

Guild Wars 1

Jump

V0.3

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Welcome to the planet Tyria, home of humans, Asura, Dwarves, Norn, and many other species. Tyria has a rich history, spanning 11,000 years and full of adventurers and Heroes seeking to make their own stories. From humble origins, you now step into this world, off on your own adventure.

Perhaps you'll take part in the Flameseeker Prophecies. Or witness Shiro's Return. You might even be one of the few mortals to experience Nightfall. Or maybe you will go off on your own journey, experiencing things that have yet to be chronicled.

Jumper. This world is not without danger but it has such rich promise that even a blind woman may ascend to become a God. What will you do, Jumper, when you have the world before you? Let's find out.

The year is 1272.

+1,000 CP

Profession

Everyone in this world has a Profession. These do not count as Origins. You gain the knowledge of the basics of how your Profession works. You must pick **one** Profession:

1. **Assassin** - Critical Strikes, chain your attacks, and vanish in a flash.
2. **Dervish** - Become the whirlwind of death you always wanted to be.
3. **Elementalist** - Master the elements and bend them to your will.
4. **Mesmer** - Befuddle the mind and confuse the senses.
5. **Monk** - Heal, protect, and dispense retribution.
6. **Necromancer** - Raise the dead, curse your foes, and befoul the earth.
7. **Paragon** - Bolster the morale of your party with shouts or demoralize your foes with taunts.

8. **Ranger** - Befriend animals, set traps, and rain death from afar.
9. **Ritualist** - Raise restless spirits to fight in your name.
10. **Warrior** - Unleash your bloodlust on your foes.

Species

Pick one species. This is your Origin. You may choose to gain the background memories of your chosen species or continue this Jump as a Drop-in.

Human (Free): Humans are one of the most widespread and influential species in the world of Tyria. They are spread throughout the world of Tyria, including Cantha, Elona, and the eponymous continent Tyria, though it is implied they live further south than Cantha, which is where they may have originated. Wherever they originated, humans are not native to the world as they were brought there by the Six Gods.

Charr (100 CP): The Charr are aggressive, industrious, and wholly dedicated to becoming the preeminent species of Tyria. A savage race of sentient beasts, the Charr will use any means available to destroy their enemies: an ambush is as honorable as a fair fight, as victory is what matters. Though Charr have no concept of mercy, they can be protective of those within their tribe.

Dwarf (100 CP): One of the oldest races on Tyria, the Dwarves are humanoids that are stocky, short, and are almost always bearded. The exact origins of the dwarven race is unknown, but their legends claim that the Dwarves were forged by their god, the Great Dwarf, on Anvil Rock in the Northern Shiverpeaks. Dwarves are a mining and smithing centric society with a monarchy.

Asura (100 CP): A diminutive race from the depths of Tyria, the Asura wish to expand their empire to the surface world. Exceptionally intelligent and technically minded, they use magical skills, stone, and metalworking to create weapons. Asura believe they are destined to rule the world, with the larger, less intelligent races as their subjects.

Norn (100 CP): A race of shape-shifting half-giants from the north, the Norn value personal strength, victory, and purifying the soul through battle. They revere the spirits of animals and call on them like shamans. The Norn are a highly independent race with a fighter-centric society, holding strength and prowess in combat above everything else. To a Norn, the greatest shame is not dying in battle, but rather not having the tale of their life, especially death, told.

Forgotten (300 CP): The Forgotten are a group of ancient snake-like beings that stand upright. It is said that they were placed on the world of Tyria in 1769 BE by the Six Gods in order to guide the other races. They originally resided all over Tyria. In 0 BE, the Forgotten aided the

Five Gods in their war against Abaddon and acted as wardens of the defeated god and his army within the Realm of Torment - where they continued this duty to this day.

Murstaat (400 CP): The Murstaat, also known as "The Unseen Ones", are a race of floating humanoid spellcasters. They have the ability to hide themselves from those who do not have the gift of True Sight and are worshiped by the White Mantle. They are tall and thin, have bird-like feet with three elongated toes, and have wing-like appendages that allow them to float. Covering their faces and body with golden masks and armor, they are often seen with their jade construct minions and towers.

Destroyer (500 CP): The Destroyers are fiery, mindless creatures who are controlled through a hive-like mind by the Great Destroyer. Dwarven legends say that they are the heralds of the Great Destroyer and that their purpose is to clear Tyria of all life in order to prepare for their master's final arrival. Although it was originally believed that the Great Destroyer is their master, they are ultimately subjects of the Elder Dragon Primordus. **You start as a second Great Destroyer but you must create your own army. If you attempt to subvert, control, or destroy the first Great Destroyer, Primordus will instantly kill you, causing chain failure.**

Location

Roll 1D8 to determine your Starting Location or pay 100 CP to choose it:

1. **Lion's Arch:** The seat of power in Kryta, Lion's Arch housed the royal palace of King Doric and his line until after the last Guild War. Now, the White Mantle runs the city. The old buildings have all been razed, making space for barracks and more practical structures.

Humans and **Murstaat** may start here for free.

2. **Eye of the North:** The origin of the Eye of the North is so ancient it has been lost to even the wisest skaald, the cultural storytellers of the Norn. Currently, the massive structure has become a base of operations for a group of Ascalonian expatriates known as the Ebon Vanguard, who plan and execute raids against the Charr from within the safety of its walls.

Charr and **Norn** may start here for free.

3. **Ember Light Camp:** Just on the edge of the Ring of Fire, the Ember Light Camp was established by a group of sailors whose corsair was shipwrecked here during a terrible storm. There is little left today of the original camp except the story of the men who lived to tell the tale. **Destroyers** may start here for free.

4. **Kaineng Center:** This area of Cantha's sprawling northern metropolis is also sometimes called "Old Kaineng" and is usually among the first stops of visitors to the Empire of the Dragon. Before the Jade Wind, the place now called Kaineng Center actually comprised most of Kaineng City, but the ensuing population explosion as citizens fled the affected regions

led to an equal expansion of metropolitan boundaries. The central district's new, official moniker was approved by imperial decree in 1408 CC. **Assassins** may start here for free.

