

The Gods are Bastards

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The Age of Adventures has come to an end! Again. It ended about a hundred years ago, but apparently, it didn't stick. The lawless type simply moved from plundering dungeons to enforcing the laws on the wild borders of the Empire, and changed from calling themselves "adventurers" to "cowboys."

Sure, Arachne sits in her college and pumps out a new batch of heroes and villains every year or so, and sure, Omnu and Avei have both just designated new Hands, an act not seen for hundreds of years, but in this age of connections, of Rails and Scrolltowers, of modern enchantment, of standing armies... is there any place for adventurers?

Humanity stands strong now, after all. The Elves are no longer the mysterious moccasin clad one-with-nature types only found in ancient elven groves, or in the plains, doing their best to keep out any humans who pass by. Ever since the Cobalt Tribe was exterminated by the Tiraas Empire, they've *quite* changed their tune... not that we suggest trying to break into their homes. In fact, the Empire has quite a few treaties with them that mean you definitely shouldn't.

No longer is the world down under divided into simply "Dwarves who sell us metal" and "Drow who raid us for slaves", but into "Dwarves, who are suffering an economic depression because we've stopped buying their metal" and "The Drow nation of Tiraas, which occasionally gives us metal in return for our help with their sciences so they can protect their borders from the vile followers of the Elder Goddess Scyllith who resides in the dark depths".

Why, even the squabbling Cults have united under the aegis of the Universal Church, sending their Bishops to the Archpope, in a blessed unity, taking their cues from how the Pantheon worked together to slay the mad Elder Gods. Truly, the Age of Adventurers has come to an end! Sure, Dragons are still to be feared, but now one is not forced to rely upon the strength of a Holy Paladin, but can depend on Imperial Armies to protect them. And certainly, the Black Wreath still haunts the world, attempting to destroy it in the name of their dark Goddess, but surely the new Paladins will quickly strike them down.

Of course... such is what it seems on the surface. But since when have such appearances been true? The truth is this. This world, all of it, is a lie. The Elder Gods were not gods in truth, but mere men, scientists of a world long forgotten, who forged not only the very magic of this world with their maddening sciences, but even the elves, dragons, dwarves, and gnomes as they ascended themselves to godhood and hid the world away from the rest of their mighty civilization beyond that which is now called Chaos.

The Pantheon that struck them down did not wish to be gods, not one among them. They simply wished to stop the Elder Gods, who'd long since gone mad and corrupt with the absolute power they wielded, and in attempting to shatter the process of ascension, found themselves raised to Godhood, bound by the new restrictions it had placed upon them.

This is the world to which you've come. Good luck.

Have 1000 CP to guide the transcension fields and forge your new body and your new past.

Origins

Adventurer (Drop In):

Like any other adventurer- sorry, *cowboy*, you seem to have simply rolled into town one day. You're missing any sort of identification or local memories, which might make things a bit hard on you. On the bright side, like I said, this is actually a pretty common situation. The world is *well* used to random, previously nameless, individuals suddenly become massive threats out of nowhere. Whether that's a good thing or a bad one's up to you. On the brighter side, it means that they're quite used to people with stupid levels of magic just smashing through everyone and doing what they want, so feel free to do that. They'll probably just mark you down as a natural disaster and try and get out of your way. Or try and kill you. Depends on how much damage you cause and why.

Shaman:

You have always been connected to the natural world. Whether you were raised in it or moved from the cities to be closer to nature you have decided to follow the path of a Shaman. Whether it's the Empire encroaching upon the natural world to feed its insatiable appetite for conquest, the stuck up elder Shaman preventing any action and sticking to the ancient ways, or Dryads causing their own brands of trouble, you'll have your work cut out for you. At least you've got Fey magic on your side.

Warlock:

Let's be honest The Gods are Bastards, their chosen priests gain all of the support of the Empire and can openly flaunt their Divine Magic without fear. You on the other hand have chosen a different path. Whether it be through family inheritance, a desire for power, or even loyalty to the Black Wreath and Elilial, you now walk the path of a warlock, a wielder of Infernal magic. Some advice though; try to avoid being discovered. Paladins and priests are not fond of those who use the Infernal.

Noble:

As a noble, you're born to a more subtle power than most. Where others lash out with raw force, you wield the power of your connections and the sharpness of your thoughts. Some might think the best way to stop an opponent is to shoot them, but you know that bureaucracies can work wonders on your behalf.

Priest of the Pantheon:

For some reason be it glory, religious fervor, or power you have devoted your life to one of the gods of this realm. You may choose to serve any of the canon gods.... well with one exception. As a servant of this god you are expected to follow its tenets faithfully.

However as a servant of the gods you are not alone, you have many comrades backing you up.

There is big change coming though. Archpope Justinian plans to set in motion events to destroy the gods and place humanity at the top of the world. Will you betray your god and join him or will you take a stand against his crusade?

Priest of the Shadows:

Though part of the Pantheon, Esserios, Viridian, and similar gods are less... straightforward than their companions within it, and their servants have a more tricky style. You serve one of these trickster gods... though unfortunately, Ellial is out. If you want to serve *her*, go be a Warlock.

