill is another matter. Now you share this same affinity for longswords, daggers, and everything sword-like in between.

You may take White OR Black Dragon Clan Ancestry, but not both.

White Dragon Clan Ancestry (Free): - In ages past, the Dragon Clan was split between those who believed they should live in harmony with the other races and those who wished to exterminate the others and rule over the whole world. Whether you share their mentality or not, your bloodline runs back through those who wished for peace. Because of this, your natural talent for magic has focused on healing and supportive magic. You will naturally learn such spells during your time in this world and will begin with a basic healing spell, a weak shielding spell, and a weak strength boosting spell. You will have an easier time learning this variety of magic and using it will tax you less.

Black Dragon Clan Ancestry (Free): - In ages past, the Dragon Clan was split between those weaklings who believed the other races had merit and were worth preserving and those who wanted to assume their natural place at the pinnacle of the world. Whether you share their mentality or not, your bloodline can be traced back through those who desired conquest and destruction. Because of this, your natural talent for magic has been focused on offensive elemental magic. You will naturally learn such spells during your time in this world and begin with a weak, single-target fire, frost, and lightning spell. You will have an easier time learning this variety of magic and using it will tax you less.



Accession (Free): The greatest power of the Dragon Clan had nothing to do with their sheer strength, magical might, or devastating draconic abilities. It was the secret that their power could not be truly destroyed. Not entirely. It could be scattered, forgotten, even hidden, but so long as there remained a single member of the Dragon Clan survived, their power would not be completely lost. When a Dragon dies, its body does not decay as normal. They are so utterly permeated with magical energy that instead of decomposing, crystals begin to grow in patches on their scales. It is a volatile substance that can be quite explosive when mishandled but offers huge quantities of energy if harnessed correctly. That's right. Chrysm.

But a Dragon leaves more than Chrysm behind. A bit of their essence, their soul, their very being clings to the forming Chrysm and transforms it. Into a Dragon Gene. And these are the true power of the Dragon Clan. For while all Dragon Clan members have a single Dragon form they can change into naturally, they can also assume a huge variety of other forms as well.

With one Dragon Gene, and a little bit of mana, a Dragon Clan member can morph themselves into a form based on that Gene. A Dragon talented in fire magic and breaths would leave behind a Fire Gene. One who was small and skilled with the might of their claws would have a Warrior Gene be his legacy. There were eighteen kinds of Dragon Genes observed before the Goddess's cleansing wrath. It is impossible that any new ones have formed since then. But even with those eighteen, a Dragon Clan member could change the world.

You, however, are special. Unique. One of the chosen ones the Dragon Clan have whispered about and kept the faith in during the last few hundred years. Not only can you transform yourself using a single gene, you can combine up to three different genes to unlock an entire range of unique abilities and forms. Keep in mind two things. One, not every combination of Dragon Genes is going to be useful. In fact a number of genes will simply cancel each other out. Two, combing Dragon Genes together costs considerable more mana than using a single one, so it is possible to exhaust yourself simply transforming at first.

You will begin your time in this world already imbued with the abilities of the Flame, Frost, or Thunder Gene as your natural form. Each will transform you into a Dragon similar to the one seen on page 8 (Top of the Dragon Clan Race page) with color variations as appropriate for your chosen element. The rest of the Genes you will have to discover on your own. Thankfully, you may share any Dragon Genes you discover with Ryu, and vice versa, but only with him. What you do with them after this world is your own affair.



Background Perks

All Backgrounds receive a 50% Discount on their Perks & their 100 CP Perk for Free

Drop-In

Formations (100 CP): Fancy footwork and powerful spells doesn't mean too much if you and your allies are tripping over each other the whole battle. Thankfully, you've gained a talent for setting your allies where it would best suit their talents in battle, allowing you all to work together a little better. This works best when applied to a small group of allies.

Rotate the Camera (200 CP): Sometimes all it takes is to change your point of view a little bit to discover secret treasures. You have a habit of stumbling onto hidden valuables, loot caches, and even camouflaged passages if you take a few moments to stop and look around. It's not a guarantee that you'll find every spare coin hiding under the dressers but you'll have an instinct for when there's something truly worth searching for.