5. **Shing Jea Monastery:** As the ancient Canthan name implies, Shing Jea is the jewel of Cantha. Headed by the legendary Ritualist, Master Togo, the monastery provides training to students of all heroic professions, including the Ritualist and Assassin professions native to Cantha. Graduates of the Shing Jea Monastery are recognized worldwide as masters of their chosen arts. **Ritualists** may start here for free.

6. **Lair of the Forgotten:** Time has not been kind to this last bastion of a once-great empire. The erosion caused by the outward creep of the Realm of Torment has eaten away at the very foundations of this forgotten citadel, dropping much of it into a vast sinkhole. It is said the lone living witness to the Margonite assault on the Gates of Heaven and Abaddon's defeat at the hands of the Five Gods still resides here, all but abandoned to the mists of time. **Forgotten** may start here for free.

7. **Sunspear Sanctuary:** Carved as a shrine to Melandru in ancient times, this red-rocked vault was once used as a cistern by the Kournans to contain the Elon's floodwaters. When that enterprise failed, the sanctuary was walled off and forgotten, inhabited only by things that like to live in the dark. Now it serves as a secret refuge for the Sunspears. **Dervish** and **Paragons** may start here for free.

8. **Free Choice:** You may choose to start at any location in the world. Choose wisely. **Asura** may take this option for free.

General Perks

Party (Free): While in this Jump you can form a Party with Adventurers, Heroes, and Henchmen up to groups of 8. You can easily use items, spells, and abilities on them so long as they're in a short radius. You may also Ping them to get their attention and speak to them non-verbally (this is not telepathy or any other mind-reading skill). You will share loot from kills automatically and this Perk goes away at the completion of the Jump.

My Party (Free): One's a loner but two are buddies. You may add a single companion to your **Party** for the duration of this Jump.

For an additional **100 CP**, My Party doubles in size to four, allowing you to add Three Companions to **My Party** for the duration of this Jump.

For an additional **200 CP**, My Party doubles in size again to eight, allowing you to add Seven Companions to **My Party** for the duration of this Jump.

For an additional **400 CP**, each member of **My Party** can form a **Party** of their own, excluding yourself.

If you've purchased every tier of **My Party**, you may also purchase the ability to add the Perks **Party** and **My Party** to your **BodyMod** for **300 CP**.

Ping (Free): Somehow you can ping a location, drawing the eye and playing a pleasant pinging noise, even on maps and HUDs. But so long as you are in this Jump, anyone in your Party may also do the same. You better hope you don't have any annoying companions.

After this Jump, Party members will not use the **Ping** unless it is necessary for them to do so.

Second Profession (200): You may take one of the above Professions in addition to your original choice. The Secondary Profession does not gain access to the Capstone Boosted Perk of their Profession. In future Jumps, you may take an additional Origin for its indicated cost.

Base 8 (600/Free With GWAMM Scenario Completion): You have 8 slots for any Perk to be attached to your BodyMod. Once a slot has been filled, you cannot replace it. You cannot add Capstones or capstone boosted perks to **Base 8**.

(+400): You can add one Capstone boosted perk to Base 8 assuming you have the Capstone from the Jump it originates from.

Party up (400): You can save 8 premade groups of companions in 2, 4, 6, or 8 configurations. They count individually for companion limits.

(+200): These premade configurations only count as 1 companion total and are attached to your BodyMod.

Skill Capitalist (10 CP, recurring): Throughout this world you'll find Skill Trainers willing to teach you a wide variety of skills should you have the correct Profession, accolades, and gold to interest them. Each purchase of this Perk allows you to instantly learn one of those skills so you don't have to go through the hassle of tracking them down. These skills are not fiat-backed and will only work in Guild Wars related Jumps and Gauntlets.

Infusion (600 CP, Discount for Human): By going through a specific trial and completing a ritual you have infused your armor and weapons with otherworldly power. Your weapons can now pierce through divine level immunities but will only be able to do this for one strike before breaking. Your armor can prevent you from being instantly killed by a divine attack but only once before it is destroyed in turn.

While in this Jump you can do this ritual as often as you'd like but in future Jumps you will be restricted to the third to last day of your Jump.

Blessing of the Five True Gods (5,000 CP, Discount for Forgotten): You've done something. Your strength of character defines reality. You were really lucky. Whatever it was, the Five True Gods of Tyria recognize your potential to one day join them, standing as their equals as the makers of this world. But you must gain that power from somewhere else, or more specifically, someone.

This Perk allows you to drain Divine Power from a target **once** and keep it for yourself. You will grow, you will change, you may ascend. But they can and will fight back. Can you stand up to the will of a God, Jumper? Would you dare to try?

Species Perks

Every Species gets a 50% discount on all Perks for their Species unless stated otherwise. You cannot take the Free Perk for a Species unless you chose that Species in this Jump.

Gain **+300 CP** for Species Perks Only

Human

Ebon Vanguard Medallion (Free): This medallion marks you as a member of the Ebon Vanguard. Humans everywhere, regardless of criminal affiliation or ethnicity, will recognize you as a defender of humanity and will not hinder you and your movements within reason.

Ebon Battle Standard of Courage (100 CP): Ward Spell. Allies in the nearby area have doubled armor against foes. If the foes are non-humans, they gain tripled armor. These effects do not hinder ally movement. Spirits and other non-living entities are unaffected.

Ebon Battle Standard of Honor (200 CP): Ward Spell. Allies in the nearby area deal double damage against foes. They deal tripled damage against non-human entities. Spirits and other non-living entities are unaffected.

Ebon Battle Standard of Wisdom (300 CP): Ward Spell. Allies in the nearby area cast have a 60% chance to recharge 50% faster. Spirits and other non-living entities are unaffected.