Races

You begin as the gender of which you entered the jump, and roll for age as shown below. You may pay 100 CP to select both. If you wish, you may start at 18 years old (or the racial equivalent of a young adult.)

Human [0]:

You're human. As the dominate species in this setting you are likely the least person to be discriminated against in the cities of the Empire.

The other races however are resentful of your kinds rise to power, you likely are not going to find many allies in other races unless you work for it. You begin at 15+1d8 years old.

Half-Elf [100]:

A half-blood, with an elven parent on one side, and a human on the other, it could be said that you've inherited the best of both worlds. You have increased stamina, speed, flexibility, and lifespan compared to humans, while still possessing an increased strength and rate of healing compared to elves. You begin at 15+1d8 years old.

Elf [200]:

As an Elf, you're functionally a magical construct, your body specifically adapted for the magics of the planet. You have an increased lifespan and dexterity at the cost of strength and healing rate. You're also immortal, highly tilted toward fey magic, and have a digestive system that's closer to a video game style one than a reasonable digestive system: You could eat a bison and not have to eat for a week or breath for a few hours, for example. Free Fey magic. You begin at 20+1d8 years old.

Drow [200]:

See elves, but instead of an affinity for fey magic, you have an affinity for divine magic. Depending on if you're from the allied nation of Tar'naris or one of the nations ruled by Scyllith, you will have either been raised in a matriarchal culture that practices ruthless efficiency and heavy emotional reserve, or from a pack of crazy demon summoners. Free Divine or Infernal magic, depending on which nation you came from. You begin at 20+1d8 years old.

Dwarf [200]:

You're a Dwarf. Short, stocky, and from a nation which is currently in the process of being thoroughly screwed over by the fact that the Empire has found new trading partners to get it's metal from. You have Free Divine magic. You begin at 15+1d8 years old.

Pixie [200]:

You're a pixie. Although most of your kind is about as intelligent as a dog, you're somehow... different. While your body, being a small glowing ball of light, gives you a major malus to your physical stats, your nature as a part of the aura of a demigoddess gives you an unending supply of Fey magic in your body. Free Fey magic. You begin at 1d8 years old.

Demonblood [200]:

The child of a human and a hethelax demon, you'll find that most divine magic burns you, and that most people hate you. On the bright side, you have near-invulnerable skin, unbreakable claws, high resistance to arcane magic, and the ability to throw yourself into berserker rages... often even if you don't want to. Free Infernal magic. You begin at 15+1d8 years old.

Dryad [600]:

Dryads are the daughters of the primordial goddess of nature. Your kind has a natural pull to the forces of nature and animals, elf, and many who use fey magic give your kind respect. You have Fey magic free.

Being a "Daughter of Nature" does not mean that you're some Disney princess, however. No, your kind has a general morality problem that comes from being raised at the top of the food chain in the forest. This leads to many dryads to engage in many less than noble pursuits, such as sleeping with everything that has a pulse and then eating that same person alive, piece by piece, while keeping them alive with healing magic. Hopefully you're different.

In addition to all the natural benefits your species has it is well known that when one of Naiya's children dies she does not take it well. You thus also gain Favor of Nature for free.

Finally, a Dryad is, at her core, a tree. This grants you durability equivalent to a tree (Have you ever punched a tree? Someone trying to punch you is going to have about the same result) as well as immense physical strength, and pretty much anything else you might get out of metaphysically being a tree. Furthermore, due to your nature as a magical construct, you can adopt the senses of any animals you wish. On the not-so-bright side, moving particularly quickly is pretty tiring. Trees don't usually move much, after all.

Dryads are all female. If you are not female when entering this jump, you may become female for free (And are, in fact, required to do so if being a dryad). You begin at 15+1d8 years old.

Dragon [600]:

Being a Dragon means that you instantly gain the respect (and fear) of a lot of people just by being around. Even the gods of this world are wary of the actions of your kin.

However the Empire is slowly squeezing your kind. Singular dragons are driven from their territory and killed. Soon a great meeting between the remaining dragons will take place in order to decide the fate of your kind, whether you choose to join them or not your days at the top of the food chain are over.

The dragons of this world are similar of appearance to the standard Western style dragon, though they share the sizes found in literature rather than mythology. Although you begin at the size of a large house, dragons swiftly grow to about three stories tall, or even larger.

Furthermore, Dragons can choose an affinity for a single type of magic, which affects the colors of their scales. Blue Dragons use Arcane, Red use Infernal, Green use Fey and Gold use divine, with Silver and Black representing either the gods or Hell. As this requires direct divine intervention to create, and the first is only ever created in response to the latter (which generally goes uncreated on the grounds of not wanting powerful and selfish beings to be even more powerful), you cannot be either silver or black. You gain the magic from whichever color you do choose free, however, and simply by virtue of your nature, are liable to be better at this magic than all but the most powerful archmages.

Finally, each Dragon has a humanoid form they can take on at will. Choose one of the non-demonblood and non-Dryad races from this list. You may adopt that form whenever you like. While you don't gain any actual benefits the species has its a much less conspicuous way of traveling then flying around in your dragon form. However a glaring weakness in this disguise is that your hair and eyes will remain the color of your scales and your eyes do not have pupils. Those with knowledge of your kind will be aware of this.

