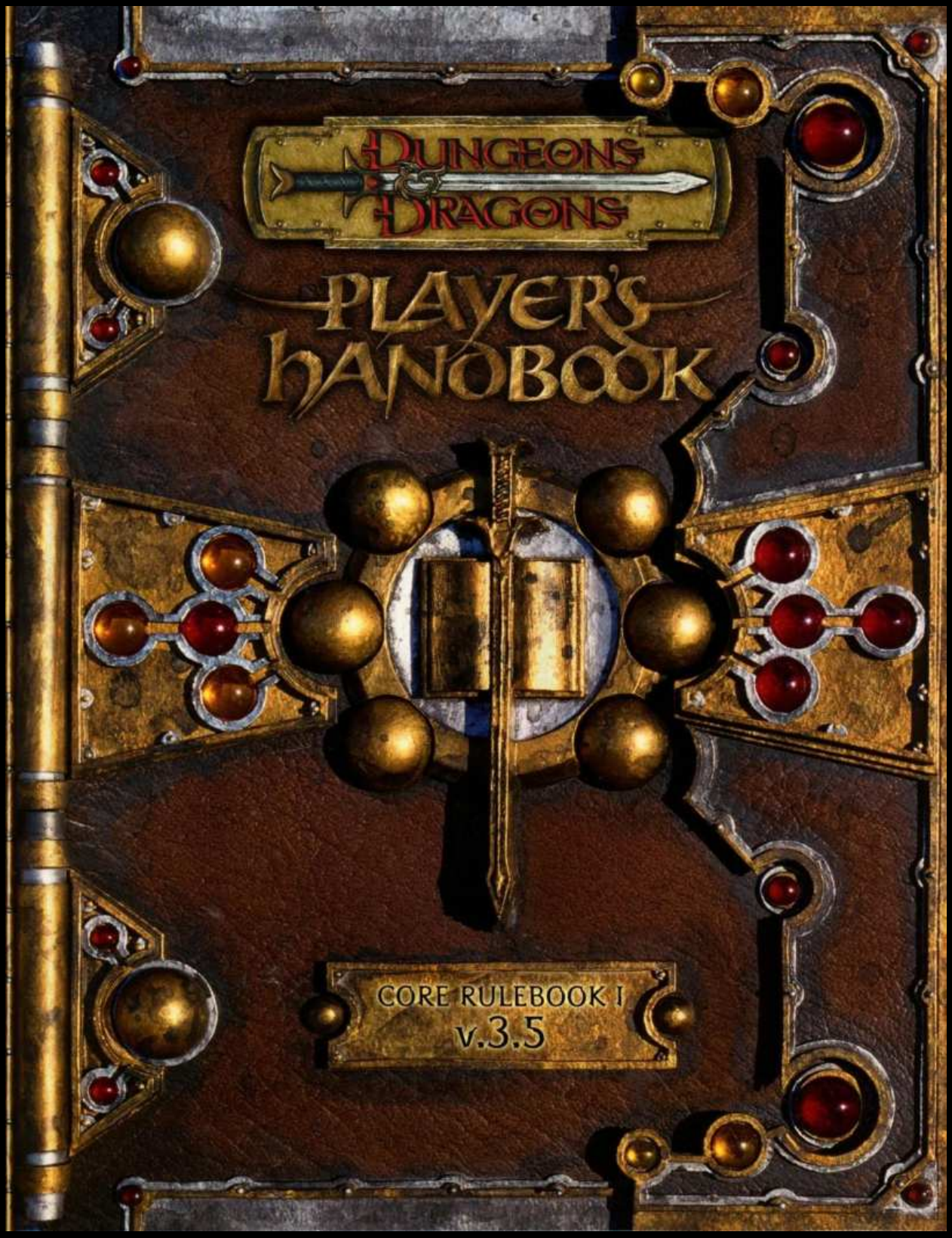


3.5 Forgotten Realms D&D

Story: The Forgotten Realms was created by Ed Greenwood as a D&D campaign, and it would officially go on to become the most popular of the D&D settings. Existing in one of the many Crystal Spheres floating through the Phlogiston, it is loosely connected to the D&D setting Greyhawk. As there are differences between each Edition of D&D and their campaign settings, it's hard to say which other settings crossover. While this Jump mainly focuses on the 3.5 Forgotten Realms D&D, there are methods to just leave the Crystal Sphere and go to a different setting. The areas between the Crystal Spheres tend to be very, very dangerous.

The Forgotten Realms mostly focus on the planet of Toril in the Prime Material Plane, specifically the Sword Coast on the continent of Faerûn, and it's all a part of the greater World Tree cosmology. The gods cannot directly rule the Prime Material Plane and must instead influence it through their followers, the Goddess of Magic is trying to spread magic to everyone, and various Evil deities plan destruction for the Realm. Devils and Demons have numerous schemes going on, and Celestials operate even more covertly to try to undo them. Meanwhile, Dragons feud against each other in their own centuries-spanning game. To speak nothing of the countless mortal plots and cults.

Magic is relatively rare, there's an organization called the Harpers who purposely stagnate technology for the sake of balance, and the average person is not much more capable than a real world peasant. Humans are the most numerous, Elves are slowly advancing their agenda, and Dwarves are too busy building things that will outlast them. Prejudice between species is expected, gender equality is often egalitarian, and slavery is usually illegal in any place you'd actually want to live. This is a medieval fantasy world created by a horny old man who deeply cares about it. The setting will reflect that.

Intro: You'll be spending 10 years in this world. The date is Nightal 7th, 1373 DR, a day after the Lich Sammaster was permanently killed. The Dracorage Mythal has ended.

1,000CP (choice points): Choice points. Your purchasing power for below.

Origin: Your intention in this world. Any origin may receive no history as a Drop-In. Humans may choose to be an Adult (15), Middle Age (35), Old (53), or Venerable (70) +1d8, and other races follow similarly. Starting at Middle Age, characters receive -1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma, but only the penalties double and then triple for the older age categories. Races with age categories that affect their Challenge Ratings instead buy their age. You may spend 100CP to change your gender, and age within the rollable 1-8.

Roleplayer (Free)

You're here to experience the world. Whether you're just seeing the sights or immersing yourself in culture, you wish to actually interact with the setting. This origin focuses on living an interesting life.

Warrior (Free)

You're here to become a hero (or villain). You were born to lead an adventuring party, Cohort and Followers, to achieve something greater. This origin focuses on building a lasting legacy.

Expert (Free)

You're here to learn as much as you can. Maybe it's information or equipment, but from the humblest of peasants to the court of kings, everyone needs something that you can provide. This origin focuses on sheer utility.

Spellcaster (Free)

You're here to study the Art (all magic, but usually means Arcane) and or the Power (Divine magic). It's as varied in its specifics as in the ways to cast it. This origin focuses on various lore and mechanics as they pertain to spellcasting.

Race Section: There's literally hundreds of canon races in 3.5 Forgotten Realms D&D. You'll be able to switch back and forth to your chosen race after the 10 years is up.

Race (Free / 50CP / 100CP) - Any non-unique race (no specific characters) with a listed Challenge Rating (CR) may be taken with this option so long as they're in either a rulebook, supplement or Dragon Magazine (309-364), and for 3.5 Forgotten Realms D&D. A race with a Challenge Rating of 0 or 1 is free, but a Challenge Rating of 2-10 costs **50CP** per point of Challenge Rating. A Challenge Rating of 11 and onward is **100CP** per point of Challenge Rating, and generally represents a level of power that's considered legendary. Templates and the like may be added with the same restrictions.

If you choose to be a race with a Challenge Rating of 0 such as a Human, Mountain Dwarf, or Sun Elf, you may use a 32-Point Buy. If you choose to be a race with a Challenge Rating of 1 or higher, you are stuck with the Ability Scores of that race. The Ability Scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and using a Point Buy system they all start out at 8. 10s

are the standard for a Human, and 18 is the maximum you can reach before any potential racial, age, and otherwise adjustment. The Point Buy isn't linear, and costs 1 - 9, 2 - 10, 3 - 11, 4 - 12, 5 - 13, 6 - 14, 8 - 15, 10 - 16, 13 - 17, 16 - 18. You can find a calculator for this online.

The Alignment of the race that you pick will affect you more or less depending on the specifics of the race. For example, Outsiders are literally made from the essence of the Plane they're from. You can be an Outsider (Native) to the Prime Material Plane rather than being an Outsider (Extraplanar), and thus be less influenced. A lot of things can be handwaved, but it's something to keep in mind because the various aspects of Alignment are literally tangible. At most, you'll be influenced one step from your starting Alignment, and not necessarily enough to push you over.

Starting Location: The Sword Coast, listed north to south. Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

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1. **Icewind Dale -** Icewind Dale is an arctic tundra at the northernmost edge of the explored world. The largest of its scattered Ten Towns is Bryn Shander, which is populated by outdoorsmen, adventurers, and outlaws. This region is functionally independent, and rejects outside authority. It has a population of roughly 10,000.

2. **Neverwinter -** Neverwinter is a relatively prosperous coastal city built around a magically warmed river that keeps its harbor active throughout the year. It is generally considered the "Jewel of the North". Despite this, it has only recently recovered from a magical disease known as the Wailing Death, and an invasion by another coastal city named Luskan. It has a population of roughly 23,000.

3. **Silverymoon -** Silverymoon is the largest and most powerful city in the northwest interior. It is generally considered the "Gem of the North". A combination of idealistic leadership and large number of Arcane casters make it one of the most benevolent cities on Faerûn. It has a population of roughly 37,000.

4. **Waterdeep -** Waterdeep is the largest and most powerful city on the Sword Coast. Serving as the largest trade hub in the region, its wealth draws people from across Faerûn. It is so prosperous that it even draws in Spelljammers (magic spaceships) from Wildspace (space). It has a population of roughly 132,000 in the city proper, and 1,347,000 in the general area.

5. Baldur's Gate - Baldur's Gate is a prosperous coastal city described as “halfway to everywhere”. Despite it being considered remarkably clean and safe, there is an undeniable undercurrent of seediness to it. A mix of frequent rain and fog on top of that gives the whole place a rough feel to it. Due to what can only be reasoned as Edition changes, it went from a population of between 86,000 to 115,000 in 1358 DR to a population of roughly 42,000 in 1373 DR.

6. Candlekeep - Candlekeep is a literal fortress library, and one of the most fortified locations on Faerûn. It is defended by some of the strongest magic in the Realms, and it has multiple Chosen of the Goddess of Magic to call upon in its defense. It is the largest store of knowledge on the Prime Material Plane, and you may trade knowledge to gain entrance. It has a population of roughly 300.

7. Shadowdale - Shadowdale is famously the home of the Sage of Shadowdale, Elminster. It is a strategically important location in the southeast interior near ancient ruins, magic sites, and trade routes. In about a year’s time, it will be the site of an invasion by a coalition of Evil. It has a population of roughly 14,000.

8. Free Choice - Tymora smiles on you. You start in a tavern. It may be any tavern in any Plane of existence, but you start in a tavern. If you're especially large and or unorthodox, you should probably choose the ruins of a tavern somewhere.

General Perk: Everyone gets one, but most NPCs have their own lower-tier classes.