Ebon Vanguard Sniper Support (600 CP): Summon a Ebon Vanguard Sniper to support you in battle. They last for 1 hour or until killed and have a cooldown of 4 hours. They deal double damage against non-human entities. Can be dismissed at any time to start the cooldown early.

Ebon Vanguard Assassin Squad (600 CP Undiscounted): Summon an elite squad of three Ebon Vanguard Assassins. The most dangerous warriors the Ebon Vanguard has to offer, they can lay waste to a Charr war camp in less than an hour. They last for 4 hours or until killed and have a cooldown of 24 hours. They deal triple damage against non-human entities. Can be dismissed at any time to start the cooldown early.

Charr

Survivor (Free): You are from a harsh land and a harsher people. The weak and the unlucky die in such an environment and this Perk ensures that you are neither. Concentrated effort may still kill you but you will never need to fear starving to death in an unfamiliar wilderness or being crushed in a random avalanche.

Nibble (100 CP): Some say your stomach is bottomless. Others say you could eat anything. Neither are true but you can eat your kills to regain Health in addition to sustenance. You don't even need to cook it although it might help with the taste.

Shapeshift (200 CP): Magic flows in you in a way other Charr cannot comprehend. You can twist and stretch your form, growing larger and more powerful to become more deadly, or compress and shrink yourself to become more sneaky. There are other forms and combinations, some that even affect what magic you can use. It's up to you to discover them. (See Notes)

Blood Rage (300 CP): Your fury is unmatched by others of your kind, allowing you to attack 25% faster and deal 25% more damage with attacks. But this disables non-attack skills and perks, even passives. Toggleable.

Infernal Rage (600 CP): Your fury makes demons themselves flinch at the intensity. Your melee attacks can now hit nearby foes and you attack 33% faster and hit 50% harder. In addition, your rage now acts as an extension of your armor, regrowing damaged armor so long as it lasts. However this disables non-attack skills and perks, even passives. Toggleable.

"I'll Be Back!" (600 CP Undiscounted): Automatically negates the next fatal damage you take and fully heals you. This has a 1 year cooldown that cannot be shortened.

Dwarf

Deldrimor Dwarf (Free): Dwarves are a short and sturdy folk who enjoy mining, smithing, and building. Deldrimor Dwarfs are known for their structures and they are responsible for the megalithic constructions that dominate the land. Gain the knowledge of Deldrimor Dwarf building methods and designs.

Drunken Master (100 CP): Stance. You move and attack 15% faster if you are not drunk. You move and attack 33% faster if you are drunk.

Dwarven Stability (200 CP): Enchantment Spell. You cannot be knocked-down while you are drunk.

Great Dwarf Armor (300 CP): Enchantment Spell. Gain double armor and double maximum Health. Gain additional armor against Destroyers and other beings of the deep.

Light of Deldrimor (600 CP): Spell. Deals holy damage to foes in the area. Pings hidden objects within the area, guiding you to lost and buried treasure.

"By Ural's Hammer!" (600 CP Undiscounted): Resurrect all dead party members in earshot with full Health and Energy. Affected party members deal 33% more damage for one minute. Post-Jump, you may resurrect all dead Companions who have died in the last 2 hours. This perk has a cooldown of 10 years.

Asura

Not Too Shabby (Free): Increase the amount of total energy/magic you have by 33%.

Polymock Champion (100 CP): When it comes to Polymock, you're the best of the best. And now that expertise extends to other games, including card, board, and video games among others.

Smooth Criminal (200 CP): You're not concerned with a little thing like legality. And now neither are other people so long as you can provide a reasonable explanation for your actions.

Asuran Scan (300 CP): There is a benefit to having such large eyes: You can see tiny details. When examining the technology of other species you find it easier to puzzle out their secrets.

Anti-Radiation Field (600 CP): Sometimes you have to perform repairs in hazardous locations that would kill you in seconds. With this Perk you could stand in the heart of a reactor without worrying about radiation damage. You'll still need to concern yourself about the heat, explosives, and guards however.

Pain Inverter (600 CP Undiscounted): The next time your foe attacks you, deal 300% of the damage taken back at your attacker. Can only be used once every 24 hours.

Norn

Hearty Folk (Free): You thrive in frozen environments and your abilities are doubled in strength and potency when you are in one.

"I Am Unstoppable!" (100 CP): Shout. You have doubled armor and cannot be knocked-down or Crippled.

"You Move Like a Dwarf!" (200 CP): Shout. Deals sonic damage, causes knock-down, and inflicts Crippled condition.

Club of a Thousand Bears (300 CP): Melee Attack. Deals x1.5 damage if there is an adjacent foe. Causes knock-down if the target foe is non-human.

Feel No Pain (600 CP): Skill. You have tripled Health regeneration. You have tripled maximum Health if you are drunk when activating this skill. Pain is significantly less effective at disabling you.

Animal Blessing (600 CP Undiscounted): Choose between the Raven, the Bear, and the Wolf. You may now assume this form to gain bonuses that will then carry over to any other form. This choice is permanent and cannot be changed. Each has a cooldown of 24 hours that goes down by 1 minute each time you use it.

- **The Raven:** Elite Form. You lose all personal enchantments and take on the aspect of the Raven (60 seconds). You have x1.5 armor, x1.5 Health, and gain a 30% block chance for all attacks.
- **The Bear:** Elite Form. You lose all personal enchantments and take on the aspect of the bear (60 seconds). You have tripled armor and 3 times total Health. Gain immunity to the cold.
- **The Wolf:** Elite Form. You lose all personal enchantments and take on the aspect of the wolf (60 seconds). You have doubled armor, doubled Health and doubled Health regeneration.

Forgotten

Guardian of Secrets (Free): You always seem to know what's going on, where to go, and who the important people are. It's almost as though you have access to a set of books or a wikipedia detailing your adventures. Also, in future Jumps, you gain a book chronicling your adventures as they happen. Reading closer to the present will give you hints and tips you might have otherwise missed.