Train Me! (400 CP): You're going to meet a lot of odd people during your time in this world. A wizard with a book as large as he is, a faery living outside of the village at the bottom of a lake, and a whole host of others from across all walks of life. But these oddballs know some pretty useful skills. And now you've gained a talent for getting that sort of person to teach you what they can, even if they wouldn't normally be interested. Useful skills, magic spells, maybe even combat techniques could be on the table if you put the time and effort they demand. They might demand you prove yourself someway or perform a few small quests for them before they'll be willing to teach you, but it will never be anything impossible.



Thief

Sticky Fingers (100 CP): Why should you bother working for a living when a lot of suckers just leave their valuables lying around? If they wanted to keep just anyone from picking them up they should have been protecting them better. A wallet chain or a locked jewelry chest are basically the same thing as asking people to take them. For a deft hand at picking pockets and even complex locks like you, neither stands much of a chance of stopping you from taking what you like, or need.

Honeyed Words (200 CP): I swear officer! I was just picking it up off the ground for the lovely lady! I was just going to get it cleaned first. That's all. Perfectly understandable. Now you'll be able to pass off ridiculous lies like that with just a little bit of effort and false sincerity. As long as your excuse sounds even halfway reasonable most people aren't going to think to question it. Particularly sharp individuals or pushing the lie too far will get you found out though.

Devil's Luck (400 CP): When you lead a life as rough as yours, someone is bound to try to take a stab at you once in awhile. Or burn down your house with everyone you know and love in it while assuming you were there as well. But lady luck likes to play favorites when it comes to you. Once every ten years, when you would have normally been surprised and heavily injured or killed by an attack, circumstances will ensure you survive. Either by placing you somewhere else when the event happens or simply leaving you with the metaphorical single hit point. Everyone involved will believe you dead, even close friends, unless you prove otherwise.



Scholar

Nuts and Bolts (100 CP): - Studying the old world technology is a painstaking undertaking. Reverse engineering the advanced, nearly magical, robotics and mechanical wonders is a painstaking, arduous task. That said, some of the secrets have been figured out already and most scholars will happily pass that knowledge on to anyone with a scrap of talent. You have gained a basic talent for mechanical engineering. It comes with a whole library of knowledge on how to build simple machines akin to those built during the Industrial Revolution era of our world. Internal combustion engines, steam engines, and the like are all open to you.

Chrysm Basics (200 CP): - Chrysm, the magical, volatile, crystals containing more energy than a stick of dynamite, are a dangerous substance to work with. They are also a relatively recent discovery that people are anxious to exploit. You have learned how to incorporate this magical energy source into mechanical devices to create unusual wonders. A few chips into a sprinkler makes them automatically turn on when the crops nearby are too dry. A large chunk placed into a small automaton allows it to move and act on its own. Incorporated into a shell with a little gunpowder, it can turn into a powerful, elemental explosion. You'll have to experiment to see just what effects you can tease out of this unusual material. Just be careful. It doesn't like sudden movement, drops, or people yelling nearby. It tends to explode.

Treading on Forbidden Soil (400 CP): - We're not entirely certain introducing Chrysm into living beings is really a great idea. It has mutagenic properties when living organisms spend extended periods of time around large quantities of it, or inject it directly into their body. What kind? Well, at first they seem beneficial. Plants grow to giant sizes, enough to feed a whole family with a single carrot, and some animals begin showing increased intelligence. Which is great. But with too much exposure, even plants begin showing signs of sapience. Not sentience, but a rabid pumpkin the size of a wagon is enough trouble without it being smarter than an animal. There are those that believe with enough research, this line of experimentation could end with resurrecting the dead. But that's just crazy talk… isn't it?

You now know more than enough about introducing Chrysm to living plants and animals to experiment with these mutations. While it will take lots of trial and error to tease out the effects you want, you still know far more than all but one man in this world about this effect. Just… take it easy with the delicious candy… I mean, dangerous radiation.