Class Level (Free / 50CP / 100CP / 300CP) - Despite this being a Jump, for all intents and purposes you will be rolling up a 3.5 Forgotten Realms D&D character. This perk entitles the character to everything that they would normally have besides their starting wealth, but that restriction doesn't count class feature items. Included in this are some less obvious options like potentially taking a maximum of two Flaws for bonus Feats. You can add your Class Level to your race’s favored class level if they are the same, but doing so is usually restrictive such as you then not gaining the class features of that class. Know that even rules-as-written, there's very few exploits that actually work, and you should assume that none do. You're strictly limited to 3.5 content in making your choices, not 3e content.

Your first Class Level is free, and your total Class Level purchases stacks even if they're for different classes. Class levels up to Class Level 10 cost **50CP**. Class Level 11 and onward are **100CP**, and explicitly represents a level of power that's considered

“legendary”. Characters are traditionally capped at Class Level 20, but Epic characters reach the end of their Epic Destiny at Level 30. Epic Destiny is a Feat that can be taken at Level 21.

Your maximum Class Level is 30 or your purchased Class Level + 10, whichever is higher, and it would take you roughly 1 month X your Class Level adventuring to level up again. This is significantly faster than the average person who will only ever have 1 class level. Roughly one person out of a hundred will be able to cast the most basic of Arcane spells, but Divine and martial classes are more common, respectively. The specifics of a class’s rarity will just depend.

You may be a **Gestalt** class for **300CP**, meaning you have two classes that progress at the same time while gaining the better Hit Dice, Base Attack Bonus (BAB), Saving Throws, Skill Points, and the unique class features of both. For example, a Gestalt who is Class Level 1 (**Sorcerer 1 // Wizard 1**) gets both spellcasting progression when they level up, but only have one Familiar. You may purchase multiple classes as a Gestalt, but only two classes may be linked together upon purchasing Gestalt. You could be Class Level 3 (**Archivist 1, Sorcerer 2 // Wizard 2**), and it would cost 400CP. Gestalts are not canon, and depending on what you pick you will absolutely be a person of interest to forces much greater than yourself.

If your class has some sort of Alignment or otherwise restriction but doesn't list the penalty, it just becomes an Ex-Class. You retain any class features that it would give you, but you can't level it up until the situation has been rectified in the appropriate manner. This could range from the use of the Atonement spell and or switching Alignment. Having this happen while being a Gestalt is just asking for trouble, and I would rule that while you still level up both you only keep the class features of the Ex-Class at the level it was transgressed.

Below are the individual classes offered for purchase. and if you don't know anything about them, **Wizard**, **Cleric**, **Druid**, **Archivist**, and the double variant **Psion (Erudite [Convert Spell-to-Power])** are generally considered to be the strongest five classes and spellcasters in general. **Factotum**, **Savant**, **Bard** and **Rogue** will be the most skilled and knowledgeable. Should you insist upon fighting in melee as a martial, **Warblade**, **Swordsage**, and **Crusader** are your best bets. Variants of classes are allowed so long as they’re in either a rulebook, supplement or Dragon Magazine (309-364), and for 3.5 Forgotten Realms D&D.

The only **Prestige** classes available for purchase in this Jump are in the Origin Perks. Prestige classes always grant their class levels after your **Class Level** purchase(s),

only grant their first 5 class levels, and count as additional purchases for **Class Level**. Prestige classes only progress one 'side' of a **Gestalt**. For example, a **Gestalt** who is Class Level 1 (**Cleric 1 // Wizard 1**) and takes **Dweomerkeeper** would most likely choose to be built as Class Level 6 (**Cleric 6 // Wizard 1 / Dweomerkeeper 5**). If you want a Prestige class that isn't offered, you will have to set up your character with the appropriate purchases, and then enter into that Prestige class using in-world methods.

Divine casters **MUST** worship a god.

Archivist (Heroes of Horror): The Archivist is an Intelligence-based Divine caster who approaches religion through research rather than faith alone. Unlike all other Divine casters, Archivists learn Divine spells from written sources, collecting sacred lore in prayerbooks much like Wizards collect arcane formulas. Given enough time, their prayerbook can potentially include virtually every Divine spell.

Ardent (Complete Psionic): The Ardent is a Psionic class that channels Psionic power through concepts as Mantles. Each of these philosophical Mantles represents a concept such as Destruction, Freedom, or Time, granting them thematic powers and abilities tied to that idea. An Ardent's available Psionic powers depend on the Mantles they choose throughout their progression.

Barbarian (Player's Handbook): The Barbarian is a berserker who relies on strength, toughness, and fury rather than discipline or formal training. Their speed and signature Rage ability improves their combat power for short periods, allowing them to overwhelm enemies with sheer aggression. Barbarians are one of only two classes that start out not knowing how to read and write, but you can spend a Skill Point in character creation to change this.

Bard (Player's Handbook): The Bard is a versatile Arcane caster and performer who combines music, magic, and performances into a single adaptable class. Their Bardic Music can fascinate foes or inspire allies, and even counter rival music-based magic. Bards usually possess great Skill, making them good at almost everything, and they often know a lot from their Bardic Knowledge.

Battle Dancer (Dragon Compendium): The Battle Dancer is a Chaotic martial artist who channels their Charisma in such a way as to be unhittable. Unarmored and potentially unarmed, this class focuses on fighting with their tempered body, dancing as they do so. Their abilities resemble a more performance-based variant of the Monk.

Beguiler (Player's Handbook II): The Beguiler is an Arcane caster who is initially focused on wearing Light armor, Trapfinding, and stealth. They later focus on feinting, and bypassing Spell Resistance. Their spells are mostly designed around deception, and to this end they will eventually have the option to cast their spells without speaking and or moving.

Binder (Tome of Magic): The Binder is a Supernatural class that forms Pacts with mysterious entities known as Vestiges, beings erased from existence or trapped outside reality. By binding different Vestiges each day, the Binder gains access to a changing set of powers and abilities. This flexibility allows the class to adapt to many different roles depending on which Vestiges are chosen.

Cleric (Player's Handbook): The Cleric is an especially devoted Divine caster who has a detectable Aura of a similar Alignment as their chosen deity. Every Cleric has the ability to Turn or Rebuke Undead, and this is a pivotal ability in many combos. The Domains of their god grant additional spells and thematic powers.

Crusader (Tome of Battle): The Crusader is a martial class who channels divine conviction. Unlike traditional warriors, Crusaders use Counterstrikes, Stances and Maneuvers. They can delay damage done to themselves, and increase their own damage output by doing so.

Death Master (Dragon Compendium): The Death Master is an Arcane necromancer class with some general utility. Unlike Wizards who usually study all schools of magic, Death Masters specialize more in Necromancy. This class grants an Undead Minion that's as strong as the Death Master, and if it's destroyed a new one will appear in 24 hours.

Divine Mind (Complete Psionic): The Divine Mind is a Psionic class that channels both Psionic and divine power through concepts as Mantles. Each of these philosophical Mantles represents a concept such as Destruction, Freedom, or Time, granting them thematic powers and abilities tied to that idea. Divine Minds are generally weaker than similar classes due to their broad focus.

Dragon Shaman (Player's Handbook II): The Dragon Shaman is a martial class that channels the spiritual power of dragons. Their draconic Aura grants passive benefits to nearby allies, while their breath weapons and resistances reflect their chosen dragon type. Dragon Shamans combine moderate combat ability, party support, and limited healing, but tend not to excel at any one thing.

Dragonfire Adept (Dragon Magic): The Dragonfire Adept is an Invocation-based caster who harnesses draconic energy through breath weapons and magical Invocations. Unlike Sorcerers or Wizards, they rely on at-will powers that can be used repeatedly without spell slots. This class makes you Dragonblooded, meaning one of your distant ancestors was a dragon.

Dread Necromancer (Heroes of Horror): The Dread Necromancer is an Arcane caster dedicated almost entirely to Necromancy. They can channel negative energy through their own body to others. As they grow stronger, their body will become more reminiscent of the Undead as they take on more traits of undeath.

Druid (Player's Handbook): The Druid is a Divine caster devoted to nature and the primal forces of the world. Their Animal Companion, ability to understand animals, and adaptability make them very capable in the wilderness. Druids command powerful nature magic, summon animals, and eventually gain the ability to transform into beasts through Wild Shape.

Duskblade (Player's Handbook II): The Duskblade is an Arcane caster who combines martial combat and combat magic. Their eventual signature ability allows them to channel touch-based spells directly through melee attacks. Duskblades favor aggressive attack styles while wearing Light armor, but can get away with wearing Heavy armor in time.

Factotum (Dungeonscape): The Factotum is the most adaptable base class, and is defined by Intelligence and improvisation, but they can potentially have Skill in anything. Rather than specializing in a single role, Factotums borrow abilities resembling those of many other classes, including spellcasting, Sneak Attacks, and others. Their Inspiration mechanic allows them to temporarily enhance Skills, attacks, or actions through quick thinking.

Favored Soul (Complete Divine): The Favored Soul is a Divine caster blessed directly by a deity rather than being trained through religious doctrine. Unlike Clerics, they cast spells instinctively and rely heavily on Charisma. Favored Souls gain resistances and abilities tied to Divine favor as they progress.

Fighter (Player's Handbook): The Fighter is the archetypal martial class, specializing in weapons, armor, and combat training. Fighters gain more bonus Feats than any other core class, allowing for extensive customization. Their flexibility can make them effective combatants in almost any form of martial combat.

Healer (Miniatures Handbook): The Healer is a Divine caster dedicated almost entirely to serving others and goodness. Their spellcasting focuses on Healing magic and removing harmful conditions. This class gains a Unicorn at Level 8, and otherwise gradually acquires Supernatural healing abilities as they improve.

Hexblade (Complete Warrior): The Hexblade is an eventual Arcane caster with curse-based abilities. They combine their limited Arcane spellcasting with combat skills that weaken enemies. Hexblades eventually become resistant to hostile magic, and get better at cursing others.

Incarnate (Magic of Incarnum): The Incarnate manipulates Incarnum, a mystical substance formed from the spiritual essence of living souls. By shaping Soulmelds, this class gains Supernatural enhancements that can be changed each day. Incarnates can specialize in offense, defense, or utility depending on their chosen Melds, but all can detect people who oppose their ideals.

Jester (Dragon Compendium): The Jester is a Chaotic Arcane caster focused on nonchalance, performing, and manipulation. Their abilities usually disrupt enemies through being bizarre, mocking, and having strange magical effects rather than direct damage. They are unpredictable encounters.

Knight (Player's Handbook II): The Knight is an armored defender dedicated to battlefield control and honor. Their abilities encourage enemies to focus attacks on the Knight, protecting weaker allies from harm. Knights become skilled at mounted combat, defensive tactics, and maintaining strict codes of conduct.

Lurk (Complete Psionic): The Lurk is a stealth-based Psionic ambush class. Similar to the Rogue, this class specializes in Sneak Attacks and infiltration, but enhances these abilities with Psionic powers. Their signature Lurk Augment allows them to customize Sneak Attacks with effects like doing more damage.

Marshal (Miniatures Handbook): The Marshal is a Charisma-based battlefield leader who empowers allies through tactical Auras. Rather than dealing the most damage personally, Marshals enhance the effectiveness of the entire party. Their leadership abilities make them valuable in political or military matters.

Monk (Player's Handbook): The Monk is a disciplined martial artist who trains their body and spirit into a living weapon. Monks fight primarily with unarmed strikes, and gain mobility, defenses, and Ki-based abilities as they advance. Their

Wisdom-based dodging allows them to operate effectively without armor or heavy equipment, and their abilities are burdened by these things.