Dragons are all male. If you are not male when entering this jump, you may become male for free (And are, in fact, required to do so if being a dragon).

You begin at 1d8 * 100 years old.

Location

Roll 1d8 for your starting location, or pay 100 CP to select it outright.

1. Tiraas: The capital of the Empire, Tiraas is home to the new Hand of Omnu as well as the Emperor, making it an area of interest in both theological and political causes.
2. Last Rock: Home to Arachne Tellwyrn, who can, in fact, tell the Wyrn, as well as her Unseen Academy, this place is quite used to the strange and the weird.
3. Sorasio: A small frontier town and home to the Sorasio Kid, this town is in bad shape. It's ruled by the raiders who overthrew the 'lawful' authorities, and is so close to breaking down that when a group of Academy students will likely swing by in about half a year, they'll be doing so only because they can't possibly make things worse.
4. The Universal Church: Although technically in Tiraas, you appear to have shown up inside of the Universal Church. I strongly suggest leaving if you're a demonblood, dragon, or dryad, but otherwise, you should be fine.
5. Veilgrad: Home to quiet military experiments that will likely change the face of war, a chaos artifact, and pair of noble 'families' which have each been reduced to a single vampire and a single warlock, I'm sure you'll find a lot to do here.
6. The Golden Sea: See that hill off in the distance? Go toward it, and you'll get deeper. Away, and you'll get shallower, until you're finally out. Sideways? Who knows where you'll end up! I uh, suggest you get moving soonish though. The Golden Sea might be a prairie instead of an actual sea, but it's still not exactly a good idea to get stuck out here without supplies.
7. Deep Wilds: This is... well. I'd suggest you make your way out of here post-haste, but that might be somewhat difficult. You're in Naiya's realm, and she's *not* very nice.
8. Your Choice: Oh, whoops! Accidentally dropped you into Tellwyrn's lap there. Good news; the reporter outfit means she just teleported you randomly. I can redirect that to wherever you'd like though! Choose any location!

Perks

Notes: Perks are discounted to half price for the origin they're under. 100 CP perks are free for their origin. If you have a magic free twice, you may take the 200 CP perk of your origin free as well.

Adventurer

Arcane Caster (100):

Arcane magic. This is standard "wizard" magic, Elemental magic, cast fireballs, lightning and the like, though it includes things such as teleportation and illusions. The Circle of Interactions means that it causes Divine magic to flicker and fail, while Infernal magic will corrupt it.

Adventurer's Academy (200):

What sort of adventurer can't survive in the wilds on his or her own? A dead one, that's what kind! Fortunately, you're good at the basics of surviving as an adventurer, including knowing what you can and can't eat, the general shape of the local politics and how far you can push things before getting arrested. You also have the slightly less than savory but no less critical to adventurers skill of assessing the value of something at a glance.

Circular Advantages (400):

You're good at manipulating the Circle of Interactions to screw over your opponents. Not only can you easily figure out what sorts of magic your opponents are using, but also what kinds of magic will best disrupt it. In fact, you'll find that the Circle remains in effect even outside of jump when you wish it! Your arcane magic disrupts divine which snuffs out fey, which devours infernal, which scatters arcane. Furthermore, you can learn spells to not just negate but consume the appropriate magics, feeding on divine spells to enhance the raw power of your own arcane ones, for example. In worlds that aren't so kind as to have these arbitrary distinctions, Divine is if granted by a god, Fey is nature, Infernal is demonic, and Arcane is everything else.

The Sorasio Kid (600):

That's what they'd call you if you were from Sorasio, a kid, and also, if the name wasn't taken. You see the world in numbers, and are able to calculate any shot on the fly, practically at will. If it's even theoretically possible to take a shot, you can take it. Of course, this'll be more effective the better you are at math.

Shaman

Fey Caster (100):

Fey magic. The magic of nature, Witches are most experienced with growing plants, indirect, shamanistic scrying, dealing with animals, and summoning and binding powerful spirits to do their bidding. It devours the magic of demons, but quickly falters when faced with the Divine.

Navigating the Golden Sea (200):

The Golden Sea: a maddening and somewhat sapient area that can twist it's own terrain and dimensions at will, to the point where the only sureties in navigation are "closer to the center" and "Further from the center." Somehow, you have a talent for navigating it, and this talent has spread to general navigation. So long as you trust your instincts, you will never get lost, no matter how confusing the area... though you might find yourself taking minor, strange, detours before you find yourself in the right place.

Summon and Bind (400):

You're a master of working with spirits and elementals. Summon them, bind them, use them to murderize your opponents, whatever. You can cast summons in a tenth of the time as anyone else, and are able to bind them almost without risk.

Favour of Nature (600):

The nature goddess adores you. Exactly once per jump, when you're brought to the brink of death, Nature itself intervenes on your behalf, attempting to murder everyone within a hundred feet by turning the planet itself against them. No, there's no discrimination in this, and it will hit your allies as well as your opponents. On the other hand, you're fully healed, which is nice.