Royalty

Poised and Proper (100 CP): - A Prince or Princess always acts as such. And even if you're not on the fast track for the throne, what you say and how you act reflects upon the entire royal family. So you are encouraged, vigorously, to be polite, courteous, and charming to all those you meet. While it might just be a mask you put on for social events, you do now have a solid grasp on polite mannerisms and proper etiquette for high society. You're also slightly more charming in general thanks to the practice.

Pure Pluck (200 CP): - A Prince or Princess should remain calm in all situations. So keep calm and remain commanding. You'll find that no matter what the situation you find yourself in, and whether or not you got yourself into the mess, you'll be able to keep in control. Your willpower has been given a substantial boost which will only grow larger the more dire the situation you find yourself in. Faced with impossible odds, you'll be a beacon in the chaos. But your will does have limits and eventually you'll need to break down just to relieve the stress building up behind that reserved front. At least you won't be crying in front of that boss monster.

Political Powerhouse (400 CP): - A Prince or Princess is, at all times, a representative of the family line and history that came before them. Trained from a young age to enter a life of politics and diplomacy, any royal worth their salt can easily negotiate with the best of them. Naturally, you have picked up this gift. You are a force of personality that is hard to ignore with a flair for speechcraft that would allow you to deliver stirring speeches or dizzying dissertations. Beyond that, you are an excellent negotiate and can usually come out of a deal with exactly the bargain you wanted, even if the other person thinks they pulled one over on you.



Undiscounted

Examine (400 CP): While the Southern Continent is a rather safe place compared to how it used to be, there are still a wide variety of monsters wandering around the landscape. Everything from weak slimes to groups of sentient acorn warriors and even a few things dangerous enough to make a seasoned adventurer wary. But, thankfully, they all offer something an observant hero could learn from. Abilities, spells, even a few unique techniques can all be seen being used by the monsters found here. And now you've developed the talent for learning them. By simply observing the monsters as they use their attacks on you, and you must survive the blow of course, you will be able to learn how to perform the technique yourself. Keep in mind, each monster species will only have one Skill for you to learn from them.





Items

All Backgrounds have a 50% Discount on their Items & one 100 CP Item for Free.

Drop-In

Fishing Tackle (100 CP): It's hard to deny that for all the monsters and danger to be found in this world, at least it has a ton of great fishing spots. You'll be well equipped to catch most anything with this sturdy rod and wooden tackle box. The tackle box comes with huge variety of bait from fresh worms to plastic doodad to a… gold coin? What kind of fish will that catch? Should your line break, lures become lost, or bait run out, simply close the tackle box and open it again to find a fresh supply just waiting for use.

Bag of Molotovs (100 CP): This leather bandolier comes with five loops, each holding a single glass bottle that appear to swirl with a raging firestorm inside. So pulling the cork and attempting to drink them is a very bad idea. A very good idea would be to toss them at your enemies and watch the fire magic spill out all over them and anyone caught nearby. The bandolier refills on a daily basis. You should probably watch out for anyone wielding a mace though.

Life Shard Bracelet (200 CP): A simple golden bracelet set with a sliver of a red, faintly glowing, sliver of Chrysm. The crystal has been infused with defensive magic that, while weak, will offer anyone who wears the bracelet protection equivalent to a leather vest. In short, those who wear it will be a little tougher and can have an easier time shrugging off blows.

Seeking Sword (200 CP): Originally crafted for a swordsman with no little amount of magical talent, this silvered longsword is practically a work of art. Fine golden filigree trails ivy patterns up the length of the blade and the sword will never dull. The sword has also retained a little magic of its own from its original user and gives the wielder a small boost to their magical strength.

Fairy Village (400 CP): "***Finally! You're here! Now get to work!***" Are you sure you're interested in this? It's going to require a significant time investment. You've gained access to a small fairy village set into its own little pocket dimension. It's not terribly large, only about the size of a small town, and currently is almost entirely uninhabited. A pair of fairies and one, small wooden hut stands in the middle of a rocky, tree-studded field. The fairies will ask you to help them restore their village to the majesty it once held by helping manage their resources and allocate all their work details. While in the beginning there will be only two, as you stockpile more food and build additional buildings, other fairies will wander in to join. Each fairy will have skills and talents they excel in, so a wise leader would match the best one to the right job. How exactly you evolve this little territory is now firmly in your hands.