Mountebank (Dragon Compendium): The Mountebank is a scoundrel-like character who beguiles others with eye contact. All Mountebanks have a Mark of Damnation, meaning that their soul is forfeited to a Demon, Devil, or like creature when they die. Knowing just Trapfinding to begin with, they gain various abilities from their Infernal Patron as they grow stronger.

Ninja (Complete Adventurer): The Ninja is a stealthy martial character who uses sudden strikes and mystical Ki powers. Ninjas rely on their Wisdom-based unarmored dodging, and being aware of traps to keep themselves alive. Their combat style emphasizes avoiding prolonged engagements.

Paladin (Player's Handbook): The Paladin is an eventual Divine caster devoted to righteousness, justice, and divine service. Paladins combine martial combat with detecting evil, and their iconic Smite Evil. Their strict moral code defines much of this class's identity, and breaking it will notoriously cause Paladins to lose their god-given powers.

Psion (Expanded Psionics Handbook): The Psion is the premier Psionic class, relying on mental discipline rather than spells. Psions specialize in different disciplines such as Clairsentience, Psychokinesis, or others, shaping their powers around specific mental talents. Their flexible power point system allows them to augment their abilities for greater effects.

Psychic Warrior (Expanded Psionics Handbook): The Psychic Warrior combines martial combat with Psionic buffing powers. Unlike a full Psion, this class focuses on self-buffing abilities that improve physical combat effectiveness. Psychic Warriors are durable front-line fighters capable of adapting to many combat situations through this augmentation.

Ranger (Player's Handbook): The Ranger is an eventual Divine caster skilled in fighting their favored foes, tracking, and understanding animals. A combination of martial prowess and understanding of terrain makes them invaluable scouts in the wilderness. An animal willing to stick by their side will eventually find them.

Rogue (Player's Handbook): The Rogue is the archetypal Skill-based martial class specializing in precision attacks, Trapfinding, and stealth. Sneak Attack allows Rogues to inflict devastating damage when catching enemies off guard. Their wide Skill selection makes them good at most things.

Samurai (Complete Warrior): The Samurai is a martial class inspired by Eastern traditions. Their abilities emphasize their mastery of the katana (bastard sword) and the wakizashi (short sword). Compared to Fighters, Samurai focus more on thematic roleplaying and personal codes of conduct, and if they break these they lose almost all of their abilities.

Savant (Dragon Compendium): The Savant is an eventual Arcane and Divine caster built around being proficient in any Skill. Savants gain limited access to abilities associated with many different professions. Their adaptable talents allow them to contribute in almost any situation by helping others and Trapfinding.

Scout (Complete Adventurer): The Scout is a mobile skirmisher who relies on speed and positioning during combat. Their Skirmish ability rewards constant movement by granting bonus damage, and eventually a defensive bonus when attacking after moving. Scouts are effective explorers due to these and later abilities.

Sha'ir (Dragon Compendium): The Sha'ir is a an Arcane and Divine caster inspired by Middle Eastern fantasy traditions. Rather than preparing spells normally, a Sha'ir sends a Gen familiar to retrieve magical effects from across the cosmos. This unusual form of casting gives this class a magical flexibility while emphasizing the need to negotiate with mystical beings.

Shadowcaster (Tome of Magic): The Shadowcaster is a Supernatural caster that manipulates darkness through Fundamentals and Mysteries drawn from the Plane of Shadow. Their abilities blur the line between spells and innate powers, focusing on concealment, illusion, and shadow manipulation. Shadowcasters progress through increasingly powerful abilities that eventually become Supernatural abilities usable without traditional spellcasting components.

Shugenja (Complete Divine): The Shugenja is a Charisma-based Divine caster inspired by Eastern elemental mysticism. Their magic primarily revolves around the four elements of fire, water, earth, and air, with one element becoming their primary focus. Whichever element they pick as their focus, they can then sense.

Sorcerer (Player's Handbook): The Sorcerer is an Arcane caster whose magic comes from innate talent rather than scholarly study. Sorcerers know fewer spells than Wizards, but can cast their known magic more flexibly throughout the day. This class comes with a Familiar by default.

Soulborn (Magic of Incarnum): The Soulborn is an especially devoted martial class who has a detectable Aura of a similar Alignment as their chosen deity. By shaping Soulmelds, they use Incarnum to empower themselves. Soulborns are so tied to their Alignment that they can smite others who oppose their ideals.

Soulknife (Expanded Psionics Handbook): The Soulknife is a Psionic martial class capable of forming a Psionic blade directly from their minds. As they become more powerful, this signature Mind Blade can be shaped and enhanced. Soulknives lack the defining Psionic Manifesting that other Psionic classes have.

Spellthief (Complete Adventurer): The Spellthief is a Rogue-like class who can Sneak Attack and find traps. Their real talent is stealing spell energy from targets that they catch off guard or who are willing. This gives the Spellthief various casting utility depending on the type of caster they stole from.

Spirit Shaman (Complete Divine): The Spirit Shaman is a Divine caster who communes with spirits of nature. Every Spirit Shaman is followed by a Spirit Guide, and both know, see, and experience what the other does. A Spirit Shaman picks their Spirit Guide based on its characteristics, such as a Wolf being loyal and interdependent.

Swashbuckler (Complete Warrior): The Swashbuckler is a martial class who is dexterous and daring. Their Dexterity-based and eventually Intelligence-based combat abilities encourage offensive fighting. Swashbucklers excel with finesse weapons and dramatic movement.

Swordsage (Tome of Battle): The Swordsage is a martial class who masters Stances and Maneuvers. Swordsages often act first in combat. They gain the Feat Weapon Focus with their favored weapon in whatever overarching discipline their Stances and Maneuvers are for.

Totemist (Magic of Incarnum): The Totemist is a martial class who manipulates Soulmelds to empower themselves with Incarnum. Totemists later learn to manipulate Chakra to cause various effects, but usually cannot use magic items in the spot of the Chakra they are using. Totemists are one of only two classes

that start out not knowing how to read and write, but you can spend a Skill Point in character creation to change this.

Truenamer (Tome of Magic): The Truenamer manipulates the fabric of reality through understanding the words that make it up. By speaking extremely precisely, these Truename Utterances produce magical effects. You start out knowing your own Truename, but due to how this system works and your having powers from outside of this world, I do not recommend you take this class because you'll almost certainly never be able to actually pronounce it.

Urban Druid (Dragon Compendium): The Urban Druid is a Divine caster devoted to civilization. Urban Druids can more easily gather information and knowledge about the city they're in, and when in their Favored City they gain a Sacred and Morale boost to a number of Skills and Saves. They have an Urban Companion that can range from a small animated object to a horse.

Warblade (Tome of Battle): The Warblade is a martial class who masters Stances and Maneuvers. A Warblade's Intelligence enhances their combat Reflex so long as they're not caught completely unaware. Their flexibility with weapons is so great that they can change fundamentals they have learned with an hour of practice.

Warlock (Complete Arcane): The Warlock is an Arcane caster who uses Invocations and other abilities granted through a pact with one of a number of entities. Their signature ability is Eldritch Blast, a reliable ranged attack. As a Warlock can use Eldritch Blast as much as they want, this makes them one of the better blaster-like classes.

Warmage (Complete Arcane): The Warmage is an Arcane caster who does more magical damage based on how intelligent they are. Warmages favor wearing Light armor into battle, but can get away with wearing Medium armor in time. They eventually learn a number of Feats that increase their magical damage output.

Wilder (Expanded Psionics Handbook): The Wilder is a Psionic class driven by emotion and instinct rather than discipline. Their Wild Surge ability allows them to temporarily boost their powers at the risk of Psionic backlash. They quickly learn to dodge attacks based on their Charisma-based intuition.

Wizard (Player's Handbook): The Wizard is the archetypal Arcane caster who learns through experimentation, study, and written formulas. Wizards maintain a spellbook containing a vast collection of Arcane knowledge. This class comes with a Familiar by default.

Wu Jen (Complete Arcane): The Wu Jen is an Arcane caster inspired by Eastern mysticism. Wu Jens often know many languages due to their studies, studies which enable them to make permanent better use of Metamagic. They often act first in combat due to being tipped off by a Watchful Spirit.

Origin Perks: Feat bundles, class features, Prestige classes, and more. You qualify for their granted aspects regardless of their Requirements unless otherwise noted, but you don't get their Requirements. Discounts are always 50%.

Roleplayer

Character Sheet (100CP) (Free: Roleplayer) - Keeping track of everything during and after character creation can be quite the hassle, but not anymore. You have an automatically updating mental character sheet that you can pull up whenever you want. This doesn't give you any power in of itself, but it can be quite useful to know the exact range and conditions of your various abilities.

LARPing Group (100CP) (Free: Roleplayer) - When someone says they're roleplaying it's generally under the assumption they're not doing so alone. You have the good fortune of running into one to three characters with the individual archetypes of Warrior, Expert, and or Spellcaster (or equivalent) when you have less than three active Companions or Followers (Jump Followers, not D&D).

They'll always be relatively weaker than yourself (1 Class Level lower, minimum Class Level 1, max Class Level 10), and will be at most one step from your own Alignment. They start out Friendly to you, any Companions of Followers you already have, and each other. This perk can only activate once per Jump. They count as Jump Followers.

Alignment Reassignment (200CP) (Discounted: Roleplayer) - A lot of people simply ignore Alignment in D&D because it's easier. Good and Evil, and all the others, are tangible things. It can be difficult to deal with them. To help with this, you can

instead have your Alignment be moved one step whenever you wish. Most Humans are True Neutral, so you could likely be Neutral Good, Chaotic Neutral, Lawful Neutral, or Neutral Evil. Think of it as nine squared squares with the corners being Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil. This will affect both how you think and interact with the world, but there's nothing stopping you from pushing it back to what it was.

Not Inevitable (200CP) (Discounted: Roleplayer) - There are beings whose sole purpose is to enforce one thing. This could be the natural laws of the universe, balance, or just Good and Evil. You have the remarkable ability to not get caught up in this. Whether it's escaping justice, getting away with oath and contract breaking, living too long as an immortal, teleporting too much or time traveling, and even trying to usurp the powers of the gods, you will remain unmolested. Devils and Demons won't come after you for building an orphanage, and Celestials likewise won't hunt you for burning one down. It'll be a different thing entirely if you go to where these creatures are naturally, but you're otherwise safe. Disrupt the natural balance of water resources in deserts at your own peril, or not.

You Start in a Tavern (400CP) (Discounted: Roleplayer) - The old cliche works not just for practical reasons but because of the storytelling of the Dungeon Master. Four characters coming together on quests of impossible providence. Yours is now so blessed. In this and future Jumps, events will be influenced imperceptibly to bring them more in line with the experiences of a traditional D&D campaign. Beneficial encounters are more likely to happen to you, you'll more frequently be in positions to influence major events, and inexplicable treasure tends to find its way into your possession. You're also less likely to die, but it can still happen if you try your luck. You're a main character, not the main character. While events are more likely to happen in a way that engages you, this won't warp reality.

Fatespinner Prestige (400CP) (Discounted: Roleplayer) - Found in the supplement Complete Arcane, the Fatespinner is a caster who manipulates probability. Whether they're blessing themselves or cursing others, Fatespinners from their perspective literally spin fate to their own ends. They can Seal Fate for an ally or enemy once per day, potentially saving a friend or felling a great foe.

No Games (600CP) (Discounted: Roleplayer) - Despite all the scheming done by legendary powers, you just don't care because you have no games. Plans centuries in the making fall apart, foes significantly your greater are defeated without your intervention, and you live a relatively peaceful life for it.