Warlock

Infernalist (100):

Infernal magic. The magic of demons, Infernal magic is that of corruption. Though primarily based around summoning demons, infernal magic is maddeningly stealthy, and can be most easily used to learn abilities such as Shadow Jumping, a more subtle form of teleportation. It is also the most dangerous of magics, however. It's an accepted fact of life for Warlocks that they'll most likely die not from enemy action, but from their own magic, as the *only* price it takes is the cancerous corruption it weaves into your body as it's channeled through your aura. It corrupts and negates Arcane magic, while being devoured by Fey.

Musician (200):

Music, it's said, soothes the savage beasts. It's somewhat ironic, then, that archdemons are so good at singing. Your voice is so beautiful when you sing that you will practically hypnotize those who hear it.

Protection from Corruption (400):

You're protected from the corruptive effects of your own magic, as long as it's used in moderation, and will receive a mental warning when you begin to cross the line. This should prove rather useful if you're so foolish as to call upon the infernal, as ordinarily, your own magic could take your life before you even realized you'd hit the limit.

Possessed (600):

You're possessed by an archdemon, a powerful creature born from hell and a daughter of it's queen. By allowing it to take over, it can cover itself in a sheath of infernal power, taking on a powerful combat form that's capable of flying into orbit with an opponent in hand without issue, then dropping at maximum velocity in order to hit them with the planet. You may choose if it retained its memories or not. If it did, this will be more of a give-and-take, as it will have its own agenda but similarly have far more knowledge. If it did not, then you will almost entirely be in charge, and the Archdemon will come to adore you if treated with kindness... but in return, you won't have access to it's thousands of years worth of memories.

Noble**Pirate Princess (100):**

Piracy lies within your blood! Or, well, stabbing people until everyone acknowledges that you're in charge is, at least. Fortunately, unlike most Tirass nobles, and like most Punaji nobles, you've kept up this habit, and been trained nearly since birth in the arts of stabbing things with a sword, dealing with social situations, and one of riding horses or sailing ships.

Never Get Drunk (200):

Sometimes you end up pissing off a goddess. Sometimes, it's one of your ancestors who do so, by taking a leak over one of their shrines while dead drunk. Oftentimes, this results in a very thorough smiting. Fortunately, your ancestor got away with a bloodline curse; one that you inherited. Even more fortunately, you seem to have only inherited the incidental benefits. No matter how much you drink, you'll never get drunk, which oddly enough, translates into an immunity to poisons and drugs of all types, even magical or alchemical ones.

Noble Reserve (400):

The Drow of Narisaan have a culture shaped by their circumstances. In the space-deprived caves in which they live, inflicting others with their emotions would make it... difficult to avoid internal conflict. Because of this, they've mastered the art of hiding their emotions behind walls of reserve. You too have this skill, honed to the point where even magic will not be able to see what you see in truth, not influence your emotions behind that iron grip you have upon them.

Playing the Game (600):

Politics. One of the most dangerous games there is. You are an absolute *master* of it, able to weave through governments, flatter people, and generally figure out what levers you need to pull to make someone dance on your strings, and *exactly* how far the rules can be pushed. Also comes with accounting skills and "accounting" skills, which may prove useful for bri- I mean, uh, gifts. Yes. Gifts.

Priest of the Pantheon

Divine Caster (100):

Divine magic. The magic of the gods, this magic is one of purity. It cleanses, heals, and protects, though it possesses the least offensive ability unless used against demons and other unnatural beings. Against those beings, most divine magic *burns*, causing heavy injuries just with it's presence, though this is not absolute, such as in the case of Themynra, goddess of Drow. Furthermore, while Divine magic can be channeled as much as you wish, it *is* divine power. Channelling too much will cause you to combust, though the god you call upon will warn you before such an event occurs. Divine magic fails in the face of the arcane, but easily sweeps aside the fey.

Faith of the Sword (200):

What servant of Avei would be caught without the ability to punch their foes in the face? Not one. And as the servant so of Omn know, to bring peace, you must be better at violence than those who would bring war. Fortunately, you're *very* good at violence. You're a peerless warrior, a master in the style that your church teaches, and are able to quickly pick up the martial styles of those who fight beside you, taking only half the time that others would.

The Silver Legions (400):

In this modern age of connections, no one is expected to fight alone. Instead, true combat is no longer done by adventurers, but by armies. Fortunately, you've been trained for this sort of situation. You're capable of training a group of rabble into an army to match any other in only a year, and then leading them to victory against near any equal force. Further, you're more than able to keep them fed and equipped, a skill which you should not underestimate the effects of.

Hand of a God (600):

No mere priest, but a Paladin, your god has declared you their hand on earth. Able to channel almost inhuman amounts of divine energy, and capable of matching a Legion on your own, you are a high ranking member of your faith by default, and can summon a warhorse.

Priest of the Shadows

Divine Magic (100):

Divine Magic. See Priest of the Pantheon Divine Magic.