You, or your Companions, can access the Fairy Village from any circle of blooming flowers with a simple act of will. When they leave, they will return to that same circle. The Fairies have enough to do without their town acting as a travel hub for your adventures.

Thief

Picnic Basket (100 CP): They say crime doesn't pay, so it's probably a good idea to have something stashed away for when the rubes aren't biting. This ordinary wicker picnic basket comes absolutely stuffed with a variety of food. Assorted berries, bread, cheese, green apples, and strips of beef jerky. The food offers some slight healing benefits, but it is mostly just good, very filling, food. The basket comes with enough to feed eight people every day.

Stolen Antiques (100 CP): You've come into possession of a collection of interesting valuables that are relatively useless in their own right. Old paintings and religious relics make up a majority of this haul, with a few vases and candelabras rounding it out. They're not guaranteed to be very pretty, but they will sell for quite a pretty penny to any collector you come across. You'll get a fresh batch of junk with each world, whether you sold off everything from the last pile or not.

Piercing Edge (200 CP): This odd little dagger has a nasty, glowing green rune carved into the metal of the blade. Exactly what that rune is or how it looks it hard to determine because it seems to shift slightly between glances. In any case, each strike with it saps a little bit of your foe's strength, no matter how small the cut. This might not make a noticeable impact against insanely strong foes, but against most of the monsters you'll encounter in this world it will perform very well.

Swallow Eye Charm (200 CP): Thankfully not a literal swallow's eye encased in amber or anything gross like that. This rounded black gem set into a gold and steel pin give the wearer a slight boost to their agility, allowing them to run, dodge, dip, dive, and dodge better just by having it clipped to their shirt.

Treehouse (400 CP): While it's not much to look at, this small building perched atop a glorious old giant of a tree is more than it appears. A rope ladder leads to the entrance, which can be pulled up if the need arises. What at first glance appears to be rotten looking, rough wooden boards is actually a cleverly painted facade to hide the excellent construction and sound flooring. The Treehouse comes built with three small bedrooms, each large enough for a bed and dresser but little else, as well as one moderately sized common room. While it doesn't have much in the way of furnishings at the moment, it does have a front door that doesn't like intruders and will remain tightly fastened for anyone you don't want entering.

Unfortunately, it is all made of wood. So if someone gets the bright idea to burn it down, it's going up like, well, kindling. Still, if that should that happen the Treehouse will reappear in another tree within a week. Complete with the possession you had stored into it.

If you would rather, you can attach this property to your Cosmic Warehouse. Right on top of the roof, as a matter of fact, with a handy rope ladder that will always come flopping down just when you want to climb inside. Or, if you would prefer, you can attach it to another property you already have following you around.

Scholar

Toolkit (100 CP): This wooden toolbox may seem too small to hold any useful assortment of tools, but that's where you'd be wrong! Just reach in and think of the tool you need and you'll find it! Eleven millimeter socket wrench with a right angle attachment? Done! Hammer? Easy. Now keep in mind, this will only produce simple tools, so don't expect to get anything fancy like blow torches or vibranium cutting wheels.

Vitamins (100 CP): A small bottle of innocent looking pills absolutely packed with healing magic. Just gulp one down and within seconds you'll feel the energy returning to your body as your wounds begin to close. While not strong enough to bring you back from the brink of death in one dose, you can take as many as you'd like. They're completely non-addictive! The bottle comes with five pills per day, which can be cut in half for those with delicate throats.

Chrysm Weapon (200 CP): The Grassrunner Clan has a pretty infamous relationship with Chrysm by this day and age. They are one of the few people developing interesting ways to use the new material. One of those includes turning tiny fragments too small to do anything else with into ammunition. Combined with a specially designed firearm, these weapons can spray out lethal rounds coated with the specific element tuned into the Chrysm shards. This Chrysm Weapon comes either as a six shot revolver, or as a large, single shot, shoulder mounted cannon. The revolver is less damaging, but far easier to use, while the cannon deals massive damage, but is very hard to aim accurately. Buying this also comes with plans to create additional ammunition.