If an encounter of Challenge Rating 10 or more than your Challenge Rating would have affected you, the world will all but bend over backwards to ensure you instead get away or that it just doesn't happen. You can still live as you normally would and even adventure, dealing with lesser threats, but you can now sense when you're getting in over your head. For this perk to then work, you must disengage. If your living a relatively normal life would have somehow triggered this, such as a foe building a scheme around you, this perk will usually take your side over theirs. Needless to say, this protection fails the moment you try to engage with the greater threat.

Roll Playing (600CP) (Discounted: Roleplayer) - 5e would go on to change a great many things, but arguably the most visible and impactful mechanical change was rolling with advantage. Under certain conditions where you would roll a D20, you would instead roll 2 D20 and take the better roll. This however first appeared in 3.5 in the Great Wyrm Time Dragon's Time Apotheosis racial trait. Since 3.5 did it first, so now may you.

Any time that you would do the equivalent of rolling a D20 such as on Skill checks, Ability checks, Initiative checks, Attack Rolls, Saving Throws, Spellcasting-related checks, Caster Level checks, Opposed checks, various improvised Dungeon Master checks, and anything else, you instead get the outcome of rolling 2 D20 and taking the better result.

Warrior

Might Makes Leadership (100CP) (Free: Warrior) - Your Strength and Leadership draws in people from all over the lands to follow your lead. It helps if you have an established base and great renown, but even if you're cruel and move around a lot people just can't help but follow you if you're exceptionally strong. One of these Followers will always be much more powerful than the rest and act as your Cohort. You can attract around 164 people before its effect starts to taper off. This perk counts as the Leadership and Might Makes Right Feats.

Weeaboo Fightan Magic (100CP) (Free: Warrior) - The Tome of Battle introduced the concepts of Stances and Maneuvers, and the three base classes of **Crusader**, **Swordsage**, and **Warblade** who use them. These are generally considered the strongest pure martial classes. They use what's called an Initiator level to learn stronger Stances and Maneuvers, and their Initiator level is 1 X their Class Level for Crusader, Swordsage, Warblade and like Prestige classes or .5 X for classes that aren't those. For example, a Class Level 3 (Archivist 1 / Crusader 2) would have an Initiator level of 2.5.

So long as you have at least one level of Crusader, Swordsage, Warblade and or like Prestige classes, every Class Level you have that doesn't grant you some level of casting will count as 1 full Initiator level or 1.5 for Crusader, Swordsage, Warblade and like Prestige classes that grant Stances and Maneuvers. Crusader, Swordsage, Warblade and every like Prestige class also gets 1.5 (rounded up) X Maneuvers Known and Stances Known, and can have 1.5 (rounded up) X Maneuvers Readied. You're still not a spellcaster, but you're more competitive.

Extra Epic Inspiration (200CP) (Discounted: Warrior) - There is no limit to how many people you can convince to follow your Leadership, and your Cohort and Followers are exceptionally faithful to your cause. As long as their Morale is no worse than normal, your Cohort and Followers gains a +1 Morale bonus on Will Saves against Fear. You also gain a +5 bonus on Rally checks made to Rally your Cohort and Followers. Your charismatic magnetism allows you to attract twice as many Followers as someone with similar abilities. This perk counts as the Epic Leadership, Extra Followers, and Inspirational Leadership Feats. If you don't have **Might Makes Leadership** or the normal Leadership Feat by itself, this perk does nothing until you gain it.

Teamwork Benefits (200CP) (Discounted: Warrior) - With enough practice, characters who adventure together can achieve various Teamwork Benefits. Knowing the importance of sticking together, you qualify for every Teamwork Benefit as if you had unlimited Hit Dice for your entire team of 2 to 9 (including yourself). You can use any number of Teamwork Benefits together without practice so long as you meet the requirements for your team, and so long as it would logically make sense. This would normally have a number of requirements such as training for weeks, and the entire team needing a certain amount of Skill, Base Attack Bonus (BAB), and or Feats. Any Cohort and Followers you don’t lead will take after your example, but they must meet the requirements normally.

These benefits include but are not limited to, scouting and infiltrating, flanking someone as a team, fighting enemies that have Concealment and or who are invisible, snapping a team member out of a Compulsion, guarding allied spellcasters, and moving as a shield wall.

Immunity to Magic (400CP) (Discounted: Warrior) - You're probably not going to win any favor with the Goddess of Magic by having this, but you are now immune to any spell or Spell-like ability that allows Spell Resistance. To clarify, not all spells allow for Spell Resistance. Create Pit, Glitterdust, Grease, Sleet Storm, Web, and the various Orb spells are some notable examples, but a Wizard can't just Wish you out of existence now. This Extraordinary ability can be suppressed whenever you want to be more broadly affected by magic.

Master of Nine Prestige (400CP) (Discounted: Warrior) - Found in the supplement Tome of Battle, the Master of Nine is focused on unlocking all the Disciplines from which Stances and Maneuvers are derived. The Master of Nine can adopt two contradictory Stances for 1 round at a time for a total of 10 a day, and switch their Stance in battle whenever they activate a countering Maneuver. A true Mastery of Nine allows them to do more damage for each Discipline they have a Maneuver readied for.

Murder Hobo (600CP) (Discounted: Warrior) - Not every Warrior-like character can be the party face. Sometimes the best they can do is kill the other guy. Whether you're slaying hordes of Orcs or slaughtering villages full of peasants, you're more likely to get the greater result you intended. Do you want the Orc King to challenge you in person? Slay enough of his men and he'll come to you. Want a peaceful kingdom to pay you tribute? Harass their villages and they'll pay you off. This extends to classical things like how if you slay some great Evil the land can experience peace and prosperity even if all their crops are burnt, or how if you kill a local hero his allies break and run away. A Barbarian with this could kill a gate guard, stand their ground, and then be granted an audience with royalty all in the same hour. This is designed to let you put your finger on the narrative scale by killing things. Just make sure to have a good excuse when the King asks why you killed the gate guard, or kill him, too.

Drizzt J'Umper (600CP) (Discounted: Warrior) - Of all the characters without significant magical abilities, Drizzt Do'Urden is by far the biggest Mary Sue in the Forgotten Realms. Defeating an Epic Balor by himself, slaying Ancient and older

dragons basically by himself, and not to mention the various high-level casters he’s succeeded in confronting. All while being Class Level 16 (Barbarian 1, Fighter 10, Ranger 5) with some relatively good magical equipment.

You now have this level of plot armor, and so long as they're subordinate to you, it can also apply to a lesser degree to one of your Familiars, Followers, or Companions of your choice. In addition, from the moment you were born, you had a physical trait that distinguished you from other members of your race. It can't be entirely made up, but it can be extremely rare like purple eyes.

Expert

Skill Monkey (100CP) (Free: Expert) - For as powerful as Wizards can become, they often flounder at simple tasks. While the most powerful of them often have ways around these limitations, it never hurts to be able to do things yourself. Whatever your choice(s) for Class Level was, every Skill is counted as a class Skill for you.

In practical terms, this means you can learn any Skill with relatively little effort as if you had dedicatedly practiced it. If you take at least one Class Level in Factotum and or Savant who would already have this, you get the benefits as described in addition to your Skill Points for your first Class Level being (8 + your Intelligence modifier) X 4, and your Skill Points being 8 + your Intelligence modifier for any future Class Level even if it's not Factotum or Savant.

Academic Knowledge (100CP) (Free: Expert) - Both the Bard and Savant have abilities that allow them to add their Class Level to Knowledge checks. This is supposed to represent their Bardic Knowledge and learned Academic Lore, respectively. This enables them to make two checks on whether or not they know something, and as a result they're often the most commonly well-informed characters there are.

You may now add your Class Level to Knowledge checks for determining whether you know something or not. There will be no caveat to this if you simply know something as you normally would, but if this ability helps you know something you otherwise wouldn't, then it will be colored by flowery prose or an academic perspective. If you take at least one Class Level in Bard, Savant, and or like Prestige who would already have one of these or an equivalent, you get the benefits as described in addition to a +1 bonus to all Knowledge Skills.

Skill Tricks (200CP) (Discounted: Expert) - The most skilled of Experts can find more uses for their Skills than others, and that's where Skill Tricks come in. The four types of skill tricks involve social Interaction, dexterous Manipulation, Mental, tricks, and Movement. There are normally restrictions to how many Skill Tricks you can learn and know, but so long as you meet the listed Prerequisites, you're counted as knowing and having access to any Skill Trick.

You can only use a particular Skill Trick once per encounter, or once per minute if outside of combat. Performing Skill Tricks is either part of an action or an action in of itself, and you can use any number of Skill Tricks at a time so long as it would logically make sense.

These benefits include but are not limited to, hiding in plain sight so well that you gain Concealment, seeing invisible creatures, attacking your grappler as a swift action when you escape a grapple, disrupting a spellcaster's casting attempt by mocking them, maintaining Concentration as a swift action, changing how you verbalize spells so that they can't be identified, casting spells without others noticing, and reducing the resulting DC of a Concentration check by half if you take damage while casting a spell.

Additional Magic Item Space (200CP) (Discounted: Expert) - Choose one type of magic item that would occupy the slot of a headband, hat, or helmet; a pair of eye lenses or goggles; a cloak, cape, or mantle; an amulet, brooch, medallion, necklace, periapt, or scarab; a suit of armor; a robe; a vest, vestment, or shirt; a pair of bracers or bracelets; a pair of gloves or gauntlets; a ring; a belt; and or a pair of boots.

Whichever you picked, you can gain the benefits of wearing an additional item in that slot. This could be wearing a headband and a hat, eye lenses and goggles, a cloak and a mantle, an amulet and a necklace, two pieces of armor, two robes, a vest and a shirt, a bracer and a bracelet, gloves and gauntlets, three rings (normally two), two belts, or shoes within boots.

Artisan Craftsman (400CP) (Discounted: Expert) - The most basic requirement to Craft a magic item is that they must be of Masterwork quality. While you haven't figured out the magic part yet, you’re a master at making Masterworks. Whether it's Alchemy, Armorsmithing, Weaponsmithing, Weaving, Woodworking, Trapmaking, or any other 3.5 Forgotten Realms D&D-published Craft Skill, you receive a +20 to all of your Craft Skills.

In addition, you know and can apply five Item Qualities (Dragon Magazine 358) to your weapons and armor as the Artisan Craftsman Feat in that same issue. For example, you can make Razor Sharp blades that do more Damage, have armor protect you more by making it Reinforced but also heavier, or make metal last longer by having it Acid Washed.

This perk represents an increase of approximately 800 Skill Points, and by far makes you the most broadly skilled craftsman outside of the gods. While often included as a houserule, this does not actually include Profession (Cooking).

Chameleon Prestige (400CP) (Discounted: Expert) - Found in the supplement Races of Destiny, the Chameleon is an Arcane and or Divine caster who strives to do anything by changing their Altitude Focus. They can potentially cast spells as a Wizard and or Cleric, fight with all martial weapon types, trap find and dodge uncannily like a Rogue, and have Wild Empathy and Woodland Stride like a Druid. They get a Bonus Feat that they can change everyday to any known Feat they qualify for, and they can mimic class features like Evasion, Rage, Smite, Sneak Attack, and Turn or Rebuke Undead.