Faith of the Shadows (200):

All systems are corrupt. The Thieves guild knows this, and hates it. Thus they train their acolytes to fight against the corruption in any system they encounter, whenever they can... usually by stealing stuff from people. You've received training in this art, and are now a masterful thief, burglar, and trickster. You also have an almost supernatural ability to root out corruption.

Juggling Loyalties (400):

Sometimes you're part of an organization. Sometimes you get sent to join a second organization. Sometimes, this ends up putting you into a third organization. And sometimes, all three of them are playing against each other, and all three of them expect you to be loyal. It's a good thing that these are the situations in which you excel! You'll find that when you join an organization, no one will be able to tell whom you're actually loyal to, to the point where you can spy on all three of them for each, inform all of them that you're spying on them for the other two, and still get away with manipulating them into working together for as long as possible.

Topple the Arrogant (600):

A challenge of Cunning. One of Ellial's ancient compacts, and one that you are almost guaranteed to fulfil if you try. You're a master of both planning ahead and on-the-fly planning, to the point where you can set people up, and be nearly certain that their reactions will resolve in a way that benefits you, even if you have absolutely no idea what the hell they're actually going to do. Perfect for fucking with people who think they're better than you, or that you're out of options.

General

Headhunter (400, Requires Elf, requires all four magics):

Headhunters are elves who made a pact with the spirits of the annihilated Orc homeland of Athan'Khar. Each spirit is a powerful mage, but more importantly, each is capable of acting independently. Due to this, you find yourself with the ability to cast near any magic with a reaction time born of having hundreds of spirits watching your back at all times. This makes you an immense threat to nearly everyone, as despite your only average power, the Circle of Interactions assures your ability to counter any spells your foes call forth, while the spirits mean that you're difficult to counter yourself.

Unfortunately, this is not all benefits. The Orcs of Athan'Khar hate humanity with a passion, a quite reasonable result of the Tiraan Empire hitting the Orcish homeland with so many magical weapons that even time has broken in the area, and even the local god was slain. These furious spirits constantly drive their host to kill, often driving them insane with their demands. While you do not suffer these consequences, good luck convincing others. You must take the Dark Secret drawback. It does not count against the Drawback cap.

Chaos Infected (400):

Hold on. How, exactly, have you managed to maintain your sanity? It appears your nature as a being from outside of reality has left you with... talents. Talents that are quite uncommon to the natives of this world. Namely, you can use Chaos magic without being tainted. Chaos magic will twist any spells in the vicinity, animates the dead, and breaks people's minds almost as a side effect. The Chaotic disadvantage is mandatory, and does not count against the Drawback cap.

Knowledge of the Infinite Order (400):

Well, well, well. Just how did you come across such knowledge? You have begun to unravel the secrets of the Infinite Order, and are able to work with the basics of their technology. Along with granting you basic knowledge of the workings of the gods and transcension fields, this will allow you to read the readouts from their technology, an immense head start on what everyone else has.

Challenge Rating 20 (400):

You're a twenty on the Gygax scale. Which, long story short, means that legally speaking you're not a person. Now, normally, that would probably be a bad thing. In this case though, it means that the government has decided that you're so damn powerful that they just don't want to admit that an entire government's bending over for you. Which means that legally speaking, whatever you do is classified an act of nature, not an act of a thinking being. People won't arrest you any more than they'd arrest a hurricane or a typhoon, and if you heal someone, it'll be classified as a miracle, not you stepping in. Of course, if you *aren't* actually that powerful, this, uh, might be somewhat problematic. Note: This effect will only last as long as you're not actively at war with them. Occasionally fucking up and killing someone unimportant is fine, going on a killing spree or assassinating the prince is not. You may deactivate or reactivate this as you wish.

From Life, Death (400):

Among those in the know, it's understood that few priests of Vidius actually do much during an exorcism. Instead, when they're doing this, they're simply putting on a show while their Valkerie companions handle the actual work. You, however, are different. Somehow, his blessing is upon you, and you may bring yourself to the realms between, cause the dissolution of lesser undead with a touch, and summon forth a scythe to assist you in slaying the greater necromantic constructs.

Gear

Adventurer

Enchanting Gear (100):

A snazzy box filled with compartments containing enough enchanter's dust to create a wand and a high quality synthetic crystal along with instructions for making more. It also refills once a week.

Wand and Shield (200):

A highly customized high quality wand, designed for use by enchanters (or if you're incapable of magic, with a clicker), along with a high quality shield charm. Both of them will recharge when not in use.

Tome of Technological Progress (400):

In a world of magic, it's amazing how little non-magical technology pops up, even with the scientific knowledge they can achieve. This book contains within it the blueprints of any technology you know how to produce, and can produce copies of itself as needed.

The Crawl (600):

Okay, I realize that Dungeons are, technically, living beings, but that doesn't mean you should take one as a pet! But I suppose adventurers have done weirder things. You'll find a Dungeon following you from world to world, and though it seems it likes you too much to actually give you a proper dungeon crawl, you'll be able to set it up as a fortress with yourself as the final boss, or turn it into a nice training grounds for adventurers. Dungeons appear to basically be large holes in the ground or whatever, getting most of their space through liberal usage of dimensional shenanigans. At the start of each jump, you may either keep the Dungeon in your warehouse, or place it wherever you wish in the world.