Summoning Shadows (100 CP): Skill. All of caster's foes Shadow Step to positions adjacent to the caster.

Enchantment Collapse (200 CP): Hex Spell. Target foe loses all enchantments each time that foe loses an enchantment. In future Jumps, this may also be used on enchanted items, locations, and anything else that can be enchanted.

Summon Naga Shaman (300 CP): Spell. Summon a Naga Shaman to aid you in battle. They fight for you for 1 hour, or until killed, and have a cooldown of 6 hours.

Touch of Aaaaarrrrrggghhh (600 CP): Skill. Target foe's skills are temporarily blocked. This foe and another random foe swap positions.

Temporal Sheen (600 CP Undiscounted): You are immune to damage from all sources except Time. If you take this Perk you will, inevitably, die of old age regardless of any immortality

Perks, Items, or Origins you have. You may only prolong the inevitable, slowly losing your form as you wither away to dust. If you succeed in gaining your Spark, you gain temporal immunity.

Mursaat

True Sight (Free): True Sight prevents beings that slip out of the phase with the world, such as Mursaat, from becoming invisible to those with the gift. You will always see through invisibility.

Spectral Infusion (100 CP): Sometimes your powers will harm your allies. No more. This infusion may be applied to your allies, granting them the same protection you have from your own attacks.

Dark Chain Lightning (200 CP): Attack. Deals massive lightning damage and causes knock-down. Dark Chain Lightning then hits each nearest foe in succession, knocking-down each foe and doing less damage each time.

Nightmare Refuge (300 CP): Enchantment Spell. 50% chance to block and spells targeting you have a 50% chance to fail. If Nightmare Refuge lasts its full duration, it heals you 10% of your total Health.

Banish Enchantment (600 CP): Spell. All enchantments are removed from target foe. For each enchantment removed in this way, one skill is disabled on all nearby foes (6 seconds).

Spirit World Retreat (600 CP Undiscounted): Hex Spell. Hide in the Spirit World and hex all nearby foes with Energy/Magic degeneration. For each foe hexed, gain 10% of the drained Energy/Magic as Health.

Destroyer

Burning Immunity (Free): You are immune to Burning. You could walk through a lake of lava and only be concerned with your footing.

Marked For Death (100 CP): You are the preferred target of your enemies. Even if they are standing over an ally who is a breath away from death, your enemies will always target you.

Demonic Agility (200 CP): Enchantment Spell. You have a 100% chance to double strike when attacking in melee. This second strike can only be blocked if the first strike is blocked.

Putrid Flames (300 CP): Spell. Deals fire damage; inflicts Poisoned and Diseased conditions on foe and adjacent foes.

Immunity to Critical Hits (600 CP): We all have weaknesses and even our foes can get lucky. But this Perk ensures that getting hit in your weak spot won't damage you at all.

Call of Destruction (600 CP Undiscounted): You roared across the land and were answered. This Perk summons a group of 7 Destroyers to you, eager and willing to lay waste to the world around you. They last until killed and there is no cooldown to concern yourself with. But every time you summon a group of Destroyers, you lose a little bit of yourself in the process. One Perk, Ability, or Item from your Chain is taken from you and will only be returned if that group of Destroyers is killed.

Profession Perks

Primary Professions get one 100 CP Perk from the chosen Profession free, and a 50% discount on all other Perks in that Profession. Secondary Professions get 50% discount on one Perk in the chosen Secondary Profession, and 25% discount on all other Perks in the Secondary Profession.

Gain **+200 CP** for Profession Perks Only

Ranger:

Expert's Dexterity (100 CP): You attack 33% faster and reload 25% faster.

Lightning Reflexes (100 CP): You attack 33% faster and have a 75% chance to block.

Charm Animal (100 CP): Charm target animal. Once charmed, your animal companion will travel with you.

Comfort Animal (100 CP): Skill. Your pet regains 25% total Health. Resurrects your pet with 25% Health.

Crippling Shot (100 CP): Unblockable. Inflicts Crippled condition.

Favorable Winds (100 CP): Creates a nature spirit that lives for 5 minutes. Arrows move twice as fast and hit for +6 damage for creatures in range. Does not affect spirits.

Barbed Trap (100 CP): Set a disguised trap in the ground. Affects nearby foes who step on it. Deals piercing damage. Inflicts Crippled and Bleeding conditions.

Frozen Soil (100 CP): Creates a level nature spirit that lives for 1 minute. Creatures in range cannot activate resurrection skills or abilities. Does not affect spirits.

Paragon:

Angelic Bond (100 CP): The next time an ally within earshot would take fatal damage, that damage is negated and that ally is healed for 20% total Health.

Defensive Anthem (100 CP): Party members in earshot have 50% chance to block. Ends when hitting with an attack skill.

“Can’t Touch This!” (100 CP): The next touch-range skill[s] used against allies within earshot fail[s].

“We Shall Return!” (100 CP): Shout. All party members in earshot are resurrected with 50% total Health and 20% total energy/magic.

Song of Power (100 CP): Allies in earshot regain energy/magic 20% faster.

“It’s Just a Flesh Wound.” (100 CP): Remove all conditions from target ally. That ally moves 25% faster for ten seconds if a condition was removed. Cannot self-target.

Holy Spear (100 CP): Deals holy damage and inflicts Burning condition to nearby foes if you hit a summoned creature.

Unblockable Throw (100 CP): Deals weapon damage. Unblockable.

Monk:

Divine Intervention (100 CP): Negates the next fatal damage target ally takes. Negation effect: Heal target ally for 40% total Health.

Spell Breaker (100 CP): Target ally cannot be the target of enemy spells.

Heal Party (100 CP): Heals the entire party for 15% total Health.

Spotless Mind (100 CP): Removes a hex every 5 seconds, lasts for 15 seconds.

Spotless Soul (100 CP): Removes a condition every 3 seconds, lasts for 15 seconds.

Judge’s Insight (100 CP): Converts target ally’s attacks to holy damage and adds 20% armor penetration.