Magical Artisan (600CP) (Discounted: Expert) - There's a funny piece of lore where the Goddess of Magic tasks her Chosen mortals to sneak into dungeons and leave magic items as loot. This is one of the canon explanations for why you can often find treasure in places that should be empty. These magic items are often created by the very same Chosen.
This perk counts as the Brew Potion, Craft Magic Arms And Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, and any four other non-Epic Item Creation Feats of your choice that actually make a physical item. It also counts as the Magical Artisan Feat for both them and every Item Creation Feat you acquire, meaning that you only pay 75% of the normal cost to create magic items. This doesn't give you the Skill to Craft things by itself.

As an aside, all craftsmen capable of crafting magic items have at least one Magic Item Signature Trait (Dungeon Master’s Guide II, page 229). This is a bonus that can be applied to any crafted magical item for free. These traits are Barbed, Bitter, Bleeding, Brilliant, Clean, Comfortable, Crude, Dreadful, Fashionable, Flickering, Gaudy, Glowing, Heavy, Loud, Multicolored, Religious, Shadowy, Shrouded, Sizzling, Slimy, Smoky, Sparking, Totemic, Warped, and Writhing. They are entirely stylistic or flavorful in nature, and you may pick one. Who wouldn't want an ever-Clean suit of magic armor?

Passing Notes (600CP) (Discounted: Expert) - You can never know enough! In D&D, passing notes refers to when one of the Players directly ask questions to the Dungeon Master. This can be with the intention to clarify things without breaking up the pacing, having a Player Character act as a proxy NPC for the plot, or any other number of reasons.

Three times per Jump or every 10 years, whichever comes first, you may ask a short question to the metaphorical equivalent of the Dungeon Master for the setting you're in. These questions will always be answered concisely, as if on a sticky note, but it will be the truth to the best of their ability. For example, you could ask about the nature of the Overgod Ao, Lady of Pain, and or Luminous Being, and probably get an actual response, but if you asked for information on a mechanic that doesn't exist, you won't. Keep in mind, just because you know something doesn't mean you can use it. There's hundreds of Truenames that would be useful to know, but probably very few you can actually pronounce. Similarly, if you ask for something like the formula for the Epic spell Karsus's Avatar, don't expect it all to fit on a sticky note.

Spellcaster

Heretic of the Fallen (100CP) (Free: Spellcaster) - Divine casters **MUST** worship a god, but there is a sort of work around to this. Those who worship a dead god don't actively have to answer to them, and those who are heretics of faith can get away with breaking the tenants of their chosen deity more broadly. This perk counts as the Heretic of the Faith and Servant of the Fallen Feats. While you don't have to worship a dead god if you take this, doing so will grant you a +1 Luck bonus on a single die roll of your choice once per day.

Either way, your Alignment may be two steps away from your chosen god's Alignment. If you're True Neutral, as most Humans are, you could worship any deity of any Alignment. You can otherwise grossly violate your deity's code of conduct, but this doesn't exempt you from being excommunicated or rebuked by your god. If you have access to Domains, you can exchange a single Domain you have with any one other Domain of your choice. Likewise, you can exchange your deity's Favored Weapon for one that you prefer.

Academic of Mystra (100CP) (Free: Spellcaster) - In your fervor to uncover magical knowledge, you've discovered some of the greatest secrets of the Goddess of Magic's church. You can attempt to cast spells within a Dead Magic zone (place

without magic) or an Antimagic Field. In a Dead Magic zone, you must make a successful caster level check against a DC equal to 20 + the level of the spell you are trying to cast. In an Antimagic Field, you must make a successful caster level check against a DC equal to 11 + the caster level of the Antimagic Field. In addition, if you're a Divine caster, you can cast the following spells at the appropriate levels as Cleric and Domain spells: Spell Shield, Anyspell, Spell Phylactery, Greater Anyspell, Spellmantle, and Holy Star.

As part of your research, you've fundamentally shifted how your Ability Score for one Divine class functions. For the purpose of determining bonus Divine spells per day and maximum Divine spell level, your primary spellcasting Ability Score for one Divine class of your choice is instead Intelligence. Your spell Save DCs are not affected by this change. This perk counts as the Academic Priest and Initiate of Mystra Feats.

Natural Persistent Metamagic (200CP) (Discounted: Spellcaster) - One of the shortcomings of Divine casters is that they don't have access to Metamagic as Arcane casters. The big advantage they do have if they get access to Metamagic is that they expend a number of Turn or Rebuke Undead attempts instead of increasing the spell's level. This perk counts as the Natural Spell, Extend Spell, Persistent Spell, and Divine Metamagic Feats.

You may pick any one Metamagic Feat you know in character creation, in this case Extend Spell or Persistent Spell, but know that Persistent Spell is the correct choice, and cast it on Divine Spells in exchange for Turn or Rebuke Undead attempts. This combination allows you to do things like healing and buffing yourself or others for 24 hours at a time. The only classes that grant Turn or Rebuke Undead attempts in this Jump are the **Cleric**, **Death Master**, **Dread Necromancer**, **Chameleon Prestige** and **Paladin** but later in their progression. Additionally, only the Chameleon Prestige, Cleric, and Paladin cast Divine spells.

As this doesn't really apply to Druids, Natural Spell will let a Druid use spells with verbal and somatic components when in their Wild Shape form. For example, while in the form of a snake, you could substitute hissing and movements of your body for the normal verbal and somatic components of a spell. You can also use any Material Components or Focus you possess, even if such items are melded within your current form. This doesn't permit the use of magic items while you're in a form that couldn't normally use them, and you do not gain the ability to speak while in a Wild Shape.

Ignore Material Components (200CP) (Discounted: Spellcaster) - A lot of people simply ignore Material Components in D&D because it’s easier. Whether it’s something common or literally diamonds worth tens of thousands of Gold Pieces, it can be difficult to deal with them. To help with this, you may cast spells without requiring or expending Material Components. This doesn't include experience points, and doesn't work with Epic Spells. You may still need a Focus of sorts.

Have the Power (400CP) (Discounted: Spellcaster) - The idea of subjecting oneself to a higher power isn't the most appealing position when you probably have the potential to rival the least of them. Nevertheless, some people truly believe in a god or concept that god represents, and are willing to dedicate themselves to further the cause.

Whenever you act on the behalf of a god such as being a Divine caster, you improve half again as fast in that Class Level or equivalent. You also receive more aid and guidance than others, openly becoming known as a valuable follower. The god themself will be more inclined to give you leeway, and will intervene on your behalf when you die and are sent to the Judge of the Damned, Kelemvor. This will be the case even if you're a Heretic of the Faith.

Dweomerkeeper Prestige (400CP) (Discounted: Spellcaster) - Found in the supplement Complete Divine, the Dweomerkeeper is an Arcane and Divine caster who safeguards magic. The Dweomerkeeper creates a personal Mantle of Spells that can convert prepared spells of the same type (Arcane or Divine) into the mantled spell, and can use the spell Arcane Sight at will. While they can later learn to use nearly all Metamagic easier, their greatest ability is to cast a single spell per day as a Supernatural Spell, thus paying no Material Components or experience points for the spell.

Automatic Multispell (600CP) (Discounted: Spellcaster) - When Wizards duel, the one that can cast the strongest spells the quickest is usually the winner. This perk counts as three Feats worth of Automatic Quicken Spell and one Feat worth of Multispell. Any 9th level or lower spell that takes a full round to cast or less can be cast by you as a swift action without raising its spell level. A standard Wizard can cast one quickened spell as a swift action and one of most other spells as a full-round action. You can cast two quickened spells as a swift action and one of most other spells as a full-round action.

This is basically an ‘I win button’ at higher levels if you get to act first, and only extremely strong if you don't. This also applies to Divine spells and Psionics. Expect the Goddess of Magic to secretly, if not openly spy on you.

Chosen of Magic (600CP) (Discounted: Spellcaster) - While the various gods and goddesses have their Chosen, you have been designated by Magic itself as an important individual, and this process cannot be undone without destabilizing some of the Weave (the literal underlying tapestry of magic). This means that the Goddess of Magic, Mystra, will not even be inclined to try. Normally, a Chosen of Mystra is when the Goddess of Magic takes a piece of her divinity and places it in a person. You’ve had this process done to you. Mystra will be very interested in learning how this has happened and what it means.

You cannot yet handle the power of raw magic, Spellfire, but you can wield the Silver Fire of Mystra's Chosen as they do. Silver Fire is a Supernatural ability that manifests as a beautiful silver-white flame that surrounds the wielder and fills the area that it's projected into. Silver Fire can be used for different effects such as acting like a continual immunity to Detect Thoughts, Discern Lies, and any attempt to magically discern their Alignment, Cold Resistance 5, water breathing, or banishing any magical Compulsion upon the user as if a Greater Dispelling spell were cast upon them. Only one of those effects can be active at any time. The wielder can call upon Silver Fire to sustain them, allowing them to function without food or drink for up to seven days, but this ability requires a three day cool down.

Once every 70 minutes its wielder can unleash Silver Fire as a blast of flame. This blast may be in an area 5 feet wide and up to 70 feet long, breaking through barriers as a Lightning Bolt would and overcoming magical barriers and Spell Resistance automatically. This blast deals 4d12 points of Fire damage (Reflex half DC 23). Alternately, the Silver Fire can be unleashed in a 70-foot cone, dealing no damage but permanently restoring Dead Magic zones within the cone to normal and dispelling (as a Greater Dispelling spell) any Antimagic Field effects that contact the cone. The cone effect is draining on the Weave, and Mystra discourages its use except for emergencies.

All of the above effects function as if cast by a 20th-level Sorcerer. You also count as a Chosen of Mystra, and receive all the blessings that come with that. Chosen gain one bonus spell of each spell level 1st through 9th per day, which can be used as a Spell-like ability. Chosen are immune to one spell of each spell

level 1st through 9th, just as if the Spell Immunity spell were cast upon them. Once these two sets of nine spells are selected, they can never be changed.

Chosen are immune to aging, disease, disintegration, and poison. They don't need to sleep, but they must rest normally to prepare spells. They can Detect Magic at will, and it has a line-of-sight range. All Chosen receive a +10 Enhancement bonus to their Constitution. When you die, you have the potential to survive as a Weaveghost within magic itself, and can potentially resurrect yourself by possessing a dead body.

With enough practice and time or if you can absorb raw magic like Spellfire, you will be able to take on a Silver Fire form, becoming magical energy. This will cause you to temporarily transcend your mortal limitations, and will grant you various abilities like an unlimited use of spells and becoming immune to magic.

General Item: Normally items would allow for some level of importation and or be replaced if lost or destroyed, but the following option is too open-ended for that.

Gold Value (Free / 50CP) - This item represents a single purchase of any non-unique, non-custom item with a listed Gold Pieces price of 10,000 or less so long as they're in either a rulebook, supplement or Dragon Magazine (309-364), and for 3.5 Forgotten Realms D&D. Although you cannot make two purchases with one purchase of this item, any remaining Gold Pieces will be placed into coin purses of 50 Gold Pieces each, totaling one pound. Additional purchases of this item are **50CP**, and purchases stack in case you want an item worth more than 10,000 Gold Pieces.

In case you don't want to look through everything, for your free purchase I'd recommend a Heward's Handy Haversack or Swordbow +1 (**Roleplayer**), Boots of Levitation or Cloak of Resistance +3 (**Warrior**), Hand of Glory or Healing Belt (**Expert**), and Headband of Intellect +2 or Glove of Storing (**Spellcaster**).