Fish Head Amulet (200 CP): Well… someone seemed to think this was a great idea. This triangular skull of a fish was dipped in gold and then had small topaz chips set into the eye sockets. Even with the ornamentation, it still smell faintly fishy. But at least while you're wearing it you'll find creative ideas popping into your head whenever you try to solve a problem. The intelligence boost is certainly worth the smell… right?

Chrysm Supply (400 CP): These explosive, magically charged crystals traditionally grow from the bones, blood, and souls of the dead members of the Dragon Clan. They come in a variety of colors, though a glassy blue is the most common, a fact you will quickly discover now that you have your own constant supply. This large wooden box is carefully padded and contains two crystals as large as a grown man's fist, a dozen half that size, as well as a bag of assorted chips and slivers suitable for ammunition and other such minor craftings.

The inventive mind could find many, many uses for the magic contained within these crystals, or their mutagenic properties, with a little time, dedicated study, and a lot of trial and error. This box will refill with Chrysm once each week. You can, of course, empty the box entirely, but proper storage is essential. These crystals are more than a little explosive and are not keen to experience drops, falls, or sudden blows.

Royalty

Moon Tears (100 CP): These potent and powerful gemstones are rare in the extreme and for good reason. Then can be invoked with a simple act of will to heal the holder, as well as all their nearby allies, even from the brink of death. It will cleanse any poisons, diseases, or other such infirmaries along the way as well. It will not revive the dead, but anything short of that. It can be used once every full moon.

Wisdom Fruit (100 CP): Wisdom Fruit look like an acorn. A regular old acorn. Like any of the thousands you might find scattered across the ground during the fall season. But these came from Yggdrasil, the sleeping world tree, who is said to hold this world together with his far reaching roots. It is a potent mana restorative when eaten. Some say it grows more potent with age but that is just an old wives' tale. You will gain three of these each day, though if you do not use them you will not continue to gain more.

Blessed Staff (200 CP): A simple wooden staff topped with an oddly stable Chrysm crystal. It glows with a soft, gentle white light as bright as a lit candle. While useless as a physical weapon, this staff is a powerful magic focus when used in the casting of spells, giving their power a sharp upturn. It provides a barrier for the wielder to resist life ending magic and similar instant-death spells.

Magic Shard Necklace (200 CP): This silver necklace is dotted with several tiny, blue shards of Chrysm. While long since drained of their mana, when woven together in this manner these shards find a new use to any magician. The shards pick up the scraps of mana left over after the casting of any spell. While they cannot hold much at any one time, it is enough for a clever mage to stretch their mana reserves modestly.

Windmill (400 CP): Pulled straight from the hills of Wyndia, this tall, surprisingly modern, wooden windmill is exactly what you expect it to be. Four large wooden blades stick out from the front of his building and turn easily in the wind. They are connected to a series of mechanism, a large shaft, and a grinding stone capable of turning grain into flour easily. As well as grinding anything else you need ground into a fine powder. One would not recommend attempting it with Chrysm crystals.

The interior of this windmill is also larger than should be possible and makes for an excellent storehouse. You may have this property show up in each world somewhere near where you are inserted, or you can attach it directly to your warehouse. Alternatively, you can attach it to a property you already own that follows you between worlds.

Undiscounted

Skill Ink (200 CP): A mysterious ink created not from any plant base, but with some combination of Chrysm powder and magical alchemy. While it can be used for simple writing on paper, and this ever-refilling bottle ensure you will always have an ample supply, it is much more useful in the hands of someone who has the Examine perk. Those with that perk may use Skill Ink to transfer Skills they have learned with it to another individual.

The process is simple enough. The individual must allow for the Skill's name to be traced onto their skin with Skill Ink and you must exercise a simple act of will to then hand over the Skill. That individual will then be able to use the Skill as if they had always had it, though unless the Skill uses no mana or the individual has mana to draw on they may find they cannot use the Skill at all. While you have given a Skill away to another with Skill Ink, you will be unable to access that Skill or learn a new copy of it through Examine. Regaining the Skill simply requires the reverse of the original process. The other person must draw the Skill's name on your skin, then will it back to you.