Shaman

Reagents (100):

Unlike other types of magic, Fey magic has a rather high requirement for reagents when doing things such as summoning elementals. Fortunately, you seem to have an infinite stock of these reagents, contained within a shiny wooden box the size of your forearm.

Fairy in a Bottle (200):

Well! Morality of this aside, you seem to have gotten your hands on a fairy in a bottle. Its nature as a fraction of the aura of a daughter of the Goddess of Nature means it's an endless source of fey magic, even if it's power is strictly limited. Still, if tapped, it can serve as a more than adequate source for smaller spells.

Fey Pact (400):

The problem with being a mortal Shaman is that Shamans do not, strictly speaking, gain much magic of their own. Instead, their talent lies with making pacts with powerful fairies, and borrowing *their* power. Fortunately, you seem to have forged a pact with a minor fairy, and are capable of calling upon its power for your personal use. Oddly enough, this has taken the form of an actual written contract, in which there are no conditions pre-written. You will find in your warehouse a number of copies of this contract. By having someone sign it, you can call upon their reserves of energy to power your fey spells. Obviously, this is only really useful if they're some form of nature spirit, but perhaps you can reverse-engineer the principles involved?

Familiar (600):

A minor spirit bound to your will, this being is both adorable and useful. Though you cannot command it mentally, it is perfectly obedient, and will reappear by your side if slain. By pouring power into it, it can switch from its portable form as a small animal made of an element into a large elemental. Finally, as you have a pact with it, it will provide a small but steady amount of power for your Fey magic, without any limitations on when it will permit that power to be used.

Warlock

Talisman of Absolution (100):

Granted by the Universal Church, this device is only ever given to beings of unspeakable evil who've decided to turn over a new leaf and join the side of good. It protects them from Holy light, allowing them to remain in its presence without being burned. It's fortunate that every record will say that you're supposed to have this, or you might be in trouble.

Hellhound Breath (200):

Some dimensions aren't as well... sorted as others. Or perhaps they are, but there's simply layers in between. For example, Hell lies between the world of mortals, and the world in which Hellhounds reside (which makes their name somewhat inaccurate). This means that even the tiniest amount of Hellhound breath is mind-bogglingly difficult to get your hands on, and thus incredibly expensive. It's *also* a highly effective ingredient for necromancy and alchemy, and can break any form of slumber without fail. The fact that you get another bottle full of it every jump is honestly somewhat unfair.

Reliquary (400):

You should throw this away. Right now. Just... forget you ever had it, okay? No? Well, your choice. This is a demon's reliquary, containing a bound succubus or incubus. Yes, they are bound to obey your orders. No, that will not make them even the slightest bit less dangerous. A single one showing up in a city is cause for an immediate panic, because they've taken down entire nations, alone. Not through raw power, but simply out of sheer, manipulative ability. Of

course, if you don't have a city that you want to take down, you could always have a reliquary without a succubus bound in it. Yes, you should do that.

Shadow Jumper's Trinket (600):

The magic system of Shadow is currently inaccessible except through indirect methods, such as through infernal magic. This trinket bypasses such requirements, allowing you to directly access Shadow magic and thus "Shadow Jump", teleporting impressive distances by wrapping the shadows around you. Uniquely, this form of teleportation will be completely untraceable, as the more common methods of accessing Shadow Magic do so indirectly, leaving the signs of the magic used to access it.

Noble

Noble's Wardrobe (100):

A full wardrobe of fancy clothes, perfect for showing up at all the boring parties your fellow nobles will throw without risking the travesty of wearing the same thing twice, or showing up in the same outfit as someone else. And since I know how inconvenient fancy dress clothes can be, the pockets will be enchanted with enough holding spells to match the cargo hold of a ship. And just because I know how boring parties can be, I'll fill one of them with bottles of alcohol of all sorts. You can choose which one. Or if you already have clothes that you'd like to me to enchant and fill with alcohol, I'll let you import one.

Falconer Carriage (200):

A very high quality horseless carriage made by the Falconers, this prioritizes comfort over effectiveness, but it still moves through snow quite well. While a shielding charm will blow out the enchantments on the wheels, it might be worth it. After all, this carriage will repair itself once a week, or if destroyed or lost, will be replaced.

Containment System (400):

A containment system built to hold any demon short of an Archdemon, it will somehow fold into a carriable little box. Don't ask. On the odd side, this is actually secure enough to dodge charges on carelessness while demon summoning, which is such a common event that the authorities practically take it for granted that they can charge you with it.

Mithril Rapier (600):

It's a rapier made of Mithril, and thus immune to magic. In this age of wands, this might seem underwhelming, but it is precisely *because* we are in an age of magic that such a tool is so worthy. Demons will find their otherwise invulnerable skin failing to protect them, and magical shields will be easily pierced. If you wish, you may instead import a weapon you already own and turn it mithril. I'll even intervene to make sure that the enchantments stay on!

Priest of the Pantheon

Shield of Faith (100):

The followers of Avei are, in the end, warriors, and each are clad as appropriate for their craft. You gain a set of light or heavy armor, along with a shield and an enchanted sword.