Items: Curated options. Magic items can grow and limitedly shapeshift, but will usually only ever fit a Humanoid or Nonhumanoid form. They fit your choice of form when you buy them. All armor offered below is Light armor.

Similar items can be imported into like. You will find a similar property that's also yours in every Jump you go to from now on. Non-property items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Roleplayer

Leafweave Leather Armor +1 (100CP) (Free: Roleplayer) - This Comfortable Reinforced leather armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather. This particular suit is made from tightly woven dark brown autumn leaves that the uninformed might confuse for ordinary leather because of its strange and alien-looking appearance.

Crafted by Githyanki, Arcane casters suffer no spell failure chance while wearing it, and it has no armor check penalty. Because of its craftsmanship, it grants a +1 bonus on Concentration checks. The Githyanki don't like others having their Githcraft equipment, but they're relatively rare to encounter anywhere pleasant. Always warm to the touch, it also grants Cold Resistance 5 and Fire Resistance 10. Sleeping in this Restful armor causes a dimly glowing circle of blue runes to circle your head, emitting peaceful thoughts, and they stop you from becoming fatigued while sleeping in it. Furthermore, you can make Listen checks with a penalty of only -5 while sleeping in this armor.

It has an Armor Bonus of +4, Max Dexterity Bonus of +7, and weighs 16.5 pounds. Its Hardness 2 with 5 Hit Points per inch of thickness.

Boots of Gravity (100CP) (Free: Roleplayer) - These leather boots allow the wearer to choose the direction of gravity's pull on them and their equipment. The character can move normally on any solid surface by imagining "down" as being whatever is below the boots. A character can make this decision once per round, as a free action. If the wearer of the boots drops an item, it falls toward the ground as normal.

The wearer of the boots can carry another living being, and so long as the wearer does not let go of the second character, that character's gravity is the same as the wearer's. However, as soon as the wearer releases the character, normal gravity takes over.

Technically, a character wearing Boots of Gravity can fly by choosing a solid surface and letting himself fall through the air toward it. A character "flying" in this

fashion moves at 60 feet per round. They can turn once per round thereafter by choosing a new "down" and falling in that direction. A falling character loses all "downward" momentum when they redefine their gravity.

Tome of Understanding (200CP) (Discounted: Roleplayer) - This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an Inherent bonus of +5 to their Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Yondalla's Wagon Wheel (200CP) (Discounted: Roleplayer) - Created by adepts of Yondalla, the Goddess of Halflings, this small amulet is in the shape of a wagon wheel. Throwing it on the ground and uttering a command word causes the wheel to grow into a normal-sized covered wagon. It can remain in that form indefinitely, until the command word is uttered again.

Once per day, the amulet (in wagon form only) can create Leomund's Secure Shelter as the spell from a 9th-level caster. The shelter's outside appearance blends in perfectly with the exterior of the wagon, so it is not possible to tell that the spell is in effect until someone steps inside. When the spell effect ends, the wagon remains.

Belt of Magnificence +6 (400CP) (Discounted: Roleplayer) - This sparkling metal belt projects power and authority. The belt adds a +6 Enhancement bonus to the wearer’s Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma scores. This is one of the most solid item choices there is.

Book of Perfect Balance (400CP) (Discounted: Roleplayer) - This holy book is a Minor Artifact sacred to Divine spellcasters of Neutral Alignments. Study of this work requires one week, but upon completion, a Divine spellcaster with one of the designated Alignments gains a +1 Inherent bonus to Wisdom and experience points sufficient to place him halfway to their new level, potentially causing them to level up.

Any non-Neutral Divine spellcaster loses 4d6 X 1,000 experience points for perusing the work. Nonspellcasters who handle or read the book are unaffected. An Arcane caster who reads it takes 1 point of Intelligence drain and loses 1d6 X

1,000 experience points unless a DC 15 Will Save is made. Except as indicated above, the writing in a Book of Perfect Balance cannot be distinguished from that of any other magic book, libram, tome, or the like until perused. Once read, the book vanishes, but you get it back after a week. The same character cannot ever benefit from reading a second, similar tome.

Greenstone Amulet (600CP) (Discounted: Roleplayer) - These highly prized Minor Artifacts are fist-sized green stones worked into some kind of smooth shape, usually like a flattened egg, but sometimes like a shield or helmet. The wearer of a Greenstone Amulet is protected as if under a Mind Blank spell. The user also gains a +4 Resistance bonus against Necromancy effects, or any effect that would transport the wearer to another locale or dimension. If such an effect normally does not allow a Saving Throw (such as the Maze spell), the user can attempt a Will Save (DC 20) to negate the effect. A Greenstone Amulet must be worn against the skin and glows brightly whenever it functions.

Ancestral Relic (600CP) (Discounted: Roleplayer) - Choose an item you own that's of Masterwork quality (every item offered in this Jump). This item once belonged to a member of your family. Alternatively, the item may have belonged to another person to whom you are somehow connected, such as another member of your chosen religious order.

At any time, you may retreat to a private location and spend time in prayer or meditation to awaken the spirits within your Ancestral Relic. This would normally require a sacrifice of valuables worth the difference between the Gold Pieces price of the magic item your relic will take on the properties of and the market price of your current relic, but you can treat this Ancestral Relic as already being Class Level 20 with 380,000 Gold Pieces sacrificed to it. That is the limit.

You must spend at least 8 hours every 1 day per 1,000 Gold Pieces value in prayer or meditation, not stopping to eat or rest, to align the object to a new Enhancement. For example, it would take you 70 days and 70,000 Gold Pieces worth of the Ancestral Relic’s value to align a +1 Swordbow with the Vorpal Enhancement, and you would have 310,000 Gold Pieces worth of value to customize the item more. These days do not have to be consecutive, but having a higher Concentration Skill and Will Save will make this less torturous in any case. Should you later want to change that Vorpal Enhancement, it would take you 70 days to just remove it, or 70(+) days to remove and replace it with something of equal value or greater.

That is not normally how these work, but it's either this or ruling you spend 8 hours a day for 380 days every time you wish to realign the item. You may otherwise spend 380 days to completely realign the item. Additionally, Ancestral Relic normally requires you to be of Good Alignment, but this one will work within two steps of that Alignment, meaning you can be Neutral or Evil.

Warrior

Glassteel Chainmail +2 (100CP) (Free: Warrior) - This full suit of chainmail armor is layered over a dove grey Thistledown Suit reminiscent of an Ornate knightly gambeson. When dealing with anyone who cares about craftsmanship, beauty, or knightly prestige, you receive a +2 Circumstance bonus on Diplomacy checks.

Given the Nimbleness Enhancement, Arcane casters suffer a 15% spell failure chance while wearing it, and it has no armor check penalty. The chainmail itself is Everbright, and it's immune to special attacks that would cause it to dissolve or rust. Its wearer gains Acid Resistance 5. This armor will never stain, become dirty, or tarnish and because of that, the chainmail is nearly invisible at a distance (others receive a -4 Penalty on Spot checks to notice it). A Ghost Ward has been placed over the armor, allowing you to add its Enhancement bonus (+2) to its Armor Class against Incorporeal touch attacks.

It has an Armor Bonus of +9, Max Dexterity Bonus of +6, and weighs 20 pounds. Its Hardness 20 with 40 Hit Points per inch of thickness.

Adamantine Longsword +1 (100CP) (Free: Warrior) - Made as a Deceptive weapon, the blade of this simple black rod pulls from its sheathe when you twist its handle, and you receive a +4 Circumstance bonus on Sleight of Hand checks made to hide or disguise it. The Blood Groove / fuller along the black blade further improves its quality, and its Razor Sharp edge make it an effectively +2 longsword. It shines green under firelight, and purple-white under magic light.

The longsword itself is Everbright, and it's immune to special attacks that would cause it to dissolve or rust. This weapon will never stain, become dirty, or tarnish, and it can flash a brilliant light twice per day at your command. When activated, all creatures within 20 feet of you are Blinded for 1 round (Reflex DC 14 negates). A Ghost Strike Enhancement has been placed over the weapon, allowing you to deal damage normally against Incorporeal creatures. In addition,

the weapon can deliver Sneak Attacks or Critical Hits to an Incorporeal Undead creature as if it were alive.

It has an Attack Bonus of +1, Damage Bonus of +2, and It weighs 3.2 pounds. Its Hardness 22 with 40 Hit Points per inch of thickness.

Contingent Gemstone of Heavy Fortification (200CP) (Discounted: Warrior) - This large, faceted stone must be embedded in a creature's body to function, and when pressed to your body a Contingency Limited Wish spell will embed it into you. When properly embedded, the gemstone protects the wearer's vital areas from lethal damage. When a Critical Hit or Sneak Attack is scored on the wearer, the attack is negated and damage is instead rolled normally. For example, this will generally make you immune to being beheaded.

Cabinet of Feasting (200CP) (Discounted: Warrior) - This cabinet has the ability to produce a feast for up to forty people, three times per day. Merely opening the doors of the cabinet reveals platters of food of all types and flavors of the very freshest sort. The meal has all the qualities and benefits of that produced by a Heroes' Feast spell.

Manuals of Health & Exercise (400CP) (Discounted: Warrior) - These two thick tomes contain tips on health, fitness, exercise, and diet, but entwined within the words are powerful magical effects. If anyone reads one of these books, which takes a total of 48 hours over a minimum of six days, they gain an Inherent bonus of +5 to their Constitution score or Strength score (depending on the manual read). Once one of these books is read, the magic disappears from the pages and it becomes a normal book.

Totem of Negation (400CP) (Discounted: Warrior) - This is a hideous wooden pole decorated with leering demon faces. The bottom of the totem has been sharpened to a point. It weighs 60 pounds.

A Totem of Negation is a one-use item that activates as soon as it is thrust into the ground. At this point, the totem creates a 60-foot-radius spread of Dead Magic, a region in which no spell, Spell-like ability, or Supernatural ability can function. The Dead Magic zone persists as long as the totem remains in place. An active Totem of Negation remains anchored in place via an effect identical to that utilized by an Immovable Rod, except much more powerful. This effect is the

only magical effect that can function inside of a Dead Magic zone created by a Totem of Negation.

If a creature pushes against an active Totem of Negation it must make a DC 30 Strength check to topple the totem - doing so causes the Dead Magic zone to end and leaves the Totem of Negation a mundane totem pole. A Totem of Negation can also be destroyed by damage, but it has Hardness 20 and 600 Hit Points. Regardless of how the totem is destroyed, the Dead Magic zone ceases to function immediately. If you want a replacement totem, just destroy it and wait a week for it to be replaced.

Burning Orb of Etiol the Abandoned (600CP) (Discounted: Warrior) - Carved from the astral god-corpse of the firstborn child of Io, the God of Dragons, this chalk-white sphere radiates a sense of loss and rage. A halo of bleached flame and a low, incomprehensible din of whispers surround its holder.

The Burning Orb of Etiol the Abandoned provides a continual Flame Shield, Mind Blank and Planar Attunement. In addition, you can cast the Spell-like abilities Gate and Wail of the Banshee two times a day. This is a Major Artifact.

Angelwing Razor (600CP) (Discounted: Warrior) - This long, thin blade isn't made from angels' wings, it was honed on them - on the wings of dead and captive Celestials. This hideous process sharpened the blade to an impossibly fine edge. Angelwing Razor is a +5 Vorpal Longsword that ignores Damage Reduction and Hardness of any kind. It can even cut through a Wall of Force or similar effect. This is a Major Artifact.