Shield of Judgment (100 CP): Deals holy damage to foes attacking target ally and causes knock-down.

Life Bond (100 CP): Half of the damage the target ally takes from attacks is redirected to you. Redirected damage is reduced by 15%.

Elementalist:

Aura of Restoration (100 CP): You regain 10% energy/magic used for a spell and are healed 500% the total cost of that spell.

Elemental Attunement (100 CP): Pick one element Your elemental spells and abilities are doubled in effectiveness. You regain 50% the energy/magic cost of any elemental Magic/skills you use. Can change this every 24 hours.

Chain Lightning (100 CP): Deals lightning damage. Hits up to two foes near target and has 25% armor penetration.

Shock (100 CP): Melee strikes do lightning damage. Touched foes are knocked down. These attacks hit through armor but cannot be used to apply other effects.

Kinetic Armor (100 CP): You gain 80% armor for 8 seconds. Renewal: cast any spell.

Phoenix (100 CP): Deals fire damage to target and nearby foes. Heal allies for 15% total Health.

Blurred Vision (100 CP): Hexes foe and foes adjacent to target for ten seconds. Their vision immediately becomes half as effective.

Ward Against Harm (100 CP): Allies in this ward have doubled Health regeneration, 25% more armor, and gain 25% protection from elemental damage.

Warrior:

"I Will Avenge You!" (100 CP): You have doubled Health regeneration and attack 25% faster (This lasts for 10 seconds for each dead ally).

Dwarven Battle Stance (100 CP, Free for Dwarves): You attack 33% faster, you gain +40 armor, and your attack skills interrupt actions. No effect unless you have a hammer equipped.

Penetrating Strike (100 CP): Deals weapon damage and has 20% armor penetration.

Earth Shaker (100 CP): Knocks down target and adjacent foes.

Hundred Blades (100 CP): Deal slashing damage to all adjacent foes whenever you attack with a bladed weapon.

Pure Strike (100 CP): A simple, clean strike that is unblockable.

“Charge!” (100 CP): Allies in earshot move 33% faster and lose any condition that would prevent them from moving.

“Watch Yourself!” (100 CP): Party Members in earshot gain 25% more armor.

Assassin:

Critical Defenses (100 CP): You have a 75% chance to block. Renews with every critical hit you land. Lasts 10 seconds.

Way of the Assassin (100 CP): While wielding daggers, you attack 20% faster and have 35% chance to land a critical hit.

Fox’s Promise (100 CP): Your dagger attacks are unblockable. Lasts 20 seconds.

Death Blossom (100 CP): Deal weapon dagger damage. Also affects foes adjacent to target foe.

Expose Defenses (100 CP): Target foe cannot block your attacks for 10 seconds.

Mark of Insecurity (100 CP): Reduces foe’s Health regeneration by 30%. Enchantments and other effects on target foe expire 80% faster.

Dark Escape (100 CP): You move 25% faster and take half damage.

Shadow Step (100 CP): Move from your starting position to behind one nearby enemy in line of sight.

Necromancer:

Masochism (100 CP): Your necromancer spells and abilities increase in potency by 20%. Sacrifice 5% total Health every time you use a necromancer spell or ability.

Icy Veins (100 CP): Deal 10% of foe’s total Health as cold damage to nearby foes if target foe dies. Initial effect deals cold damage.

Corrupt Enchantment (100 CP): Remove one enchantment from target foe. Removal effect: drain their Health by 5% for 10 seconds.

Defile Flesh (100 CP): Reduces healing target foe receives by 33%

Dark Bond (100 CP): Transfer 75% of incoming damage from yourself to your nearest servant. Lasts 1 minute.

Strip Enchantment (100 CP): Remove up to 2 enchantments from target foe. For each removed enchantment, steal 5% of their total Health.

Aura of the Lich (100 CP): Exploit all corpses in earshot. Animates a bone horror from each intact corpse, plus one. Your necromancer skills and abilities are doubled for 1 minutes.

Consume Corpse (100 CP): Teleport to a corpse's location. Gain 10% total Health and 20% total energy/magic.

Mesmer:

Power Return (100 CP): Interrupts a spell or chant. Interruption effect: target foe regains spell energy/magic.

Stolen Speed (100 CP): Hexes foe and all adjacent foes for 10 seconds. Doubles their casting time while halving yours and your allies.

Cry of Frustration (100 CP): If the target foe is using a skill, that foe and all foes in the area are interrupted and take 20% of their total Health as damage.

Energy Surge (100 CP): Drains target foe of 25% of their total energy/magic. Deals this as damage to the target and all nearby foes.

Conjure Nightmare (100 CP): Target foe regains Health 10 times slower.

Ineptitude (100 CP): Hexes foe and foes adjacent to target. Deals 25% of their total Health as damage and inflicts temporary blindness on them for 10 seconds.

Drain Enchantment (100 CP): Remove one random enchantment from target foe. You gain 20% of your total energy/magic and 15% of your total Health in return.

Energy Drain (100 CP): Drain up to 20% of foe's total energy/magic. Gain 33% of that temporarily.

Dervish:

Avatar of the Gods (100 CP): Take on the form of one of the Gods. You may not change your selection once chosen. This form lasts for 1 hour and has a 24 hour cooldown.

- **Balthazar:** You gain 20% armor against physical damage, you gain adrenaline 25% faster, your attacks deal holy damage, you inflict Burning for 3 seconds on nearby foes whenever you lose a Dervish enchantment.