Divine Mount (200):

Just how did you get your hands on one of these? Although Paladins are often granted the right to call upon a Divine Mount for themselves, they remain extremely uncommon... mostly due to the rarity of paladins, admittedly. You, however, seem to have won the allegiance of one of these horses. The horse is capable of appearing from nowhere whenever you it, is highly intelligent, and is literally a godly example of its kind. A Hand can earn a Divine Mount over the course of the jump. If you're a Hand and purchase this, you'll start with it.

Divine Amulet (400):

A strange and wondrous artifact, this amulet not only allows you to draw upon more power from the god or goddess you serve, but also expands your ability to channel that power, letting you go longer without burning out.

The Universal Church (600):

A massive church building, it contains the holy symbols of every religion. Further, it's walls are undeniably holy, able to burn any supernatural evil to dust. You may place it wherever you wish at the start of every jump, or may add it to any territory you already control if you wish.

Priest of Shadows

Pain Rod (100):

The mere fact that you have this means that you should probably be thrown in jail. Of course, as a member of the Thieves Guild, that's par for the course. This useful little device will, when touched against a subject, activate every nerve in their body and have them insist to their brain that they are currently in the process of being injured. This is... well, while it's good for putting people down, you might not want to keep it active on someone for long. You'll get another one if this one breaks.

Invisibility Cloak (200):

It's a cloak which makes you invisible. Useful unless you're dealing with something like a Headhunter, which can simply detect the enchantment. It'll get you through most publically available scrying methods though.

Revamped Carriage (400):

A highly refurbished Falconer Horseless Carriage, it's been modified with all sorts of little tricks, ranging from secret compartments to looking like an old and worn down piece of junk to additional spells on the tires to let them work in any terrain. This will be replaced once a week.

The Casino (600):

A large casino, it contains the holy symbols of every religion that prefers things more... chaotic. Next, it's a gambling hall, and will be fully staffed by generic though skilled gamblers who will serve as the staff. Finally, it's walls are undeniably holy, able to prevent the entrance of any supernatural evil. You may place it wherever you wish at the start of every jump, or may add it to any territory you already control if you wish.

Companions

Fellow Students (50/200):

You may import a companion into the setting for 50 CP. For 200 CP, you may import all of them. They have 600 CP to spend, and may choose a free background and get the appropriate discounts. They may take any race of cost 200 CP or less for free, but if they wish to be a more powerful race, must pay the difference themselves.

Canon Companion (200/300/600):

You may, if you wish, attempt to convince a character from Canon to join you on your journey. Regular people like Gabriel (for a given definition of regular anyway) are 200CP. Powerful but unskilled or inexperienced individuals, like Juniper, are 300CP. Gods and individuals at their power level like Tellwyn are 600CP... assuming you manage to convince them to come with you.

Freshmen Class (Required Freshman drawback, 600 CP):

Wait... you and your classmates actually survived? Well...CONGRATULATIONS! You all qualify as full fledged adventurers. I don't know how useful that will be here because the Age of Adventurers is over (officially, anyway) but between what I have offered here and what you have learned and found/stolen you likely have become a force to be reckoned with. More than that though you likely have form a deep and lasting bond with your fellow classmates, it would be a shame to just leave them. Well lucky for you I will allow the entire freshmen class (of 8 people) and one professor of your choosing (defaults to Tellwyn) to come with you and only take one companion slot. (Perks would either be divided among them or put on one specific person when they're imported). Whether they choose to follow you to spread to word of their gods, adventure around the multiverse to gain enough power to make a difference, or just because they consider you a true friend, is up to how you treated them.

Valkyrie Companion (400):

It's odd, but somehow you seem to have attracted the friendly attention of a Valkyrie. This ghost-like being is basically the inversion of a Dryad, a nexus of death where the daughters of Naiya are life. Their barest touch will deanimate any zombie or skeleton, while their scythes can slay any other form of undead with little issue. Finally, she can scout for you if you wish.

Drawbacks

Maximum of 600 CP.

Freshman (+0):

If you wish, you may begin the jump as a Freshman in the Unseen University, in the same year that the protagonists enter. You will have the dubious honor of being a peer to a dryad, a fairy with *more* intelligence than a dog (almost unheard of), a pair of paladins, a half-demon, the princess of pirates, a drow ambassador, and a girl possessed by a demi-goddess/demon princess (for a rather liberal definition of possessed). And all while being the student of the 'great' Arachne Tellwyrn, the elfin head professor of the University and the only mortal to have killed a god. Be warned though, her sink or swim teaching methods leave a lot to be desired. Mutually exclusive with Adventurer.

Adventurer (+0):

What's this? It seems you begin 3000 years in the past, in the heyday of the Age of Adventurers. The world was a sterner place back then, and individuals were a driving force, to the point where adventuring parties were considered more reasonable than armies for nearly any purpose beyond just holding territory. Arachne will be found, somewhat lost and confused, in three days, and the war against Hell is in full swing. You yourself will have to stay until 10 years after the beginning of canon. Mutually exclusive with Freshman.