Expert

Mithral Chain Shirt +4 (100CP) (Free: Expert) - This Shadowy chain shirt and Mithral headcap is layered over an otherwise cloth and sparse leather outfit. The entire thing is dead black in color with the exceptions of the chain shirt and headcap, which glistens with a blue-black liquid sapphire sheen. This oily Blueshine Enhancement makes it immune to special attacks that would cause it to dissolve or rust. It is so uniformly dark that it grants a +2 Competence bonus on Hide checks.

Crafted to be Caster Armor, Arcane casters suffer a 5% spell failure chance while wearing it, and it has no armor check penalty. Due to its extra Vital Coverage, it receives a +2 Armor bonus against enemies trying to confirm Critical Hits. Despite the additional armor, it is exceptionally well Segmented, allowing for even greater movement. It's utilitarian design allows characters to exist in Comfort in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude Saves.

It has an Armor Bonus of +8, Max Dexterity Bonus of +7, and weighs 12.5 pounds. Its Hardness 15 with 30 Hit Points per inch of thickness.

Glass of Distance (100CP) (Free: Expert) - This fine spyglass can be used to see up to 10 miles away. While looking into the distance, a user can speak a command word to instantly transport to an adjacent square of an object or creature they can see. If the spyglass is reversed, a user looking through the large end can speak a command word to transport an adjacent creature or object to a distance of up to 10 miles away. More than one object or creature can be transported, so long as each is in physical contact with another. A spyglass of distance can be used to teleport a creature only once per day, regardless of direction.

Manual of Quickness of Action (200CP) (Discounted: Expert) - This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an Inherent bonus of +5 to their Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Ship in a Bottle (200CP) (Discounted: Expert) - This odd glass bottle is a Minor Artifact similar in function to an Iron Flask, but instead of trapping Outsiders, it traps ships. Once per day, when the user speaks the command word, they can force any one ship within 60 feet into the bottle, provided the highest-ranking sailor onboard the ship fails a DC 22 Will Save. Each member of the crew (except for the highest-ranking sailor onboard) is then allowed a Save, but success means only that crewmember escapes imprisonment (the ship is still captured, but the crewmember falls into the water where the ship recently was). Removing the cork frees the trapped ship.

If the ship is freed without a large body of water within half a mile, the ship appears on land directly in front of the bottle. While trapped in the bottle, the

miniaturized crew does not age, nor do they need to eat or drink. They are aware of their surroundings, but can in no way move or communicate beyond the glass barrier, including with the use of Teleport, Plane Shift, or even Sending spells. From the outside, the crew can be seen to move about in the rigging, play cards, duel, and so forth.

The owner of the bottle may use the command word to free the ship in the bottle and compel the crew to serve them, as per the Geas spell. If the bottle is destroyed while a ship is trapped within it, the ship's highest-ranking sailor must immediately make another DC 22 Will Save. A successful Save frees the ship and crew; a failed Save results in the ship and crew being irrevocably destroyed. Only divine intervention can bring them back.

Cowl of Warding (400CP) (Discounted: Expert) - This headpiece of fine black cloth covers the wearer's upper face with a half-mask and hangs to the shoulders in the back. It counts as a hat for the purpose of determining what items can be worn together. The wearer of the Cowl is protected by a Mind Blank spell. and acts as if wearing a Ring of Freedom of Movement. It also turns six levels of spells per day as the Spell Turning spell.

Boots of Swiftness (400CP) (Discounted: Expert) - These boots grant their wearer a +6 Enhancement bonus to Dexterity. The wearer’s Speed doubles (this does not stack with any magical or Supernatural Enhancement to Speed), they gain the Evasion ability (as the Rogue class feature), and the wearer’s jumping distance is not limited by their height. The wearer gains a +20 Competence bonus on Balance, Climb, Jump, and Tumble checks. Three times per day, the wearer can utter a command word to activate the boots’ Haste power (as the Haste spell, lasting 20 rounds).

Anvil of the Lortmil Mountains (600CP) (Discounted: Expert) - The first of these anvils was originally forged in Greyhawk. This Minor Artifact anvil was created in the Forgotten Realms by Native clerics of Moradin, the God of Dwarves in both settings.

Used by an individual with Craft (Weaponsmithing) or Craft (Armorsmithing), it can be used to make weapons and armor of extremely fine quality. Masterwork items can be made at half the cost, requiring a Craft DC of 10. If the smith succeeds on a Craft DC of 25, the item receives the special blessing of Moradin

and gains a +1 Enhancement bonus at no extra cost in materials, experience points, or time.

Wraithblade (600CP) (Discounted: Expert) - This slender, wicked dagger is a Minor Artifact that seems carved from a single unclean bone shard. The yellowed surface is damp and pinkish in places, as if freshly drawn from a newly fallen corpse.

The Wraithblade is a +4 Ghost Touch dagger with other, more harrowing powers. Any living target struck by the Wraithblade must succeed at a DC 16 Fortitude Save or suffer 1d6 points of Constitution damage. The soul of any creature killed by the Wraithblade becomes a thrall of the blade's wielder and serves him as a Wraith. It takes 10 rounds for the soul to manifest as a Wraith under the absolute control of the Wraithblade's wielder. A creature whose soul is made into a Wraith in this manner cannot be brought back from the dead until the Wraith is destroyed.

The number of Wraiths created in this way can never exceed one plus the user's Charisma modifier (minimum of one Wraith). If the maximum number of Wraiths already exist and the Wraithblade claims another life, no new Wraith is formed. If the wielder loses control of the Wraithblade before the Wraith is raised, the Wraith still forms but it immediately attacks the Wraithblade's wielder. If the wielder can control Undead through a class ability (such as an Evil Cleric's ability to command Undead) the Wraiths created by the Wraithblade do not count against the character's normal limit of Undead they may control. Whenever the Wraithblade changes hands, existing Wraiths dissipate and their souls find rest.

Spellcaster

Thistledown Padded Armor +2 (100CP) (Free: Spellcaster) - This Lightweight and Resilient cloth armor is a Sanctified Religious item bearing the symbol of your chosen deity, and its colors are those used by adherents of that faith. Being Sanctified, it can be used to channel Divine power if you otherwise need an object to do that.

Because of its craftsmanship, Arcane casters suffer no spell failure chance while wearing it, and it has no armor check penalty. Its wearer receives a +2 Circumstance bonus to Hide checks. Due to the armor’s Environmentally Designed structure, it provides a +2 Circumstance bonus on Saving Throws

against harsh environmental conditions. This Wild armor preserves its Armor bonus and Enhancement bonus (a total of +3) while in a Wild Shape. While its wearer is in a Wild Shape, the armor cannot be seen.

It has an Armor Bonus of +3, Max Dexterity Bonus of +8, and weighs 8 pounds. Its Hardness 0 with 7 Hit Points per inch of thickness.

Tome of Books (100CP) (Free: Spellcaster) - This Minor Artifact enables a scholar or Wizard to take his library with him virtually anywhere. Each of its 250 pages can hold an entire book - even a bulky, heavy, Wizard's spellbook. To put a book into the Tome of Books, the owner simply lays the book on a blank tome page and speaks the filing command word. The book disappears, and an illustration of the book appears on the page, along with its title and a brief synopsis of its contents. A book cannot be placed into a page that already stores a book. To get a book out of the tome, the owner must open it to the book's page and speak the retrieving command word. Filing or retrieving a book is a full-round action. If the Tome of Books is destroyed, all its stored books are also lost.

Tome of Clear Thought (200CP) (Discounted: Spellcaster) - This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an Inherent bonus of +5 to their Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the Tome of Clear Thought provides an Inherent bonus, the reader will earn extra Skill Points when they attain a new level.

Ring of the Mystical Elite (200CP) (Discounted: Spellcaster) - This metallic green ring with a skull on it is worn only by the most elite mages. After being worn for 24 hours, this ring grants the wearer a number of bonus spells. These bonus spells can be chosen from any spell level the caster can prepare or knows. The combined spell levels of these bonus spells equal the wearer's caster level. Thus, a 10th-level Wizard could prepare a number of bonus spells whose total spell levels are equal to 10: such as two 5th level spells, or one 4th-, 3rd-, 2nd-, and 1st-level spell. These bonus spells are prepared and cast as normal and may be used in conjunction with Metamagic Feats. However, each of these rings forbids the wearer from using a particular school of magic immediately upon donning it. Once the forbidden school is chosen, it does not change unless the ring is removed for 24 hours; after that time, the forbidden school is again chosen

randomly when the wearer puts on the ring. The schools are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Vest of the Archmagi (400CP) (Discounted: Spellcaster) - This gold-brocaded, burgundy garment seems fit to be worn by the gods themselves. It fills the dreams of every apprentice.

A Vest of the Archmagi provides its wearer with continuous defensive bonuses equivalent to the most potent Bracers of Armor (+8 Armor bonus to AC) and Cloak of Resistance (+5 Resistance bonus on Saving Throws). It is also said that the Vest provides its wearer with the continuous ability to overcome the magical defenses of their enemies (+2 Enhancement bonus on caster level checks made to overcome Spell Resistance), and that it allows them to recall up to three Arcane spells that they had previously prepared and cast (as a Pearl of Power, except that it can be used for any spell up to 9th level and activating it requires only a swift action). Finally, it is suggested, the wearer of the Vest of the Archmagi could expend a prepared Arcane spell or spell slot to heal themself of damage equal to five times the level of the spell so expended. This act requires but a moment's thought (a swift action), and can be repeated as often as desired throughout the day.

Weirdstone (400CP) (Discounted: Spellcaster) - This innocuous-looking, fist-sized piece of faceted glass is among the most highly sought-after items in all of Faerûn. Mages who like their privacy and Evil beings who prefer to keep their plans secret are particularly fond of these items, and they often dispatch minions or adventurers to retrieve them.

When placed upon a flat surface and activated by mental command, a Weirdstone floats about 3 feet into the air, glowing and chiming softly. While active, it blocks out all of the following within a 6-mile radius (including into the air above and the ground below): All astral and ethereal travel, all Divination (Scrying) spells, all Conjuration (Teleportation) spells, any Spell-like, Supernatural, or Extraordinary Abilities, Psionic powers, or the like that mimic these effects. The Weirdstone hampers only effects that manifest within its area. Spells or Abilities activated within the Weirdstone's area that target an area outside its 6-mile radius are unaffected. For example, a Wizard standing right next to a Weirdstone could cast a Scrying spell to spy on a creature more than 6

miles away, but they could not teleport across the room because the Weirdstone blocks Teleportation magic within its radius.

Synergistic Spellbooks (600CP) (Discounted: Spellcaster) - These three books are Minor Artifacts. A synergistic spellbook functions as a spellbook that any Wizard can prepare from. The magic of a synergistic spellbook shows any Wizard who looks through it the formulas for spells in the Wizard's own handwriting and notation system. This allows the Wizard to memorize spells from a synergistic spellbook without the aid of Read Magic or the need of a Spellcraft check. Thus, multiple Wizards can easily prepare spells from the same synergistic spellbook. The Book of Elemental Attunement is a massive tome that has damp stone covers. Its pages feel warm to the touch, and if left unattended they tend to flutter as if in a slight breeze. It contains all Sorcerer / Wizard spells with the Air, Earth, Fire, and Water descriptors. Interspersed between the diagrams of spells are a number of treatises on the elemental planes and uses for the elements on the Material Plane. The Book of Elemental Attunement telepathically whispers this knowledge to its carrier at all times (whether they have prepared any spells from it or not), granting them a +6 Insight bonus on all Knowledge (The Planes) checks regarding Elementals or the elemental planes.