- **Dwayna:** You deal holy damage. Whenever you use a Dervish attack skill, you lose 1 hex. Heal allies in earshot for 5% of their total Health when you lose a Dervish enchantment.
- **Grenth:** Your scythe attacks deal dark damage and steals 10% of your total Health. You are immune to Disease. Apply Disease to all adjacent foes (3 seconds) when you lose a Dervish enchantment.
- **Lyssa:** Your Dervish enchantments recharge 50% faster and deal chaos damage with attacks. Temporarily steal 1% energy/magic from nearby foes when you lose a Dervish enchantment.
- **Melandru:** You have doubled your Health, +30% elemental armor, and your attacks deal earth damage. Cure 1 condition from all party members in earshot whenever you lose a Dervish enchantment.
- **Jumper (+1000 CP):** If you have achieved godhood in another Jump you may import that state here. You may insert yourself into the lore in an appropriate manner. You may bestow 1 Perk on any believer who follows you, keeping the Perk yourself. You may gift the Perk to as many followers of your religion as you'd like but you have no guarantee of their loyalty remaining with you. You may whisper to them in their dreams and you will hear their prayers.
 - For an additional **+2000 CP**, you may achieve this state instantly, ascending into godhood. Be warned however, that there are many ambitious mortals and immortals in this world that would happily kill to have a chance to claim your power. You will be unable to hide or disguise your power in any way this Jump should you take this route.

Faithful Intervention (100 CP): You gain 33% of your total Health the next time damage drops your Health below 50%.

Conviction (100 CP): Gain 10% armor while you have a condition. Gain triple Health regeneration for each condition you have. End Effect: Remove two conditions. Lasts 10 seconds.

Shield of Force (100 CP): Block the next attack against you. Knock down and inflict weakness on all adjacent attacking foes.

Zealous Sweep (100 CP): A vigorous swing. Gain 5% total energy/magic for every foe you hit.

Crippling Victory (100 CP): Cripples target foe. If your Health is greater than the target foe's, all adjacent foes take earth damage.

Mystic Healing (100 CP): Heals you for and all enchanted party members for 15% of their total Health.

Onslaught (100 CP): For 15 seconds you attack, move, and gain adrenaline 25% faster.

Ritualist:

Boon of Creation (100 CP): You gain 5% of your total Health and 2% of your total energy/magic whenever you create a creature.

Ritual Lord (100 CP): Your next ritualist skill or ability is doubled in potency. If that skill is a Binding Ritual, it recharges 60% faster and Ritual Lord recharges instantly. 1 minute cooldown.

Signet of Spirits (100 CP): Create 3 spirits with a 60 second lifespan. These spirits will attack nearby foes with a ranged attack.

Weapon of Aggression (100 CP): For 15 seconds you attack 25% faster.

Ghostly Weapon (100 CP): Target Ally's next attack is unblockable. Cannot self-target.

Signet of Ghostly Might (100 CP): All spirits you control within earshot attack 33% faster and deal 5% more damage.

Defiant was Xinrae (100 CP): You cannot lose more than 20% of your max Health from a single hit.

Xinrae's Weapon (100 CP): Pick an ally. The next time that ally takes damage from a foe, that damage is limited to 5% of target ally's max Health and that ally steals 5% of enemy's total Health from that foe.

Profession Capstone Skills

Each Profession has a large catalog of skills available for them to learn. You can mix and match those skills to form Builds to combat foes but there are some skills that are special. Almost as if they were released on the anniversary of some noteworthy event. Below are those skills, the Capstone Skills for each Profession. Only one may be bought, regardless of the purchase of **Second Profession**, and **none are discounted**.

In addition to the below effects, all Capstones also double the effectiveness of all Perks of that Profession as well as improving the effectiveness of any other Perk you have that is affected by a Capstone by an equal amount.

Together as One! (600 CP, Ranger Only): All Party members and Companions near you or your pet deal 15% additional damage and gain x7 Health regeneration.

Heroic Refrain (600 CP, Paragon Only): Targeted ally gains doubled skill and control over their powers. Can be renewed on them instantly if a Chant or Shouts ends on the targeted ally.

Judgment Strike (600 CP, Monk Only): Deals melee Holy Damage to targeted foe and adjacent foes. Any foe who is attacking is also knocked down.

Over the Limit (600 CP, Elementalist Only): Spells cast 20% faster and recharge 50% faster. Quickly drains your energy/magic faster than you can recover it while active. Scaling power drain while active.

Seven Weapons Stance (600 CP, Warrior Only): Your weapons deal 69% more damage and you attack 69% faster. Nice.

Shadow Theft (600 CP, Assassin Only): Shadow Step to target foe, temporarily reducing their powers and abilities by 20% for 20 seconds and temporarily increasing your own by the same amount.

Soul Taker (600 CP, Necromancer Only): You sacrifice 1% of your Health to do 1% more damage. You cannot recover this health until you allow Soul Taker to fade. Can be cast multiple times.

Time Ward (600 CP, Mesmer Only): Allies within the area of this ward cast spells 20% faster and recharge skills 20% faster.

Vow of Revolution (600 CP, Dervish Only): Gain 5% faster energy/magic regeneration. Every time you use a non-Dervish skill increase this amount up to a cap of 35%.

Weapons of Three Forges (600 CP, Ritualist Only): Allies in earshot gain the effect of a random Weapon (Destroyer, Tormented, or Oppressor).

Items

Gain +300 CP for Items Only

Starter Weapon (Free): You gain a beginner weapon suitable for your Starting Profession.

Starter Armor (Free): You gain a set of basic armor suitable for your Starting Profession.

Miniature (Free/1000 CP): A random Miniature. These small, animated models can follow you anywhere. In addition, they never need to be repaired or recharged. Enemies will ignore their existence and the Miniatures are completely unaffected by spells or similar things. For **1000 CP** you gain miniatures of yourself, your companions, and any notable allies, enemies, or entities in any past, present, or future Jump.

Salvage Kit (100 CP): Can break equipment and armor down into its basic materials. Doing so destroys any advanced materials, enchantments, or runes the item may have. Can be used 25 times per Jump.

Expert Salvage Kit (200 CP): Can break equipment and armor down into its advanced materials. Doing so destroys any other materials, enchantments, or runes the item may have. Can be used 50 times per Jump.