A note of caution. Should you fail to reclaim a Skill before you leave a world, it will not automatically be returned to you. One might be wise to be cautious who you gift Skills to.



Companions

Full Party (50/100/200 CP): This option allows you to import Companions from other Jumps or create new ones. For **50 CP** you may import or create 1 Companion, for **100 CP** that number rises to 4, and for **200 CP** you may have a full roster of 8. Each Companion imported or created this way may choose a **Free** Race and Background, which means not Dragon Clan or Guardian, as well as all the freebies associated with both, and an additional **400 CP** to spend at they wish.

Canon Companion: Buying this option allows you to have the opportunity to convince a member of the Canon cast to come along with you on your Chain. It will guarantee that you two meet, repeatedly if necessary, and that they will at least listen to the crazy nonsense you come up with to explain your Jumper nature. But the convincing part is all up to you.

200 CP: This tier is the cost for: Rei, Momo, Nina, Peco as well as any other common members of this world.

500 CP: This tier is the cost for: Ryu, Teepo, and Garr. If you wish to attempt to recruit Deis or Myria you may do so with this tier as well. Just know that much of their power is tied to this world, which will leave both of them significantly reduced. That's if you can convince them, no easy task for either, and keep them from fading out of existence during the course of events in this world.



Drawbacks

You may gain a maximum of 800 CP from Drawbacks.

Clumsy (+100 CP): It seems as if you've got two left feet and hands full of thumbs. You'll have plenty of problems with hand-eye coordination while you're here, but mostly it will be your feet that get in your own way. You'll trip, stumble, and generally find ways to fall over whenever the moment would be inopportune. Just tell anyone who asked that the rolling helps.

Angry Seas (+100 CP): The fish just refuse to bite for you. No matter how patient you are, or how carefully you cast the bait, or what pattern you reel the lure in with, they just won't chomp down on that hook. Oh, they'll steal your bait. Especially those gold coin loving bastards. You'd have more luck diving into the ocean with a harpoon than you will with a hook and line. But I really wouldn't recommend that. There's some angry critters living in those waters.

Scattered Friends (+100 CP): What part of stick with your travelling buddy do you not seem to be understanding? You and your Companions, as well as the main cast if you try to tag along with them, keep finding new and inventive ways to get separated from each other. A few of you cross a rickety bridge only for it to collapse, sending some of you zipping away downstream while the rest of you are stuck on either side. A sudden surge of a crowd is a busy city combined with a sudden accusation of being a thief will have the rest of you scratching your head as to how you lost two people in ten minutes. These types of situations will usually waste nothing but time and a little money, be that in supplies or fines or what have you, but they will be annoying and regularly occurring.

Masterless (+200 CP): I'm not sure what you've done, or if it's just something in the air around you and your Companions, but the Masters of this world have turned against you. Normally a source of spells and techniques not otherwise learnable, every single one of them will turn you and your Companions down when you ask to train under them. You're going to have a tough time getting anyone to train you during your time in this world. Looks like you'll have to do your training montage solo.

Not You Two Again! (+200 CP): Someone's set a bounty on your head and a certain pair of idiots seems to have taken up the offer. Balio and Sunder are a pair of centaurs (the partly humanoid kind with just two legs) who are determined to hound your steps. They will find you, usually by dumb luck but occasionally they'll manage to track you down on purpose, and they'll try to bring you in for the bounty. Preferably alive but that doesn't mean they won't beat you most of the way to death first. Defeating, and even killing, them won't keep this pair of idiot bounty hunters down for long. In fact, they seem to get stronger every time they hit the mat. So I hope you can get used to this bumbling, but powerful, pair of stallions.

Silent Protagonist (+200 CP): You're the strong, but silent type. What's the matter, Woren got your tongue? You're going to have a lot of problems communicating with those around you during the length of your stay in this world. You can't speak at all, though you can manage a grunt now and then, and other forms of communication get all muddled up somehow. At least you've still got your pretty face.