The Book of the Robust is made of thin parchment held between plies of elaborately engraved balsa wood, and feels fragile and light in the hand. It holds every Sorcerer / Wizard spell from the school of Necromancy that doesn’t have the Death, Evil, or Fear descriptors, as well as all other spells of all schools from the Sorcerer / Wizard spell list with the Good and Light descriptors.

The Book of Warding is a circular book with a leather-wrapped wooden back cover and a steel front cover that make it look like a small round shield. Thick leather bands hold it together. It contains every Sorcerer / Wizard spell of the Abjuration school, as well as all Divination (Scrying) spells from the same spell list. When a Wizard prepares spells from this book, it creates a shimmering, translucent disk of Force in front of him. This translucent disk provides a Shield bonus to the Wizard's Armor Class in the same manner as the Shield spell.

Preparing a number of spells from the respective books can grant the following special abilities; The Book of Elemental Attunement: Swim Speed (5-13), Pyrotechnics (3) (14-24), Fly (3) (25-38), Wind Wall (3) (39-59), Stone Shape (3) (60-81), Fire Shield (3) (82-112), Wall of Stone (3) (113-141) Control Water (3) (142+)

The Book of the Robust: Temporary Hit Points (14-24 5, 25-38 10, 39-59 15, 60-81 20, 82-112 25, 113+ 30), Fortitude Bonus (25-38 +1, 39-59 +2, 60-81 +3, 82-112 +4, 113+ +5), Cure Light Wounds (1) (39-59), Cure Moderate Wounds (1) (60-81), Cure Serious Wounds (1) (82-112), Cure Critical Wounds (1) (113+)

The Book of Warding: Shield Bonus (5-13 +4, 14-24 +5, 25-38 +6, 39-59 +7, 60-81 +8, 82-112 +9, 113+ +10), Immunity to Magic Missile (5-13), Evasion (82-112), and Displacement (113+).

Lost Nether Scrolls (600CP) (Discounted: Spellcaster) - Two sets of Nether Scrolls exist, each consisting of fifty individual Minor Artifact scrolls, but one set has been broken up and mostly lost or destroyed. This item consists of thirty of the unaccounted for scrolls. Each scroll is an 8-inch-by-10-inch sheet of thin, rolled gold as flexible as paper. Silvery magical writing crawls across its surface, appearing almost alive. The scroll's small size belies the staggering amount of information it holds. As soon as one 'page' of text has been read, the writing swims and moves about the sheet, reforming into the next page of text.

It takes approximately one month of dedicated study to review a single Nether Scroll. The Nether Scrolls form the foundation of modern magical theory on Faerûn. Virtually every mage who has mastered any portion of the Art received their knowledge, albeit indirectly, from the Nether Scrolls. Consequently, much of the information contained in these scrolls is now considered common knowledge in Faerûn's magical community. Nevertheless, the Nether Scrolls still contain a wealth of information that is useful to any student of the Art.

Any character studying a Nether Scroll immediately gains one level in an Arcane spellcasting class of their choice, and their experience point total is set halfway to their new level. This effect only happens once per character. The Nether Scrolls are divided into five chapters, each covering a different aspect of the Art. A character who manages to read all ten scrolls that make up a chapter gains an additional benefit whose nature depends on the topic studied.

The chapters of these Nether Scrolls and the benefits they provide are; Arcanus Fundare (Foundations of Magic): +30 Inherent bonus on Spellcraft checks; +1 to save DCs for all Arcane spells. Magicus Creare (Spells of Creation): Choose any three non-Epic bonus Item Creation Feats; experience points cost of any magic item created drops to 75% of normal. Planus Mechanus (Studies of the Planes): Use Plane Shift as the spell once per day; ignore any hostile or debilitating planar environmental effects.

Companions: Most encounters in the setting are intended for an equally leveled, balanced party of four. Companions may not purchase others or take drawbacks.

Adventuring Party (50CP / 300CP) - One of your previously established or newly met collaborators. You may spend **50CP** to import or create a companion with a purchase of this. Spending **300CP** instead allows you to import or create eight companions to enter this world with you, but no more. They get an origin, whichever race they buy, their first Class Level for free, their free perks, their free items, and 600CP to spend on whatever.

Jumper Chosen (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

Advanced Dungeons & Dragons (+0CP) - If you've been to a D&D Jump before where the times can line up, you may take this option to make them connect. How magic works between the Editions is due to changes in the metaphysics.

No Time For Book Learning (+100CP) - You put no faith in the written word. You're illiterate, you can never learn to read any language (including with magic), and you suffer a -2 Penalty on all Knowledge checks except Knowledge (Nature).

Chaste Life (+100CP) - You may not willingly engage in any sexual acts. This includes outercourse and the like. You're free to pursue romantic relationships, but don't expect them to be more than innocent while you're here.

One-Shot (+100CP) - You cannot 'level up' for your entire stay. You're free to learn as you otherwise would, but you won't meaningfully improve your **Class Level** or anything to do with your racial power while here. Items and the like that grow alongside you are likewise stifled.

Short Attention Span (+200CP) - You have little patience, causing you to have difficulty concentrating on repetitive tasks. You suffer a -2 Penalty on all Skill checks made to retry an action that you previously failed. This penalty is cumulative, increasing by -2 for every failed attempt. In addition, you may not take 20 on any Skill checks should you have such an ability.

Solo Campaign (+200CP) - You may no longer have any permanent companion. You're **Class Level** cannot grant you a Familiar, Animal Companion, or the like, and any Companion(s) that you import or create may receive their purchases but are then removed from the Jump. This includes your Cohort, Followers, and any party members that you could potentially make. People just won't fight for you.

That Guy (+200CP) - You're now cursed to run into several reoccurring archetypes. These people will be very annoying through a combination of Player Character stereotypes and a general lack of self-awareness. They will not be entirely weak, and that could very well cause many issues for you and others.

Superstitious (+300CP) - You fear magic, and avoid it when possible. You're no longer capable of casting spells, and whenever you see an item, effect, or location obviously created by magic (whether by spell or some other means), you become Frightened. The Frightened condition lasts until you can no longer see the obviously magical item, effect, or location. A Frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A Frightened creature takes a -2 Penalty on all Attack rolls, Saving Throws, Skill checks, and Ability checks.

Immortal Game (+300CP) - The Prime Material Plane is a playground for immortal and otherwise extremely powerful characters, but there's always something else. Horrors from the Far Realms, gods outside of the Spheres, and just downright Elder Evils hiding in plain sight. This option effectively makes all threats active, but doesn't just doom the world. Good, Evil, Law, and Chaos will more openly clash, but keep in mind there's a lot more Chaos and Evil than anything else.

Bad DM (+300CP) - Shortly after you leave, the Goddess of Magic is slated to die for the third time! There's a lot of writing for this setting, and because of the sheer volume of it, some of it is bound to be bad, but what came after it was worse. You're going to have the misfortune of experiencing the 3.5 Forgotten Realms D&D setting as if it were instead written by 5e writers with no oversight from Ed Greenwood. Many of your choices will be changed entirely for the duration of

your stay, and several things will no longer exist or make any sense. Often worse than merely dangerous is poorly written and unpredictable.

Endgame: You've stayed alive for 10 years. Various systems might not come with you.

The Finale (Stay) - You decide to stay. It should be noted that the Forgotten Realms is canon to and connected with a similar version of our Earth.

The Debrief (Go Home) - You've slayed the Princess, saved the Dragon, and now you're ready to settle down. You decide to go home.

The Epilogue (Move On) - You've dungeoned all the dragons, and dragoned all the dungeons. You decide to move on.

Notes: Meta, rulings, and information you should probably know.

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1. Your Divine Rank must remain 0 or lower (non-existent). If your Divine Rank increases to 1 or higher, you will not be permitted to continue Jumping. If this happens against your will, because such a thing can happen, you will be allowed to stick your divinity into another person or object that you leave behind when your 10 years are up.

2. 3e content while present is not chooseable by you in the open-ended options.

3. Items bought by companions function as if they have an unlimited Ego i.e. they will only work for them. The exceptions are **Yondalla's Wagon Wheel**, **Cabinet of Feasting**, **Totem of Negation**, **Ship in a Bottle**, and **Weirdstone** if they are first activated by the companion. You can ride in Yondalla's Wagon Wheel, eat from a Cabinet of Feasting if served, be in the effect of a Dead Magic zone once a Totem of Negation has been planted, ride on but not command a ship from a Ship in a Bottle, and be affected by a Weirdstone once it's been placed.

4. Immunities are bypassed if the damage is self-inflicted. No looping exploits.

5. A round is generally six seconds, but I went with the wording “round” rather than “six seconds” because a round isn't always six seconds.

6. Arcane magic and Psionics are interchangeable for many mechanics. For example, If you can make magic items, you can make Psionic items.

7. All Arcane casters have an Arcane Mark. This rune is used to identify belongings, and act as a signature and a warning. The Goddess of Magic takes it upon herself to protect spellcasters above caster level 10 maligned by another using their rune with deceitful intent. If anyone (spellcaster or not) willfully replicates these with the intent to trick another or usurp the owner's identity, that person must make three DC 15 Will Saves to avoid the trifold Curse of Mystra.

   If the offender fails the first Save, they sustain 2 points of permanent Strength Drain. If they fail the second Save, they sustain 2 points of permanent Intelligence Drain and the effects of a Feeblemind spell. If they fail the third Save, they sustain 2 points of permanent Wisdom Drain and lose all bonus spell slots gained from a high Ability Score for a period of one month.

   Which is all to say, maybe don't use it as your signature in future Jumps.

8. Minor and Major Artifacts are often unique magic items created with forgotten knowledge. They are very difficult to damage, with Major Artifacts being almost impossible to destroy. The **Greenstone Amulet**, **Ship in a Bottle**, **Anvil of the Lortmil Mountains**, and **Tome of Books** are non-unique Minor Artifacts, whereas the **Book of Perfect Balance**, **Burning Orb of Etiol the Abandoned**, **Angelwing Razor**, **Wraithblade**, **Synergistic Spellbooks**, and **Lost Nether Scrolls** are unique Minor and Major Artifacts.

9. The **Angelwing Razor** and **Burning Orb of Etiol the Abandoned** are the only Major Artifacts offered in this Jump. While any Minor or Major Artifact is likely to make you a target if the wrong person knows you have it, entire campaigns can revolve around Major Artifacts. I would recommend you import the Angelwing Razor into the Adamantine Longsword +1 to hide it, but the Burning Orb of Etiol the Abandoned gives you a flaming halo, so you're shit out of luck there unless you know magic.

10. Circumstance, Dodge, and Untyped bonuses stack with themself, others don't.

11. The current Goddess of Magic is Mystra (Midnight).

12. The god Gond banned many of the chemical reactions needed to use firearms, and that will apply to anything you bring here with you. Magical equivalents exist.

13. Ed Greenwood has made so much content for the Forgotten Realms that even some simple classes have dozens, if not over a hundred pages written about what they are. The Forgotten Realms is unbelievably detailed, and almost anyone's interpretation of it but Ed Greenwood’s is wrong. I'm effectively Rule Zero’ing for the entire Jump because of this.

14. **v1.1**: Updated Class Level to have a maximum level of 30 or purchase level + 10.

15. **v1.2:** Removed the rest of the references to the Book of Erotic Fantasy.