Charr Salvage Kit (100 CP, Free Charr): Can break equipment and armor down into advanced materials but at the risk of destroying the item entirely instead. 50/50 chance either way. Successful salvaging destroys any other materials, enchantments, or runes the item may have. Can be used 10 times per Jump.

Superior Salvage Kit (300 CP): Can remove runes, enchantments, and other such effects from equipment and armor but doing so destroys any materials the item may have provided. Can be used 100 times per Jump.

Perfect Salvage Kit (400 CP): Can remove runes, enchantments, and other such effects from equipment and armor, and/or render it down into basic and advanced materials. Can be used without restriction.

Identification Kit (100 CP): Can identify what materials make up equipment or armor. Can be used 25 times per Jump.

Superior Identification Kit (300 CP): Can identify what runes, enchantments, and other such effects are on equipment or armor. Can be used without restriction.

Gwen's Flute (100 CP): Gwen is always losing this thing. If you hang onto it for her you might eventually be able to return it to her. If you do, she'll teach you a song that can make anyone who hears it skip with joy or wet themselves in fear depending on their inclination toward you.

Everlasting Tonic (100 CP per purchase): Gain a tonic that can change your physical form into a random noteworthy ally or enemy. You only gain their physical appearance, none of their abilities, mannerisms, or voice. Great for costume parties. Refills after each use.

Everlasting Crate of Fireworks (100 CP, Free for Dwarves, Asura, Drop-In): Deploy this crate anywhere and a moment later you'll have the perfect firework show. But don't get any ideas about using them as weapons, their effects go right through foes and you can't even blind someone with it at close range. They just look pretty. Refills after each use and you can leave the lid off to have an everlasting firework show.

Gifts of the Traveler (200 CP, recurring, x5 limit): One use. Upon opening, you will receive a random item from your current universe. These items can be food, sweets, or novelty items, such as a tonic that turns you into a rabbit or whatever the local critter is. Roll 1D100. If the roll is 90-99 you are given a rare item. If you roll 100, you are given a legendary item. These rolls cannot be rerolled, modified in any way, or affected by Luck and Chance Perks.

Hero's Handbook (300 CP): A nifty little book that automatically updates itself to record your adventures and triumphs. In future Jumps, you can complete Canon and Canon Adjacent Tasks that will appear in this Handbook. Once completed, it may be consumed to gain one 200 CP or less Perk from that Jump for Free. Will respawn at the beginning of every Jump. Only one of these Items may be used per Jump.

Destroyer Weapon (300 CP, Free for Destroyer): Your choice of a Destroyer Weapon. Destroyer Weapons specialize in Destruction magic, inflicting Disintegration with every hit. Disintegration is highly effective against physical defenses as it rips apart defenses and prevents them from being repaired easily. Cannot be purchased if Tormented or Oppressor Weapons have been bought.

Tormented Weapon (300 CP, Free for Forgotten): Your choice of a Tormented Weapon. Tormented Weapons specialize in Torment magic, inflicting Torment with every hit. Torment is highly effective against living targets as it causes debilitating pain on top of damage. Cannot be purchased if Destroyer or Oppressor Weapons have been bought.

Oppressor Weapon (300 CP, Free for Mursaat): Your choice of an Oppressor Weapon. Oppressor Weapons specialize in Spiritual magic, inflicting Oppression with every hit. Oppression is highly effective against spiritual and supernatural beings as it weakens their bonds to the physical realm. Cannot be purchased if Tormented or Destroyer Weapons have been bought.

Xunlai Storage Chest (400 CP, Free if GWAMM Scenario is taken): Wherever you settle down for a rest or take a break, you'll find a Xunlai Storage Chest waiting nearby. It safely stores any item placed within it and can only be accessed by yourself. The inside is filled with a series of panels that display the image of an item (spots for 20 items). Touching this image allows you to withdraw it and you can place new items on empty spots. Each panel spot may hold up to 250 of that item and each Jump adds 5 new panels. It also has a dedicated crafting material section that you can use to store a wide variety of materials safely, without fear of reactions or spoilage. If you open the chest and remain in eyesight of it, you may access the stored items and materials as though you were right there.

Backpack (400 CP, Discount Asura): Gain an inventory that has 20 slots. Each slot may hold up to 250 of that item, and weight and size do not matter. Vehicles, Property, and living things may not be placed in the Backpack. Items and devices that have pocket dimensions and other similar effects cannot be added.

Backpack Expansion(Available and Free if Backpack is bought): Gain an inventory slot every year. Remove restrictions on pocket dimensions, living things, and gain a single slot to hold a vehicle that weighs less than 4 tons.

Asura Gates (800 CP, Discount Asura): A pair of linked Asura Gates as well as the blueprints to make more. Can cover intercontinental distances.

Resurrection Shrine (800 CP): Respawns you whenever you die during this Jump. Post Jump, will only respawn you once every ten years. Blocked in Hardmode and GWAMM.

Signet of Capture (1000 CP, recurring): Once per Jump you may take one skill or ability from a fallen foe, granting it to yourself. The stolen skill or ability is granted fiat protection. Each Signet of Capture is one use and cannot be duplicated.

Companions

Recruit (100 CP): Is there a canon character you like that isn't addressed by one of the below options? You can recruit them and they gain 500 CP to spend on this Jump Document.

Animal Companion (Free with Ranger, 100 CP): There are lots of non-aggressive critters in the world, even if they don't look friendly. You can bind them to your soul, enabling you to direct and heal them a small amount. If they die, you can even resurrect them once per day but if they die twice in this timespan, they're gone permanently.

Henchman (200 CP first purchase, 50 CP every recurring one): There are always those who work for money. They're not the best but they are decent fighters, reliable in a pinch. They'll follow you on your journey but you won't be able to give them CP, Perks, Items, or Drawbacks and you have to pay for their services (100 CP in addition to future JumpDoc cost). But they'll respawn 24 hours later if killed and won't need you to equip them with weapons and armor appropriate to the setting.