"I'm Sorry" (+300 CP): Even the best of friends and family argue once in awhile. It's never pleasant, but tensions rise, a misunderstanding happens, or people just see things in a different way and argue for what they think is right. At some point during your time here, one of your Companions will firmly believe they have to stop you to save this world. Right or wrong, they will betray you. It may be a subtle act, it may be as obvious as them picking up a weapon and challenging you, or it could even involve something far more complicated. But it will happen. And you won't even remember taking this Drawback. They will likely feel regret over their betrayal, at some point, but can you truly trust someone who stood in your way so fiercely?

A Darker World (+400 CP): Your insertion into this world has caused something to shift in the course of history. Ryu and Teepo never made it to the safety of their crystal prisons to escape the carnage. The Guardians did not stop just because those of the Dragon Clan had divested themselves of power. They were slaughtered, totally and entirely and down to the very last child. And while the Goddess hasn't detected your intrusion into her realm yet, she will soon. She will determine you just as large a threat to her world as the entire Dragon Clan. The Guardians will awaken once more, each imbued with new powers stolen directly from the Dragon Genes she collected. They will come for you. Alone, in pairs, and even as a collective. They will not be fooled, they will not be halted, except by their dying breath. You must free the stranglehold this Goddess has on this world. And you must do before your time here runs out. Or else you shall never leave.

Mutation (+400 CP): Something has gone wrong. Something has gone horribly, absolutely, utterly wrong. It's hard to tell if you were bathed in toxic chemicals or exposed to Chrysm crystals for too long, but you're… different. You've become a horribly mutated version of your race that is barely recognizable as what it once was. You are hideous, disgusting, and will quite likely inspire fear and vomiting in most of those who look at you. On the plus side, your ears still work quite well so you'll be able to hear everyone perfectly when they scream out "Oh dear God what is that thing?!". But at least you can talk to plants now. Sentient plants. Of which there is exactly one in this world. And he's not a very chatty fellow at the best of times. Oh, and none of your powers or abilities from other worlds work. At all. Enjoy!

The End of an Era (+600 CP for Dragons, +300 CP for Guardians, +200 Otherwise):

Instead of starting in the present day, you will be inserted several hundred years into the past. Just as the Four Guardians are beginning their purge of the Dragon Clan.

If you are a Dragon, all four Guardians will have an excellent idea of what you would bring to the table in a fight. They will also be quite happy to concentrate and coordinate their efforts on tracking you down first. Considering all the other members of the Dragon Clan are resigned to their fates, should you decide to fight you will do it alone. And you might be surprised just how powerful they can be when united.

If you are a Guardian, you will have to actively take part in the massacre. Which means killing at least two hundred members of the Dragon Clan. Men, women, children, and even babies still in their cribs. None of them will lift so much as a finger against you, though some will attempt to flee. A few may even forgive you with their dying breaths. You will be haunted by your actions in the coming year for the rest of your time here and you must stay until absolutely every Dragon Clan member is destroyed. Whether or not they gave up their powers.

As for everyone else, this portion of history is a turbulent and violent one. Society is all but ruined in the wake of the separation of the continents. Few of the Woren or Grassrunner Clans survived the turbulence and more will die in the ensuing chaos. The Wing Clan and their capital city of Wyndia has survived, if brutally damaged by the earthquakes, and will be quickly overcrowded by refugees. Adding to all this is the uncertainty created by a Goddess who just announced genocide on an entire race of pacifists.



Notes:

+ The Time Skip in the canon storyline works out to be around 5 to 6 years, in case you were curious. This is a best guess based off Ryu's listed weight and height before and after his awakening and then slumber.
+ Should you desire to be a lamia like Bleu, you could always go out and convince her to be your Master. Her transformation into a lamia is clearly a self-inflicted spell and a fairly easy one at that. So she would likely be happy to teach it to you. You'll have to find a way to wake her up first though.
+ For a full list on all eighteen Dragon Genes and their general properties, use the following link. It is not the best source of information and lacks pictures, but you will get the idea. http://bof.wikia.com/wiki/List_of_Breath_of_Fire_III_Dragon_Genes
+ For a full list of what abilities and spells can be learned through Examine, in this world, use the following link. If it has an enemy listed as the source, that ability can be learned with Examine. http://bof.wikia.com/wiki/List_of_Breath_of_Fire_III_Abilities