Lawful Stupid (+100):

You're the worst type of religious. Choose one canon god. You now believe in their tenants without question and will gleefully follow their edicts without any hesitation. If you're an Avenist then you're going to be the world's most annoying feminist and will do your best to kill any demon that dares show its face to you, even the nice ones. If you worship Omnu then you'll be so stupid good it hurts. Not only will you refuse to fight until absolutely necessary, but you actively will actively go around telling everyone to get along and just be friends. Naturally this would not make you popular in a war zone. Viridians will demand that no one tell any truths that might hurt, while Eserites will insist on absolute anarchy at all costs. Expect to annoy people constantly, and for your own coreligionists to find you embarrassing.

No Standards (+100):

Okay, *technically* you have standards. I mean those standards are "sentient beings that you don't actively dislike" but still that has got to count for something. Maybe among Dryads? Either way, expect to take any chance that you have to sleep around, and probably piss off a lot of Avenists in the process.

Anth'auwa (+200):

Your emotions are broken. Instead of feeling empathy and the general normal emotional state as most do, you instead feel a hollow reflection. This leaves you unstable, disliked by most divine powers, and most importantly, vulnerable to manipulation by those who can actually manipulate emotions. On the bright side, you'll be a stunning politician, I'm sure.

Amnesia (+200):

Oh, whoops! Looks like something screwed up in the transcension fields overlaying the planet. You'll have no memories beyond those appropriate to your background. While you *will* retain your powers, you won't remember much about how to use them, which, uh, might be somewhat inconvenient. If you're a drop in, you'll have no memories at all. If you're a Drop In and take this drawback with Freshman, then you'll end up falling straight into Arachne's lab, in a burst of mysterious Chaos magic and all sorts of... unusual events, and she'll take you in.

Divine Curiosity (+200):

You seem to have gained the interest of the gods. That's... usually a bad thing, to be clear. While the current batch of gods are significantly more reasonable than the previous ones, that doesn't mean that divine attention doesn't usually result in, however indirectly, bad things happening. And in this case, they're not content to simply watch. They'll often put you through random and pointless trials (though if asked, I'm sure they'll claim there's sense behind them) in order to 'test your character', and some of the more petty gods might just arbitrarily curse you. You'll also find that they'll routinely steer their Paladins and enemies in your direction. Expect ten years of dealing with all sorts of annoyances. The only bright side is that the curses will tend toward the randomly inconvenient, and they'll never throw something at you that they don't think you can handle.

Dark Secret (+300):

You have a secret which you *cannot* allow to get out, lest everyone everywhere promptly declare war on you. This could be that you're a Headhunter, or that you're a higher up and highly irresponsible member of the Black Wreath, or that you're a 19 on the Gygax scale. (Obviously, if you've taken Gygax 20, not only can the last one not be a reason, but whatever your secret is has to be drastic enough that they're willing to declare war on you anyway.)

Chaos (+300):

Chaos energy is a major threat in this setting that not only destroys the world around it but also interferes with any spell cast near it, twisting healing spells into acid shooting spells and regular fireballs into small nukes. Chaos energy is emitted by items called chaos artifacts that emit energy from stuff outside a dimension.

Done with the history lesson? Good! As an out of reality creature you qualify as a powerful chaos artifact yourself. While you are immune to the detrimental effects of Chaos yourself those around you are not so lucky. Any area you stay in for too long is going to break apart under the

chaos energies you emit. Using any out of jump perk, power, or item further increases this effect.

Expect to be targeted by literally everyone even halfway sane, with even the gods dropping very loud hints to their oracles so that you can not destroy the world more then you have already. On the bright side, hang around long enough, and you're likely to start spawning cultists.

Notes

Elves and their derivatives are highly reliant on magic to continue existing. Their biological processes quite literally don't work without it. For example, they don't digest food, they magically convert it directly into useful materials, which are stored in their aura until called upon. While once the jump ends, this will take care of itself through jumpchan fiat, during the jump the nature of magic as a clarktech construction that covers the planet and a local group of dimensions means that if you're an elf, I strongly suggest taking an alt-form before trying to escape the dimensions.

The local dimensions are locked off from the other ones by a giant barrier of Chaos. This both protects them from interference by the rest of the civilization, and keeps the experiment running properly.

The gods are apparently capable of casual mind-reading, and fully willing to smite the hell out of anyone who learns certain secrets of the First War. While neither this document nor the perks within contain any knowledge that would get you smote, just be aware of that.

Ascending to godhood is a Bad Idea using these methods. The first group basically went utterly insane, while the second group is now linked to the thoughts of their worshipers to the point where a perfectly normal hunter dude who had no noted issues about sexism got twisted by his own worshipers to think that all men should be dominant and all women should be submissive. Whatever you might or might not think on that subject, it's a frekking huge weakness that people can exploit the hell out of.

Demons are powerful against basically anyone incapable of Fey magic, and Infernal Magic is basically *the* way to summon them. The ability to summon demons will remain outside of the jump if you take Infernal Magic.

Yes, you can be a Hand of Avei or Omnu. They're perfectly capable of taking multiple Hands if they wish.