Hero (400 CP first purchase, 100 CP recurring): Like a Henchman but better in every way. Found all over the world, you can recruit up to 29 different Heroes. You can buy them Perks, Items, and even take Drawbacks in future Jumps. Best of all, in future Jumps they can act as a small CP bank that you can access! You can deposit up to 100 CP each Jump from your starting amount. They can only store 500 CP in this matter (They must join you in that Jump for you to withdraw/deposit CP). However, if they die they cannot respawn or be revived in any matter.

Nicholas the Traveler (300): He isn't a fighter but he is well traveled. A craftsman, a writer, and a trader, Nicholas is always on the prowl to add to his collection. Once a week he will request you to fetch him a number of items that can be harvested from the local wildlife. If you fill his request in time (one week), he'll give you a one use **Gifts of the Traveler** for free. In order to summon him on your journey, you must sacrifice mead on a campfire.

Yourself? (800): You may recruit yourself, or rather, your doppelganger. They have the Skills, Abilities and Perks you have up to this point, and gain 1000 CP this Jump to spend as they wish. But they are very much aware they are not you and that may lead to complications. (See Notes)

Your Foe (600 CP): One of your enemies managed to earn your respect. With this purchase, you may speak with them once you triumph over them and offer them to join you on

your journey. But their ambitions have never stopped, in fact, they have only grown. This might cause you trouble in the future. (See Notes)

Scenarios

You may only pick **one** Scenario to gain rewards from. You may select as many Scenarios to attempt as you wish for the clout.

Cartographer: You must fully explore every territory in the known world. Get used to skimming the edges of the map to get those missing slivers and using your undead minions as springboards. Any HUD or cartography related Perks or Items you've acquired prior to this Jump are disabled for the duration of this Scenario.

Reward: Mental Map Perk: Whenever you enter a new Jump, gain a mental map of the surrounding area that expands the more you explore. Furthermore, you may use this map to Fast Travel to a Waypoint (that you set) or discovered Town.

Glint's Challenge: You must face your Doppelganger while wielding weapons made of bananas and gingerbread! Victory has never tasted so sweet! All Perks, BodyMods, and Items are disabled for this Scenario.

Reward: Summon Doppelganger Perk: Once per Jump you may summon a Doppelganger to aid you in battle. They have every Perk, Item, and Ability you have and will fight for you without restraint. They last 24 hours or until slain.

Treasure Hunter: Track down one of every Pet, Weapon, and Armor and find and Identify 1,000 unique Gold Items. Finally, Hatch a Black Moa Chick.

Reward: Eye for the Prize Perk: You have an eye for rarity. Just by looking at someone or something you can tell how valuable they are, down to their constituent parts. In addition, Pets you own will no longer need to be fed, cleaned, or become ill. Finally, if you ever decide to go diving for sunken treasure or searching for ancient ruins, expect to always find something even if it isn't extraordinarily valuable.

Monster Slayer: Monsters are swarming the wilds between outposts and towns, making the roads treacherous! Four times as many monsters plague the lands and they're twice as strong as they should be. The world needs you, Jumper, to stop the onslaught before the kingdoms fall.

Reward: Summon Wurm Perk: Wurms are able to burrow through layers of stone, dirt, and sand with ease. They are living siege weapons, with a single one capable of destroying a city in less than an hour. And now you can summon one to aid you in battle. It will live only for a short time, one hour, before fading into dust and you

may only summon one once every 24 hours for every Companion you have active, plus yourself.

Sunspear Spearmarshal: Crime runs rampant and no one seems to be able to stop it. The world needs light in these dark times, will you be able to bring it? Can you bring peace and safety to a troubled world?

Reward: Sunspear Rebirth Signet Perk: Once a day you can resurrect a single recently (less than 2 hours) deceased Companion at full Health.

Hardmode: Why is everything twice as strong as it should be? Why are your enemies using skills drawn from the full length and breadth of your Chain? Why are they suddenly so skilled at dodging your attacks and moving away? It's because you're now in Hardmode and in order to complete this Scenario you must Vanquish all enemies in all corners of the map and complete each Mission.

Reward: A Golden Zaishen Coin for each area Vanquished and each Mission completed. In future Jumps these may be spent, once per Jump, to gain 200 CP. Each coin is one use only and may not be duplicated or fiat backed through any method.

GWAMM: You have to live through the entirety of the Guild Wars 1 Epic, starting with the Searing of Ascalon and ending with the conclusion of the Eye of the North. But that's not all. You must Vanquish every area rendering them safe for the inhabitants of the world, you must prove your strength and skill, accomplish feats worthy of legend, and you must complete the Hall of Monuments. Essentially, you must complete every other Scenario above at the same time without dying once.

To take this Scenario as a Gauntlet, you must pick 8 Perks that you've purchased thus far on your Chain, that were Free, 100, or 200 CP. These are the only 8 Perks you can use for this Scenario and they count as your skill bar. If you replace them with a skill from this Jump using a **Signet of Capture**, you do not regain access to it until completion or failure. You may not use Items from outside of this Jump, access your Warehouse, or utilize your BodyMod for this Scenario/Gauntlet. No Companions or Pets from outside of this Jump may join you. The Drawback cap is removed for this Scenario. Failing the Scenario causes Chain Failure and you lose everything you selected this Jump.

Reward: You gain the **Hall of Monuments** as an Add-on to your Warehouse and it will update itself to showcase your many feats and accomplishments. The scrying pool in the center will let you or your Companions relive your adventures in new ways while also providing guidance to you in the present over what you must do to pursue your goals.

You also gain a **Blessed Resurrection Shrine**. An Avatar of whichever God you choose will always be there to bestow upon you a blessing to aid you in your travels. It will also reduce the resurrection cooldown from ten years to one year.

Finally, you gain the Perk **Base 8** for free. You do not gain any of the other Scenario Rewards unless you took this Jump and Scenario as a Gauntlet.

Ascension (End Jump, Cannot attempt other Scenarios/Gauntlets): You stumbled upon a lost piece of knowledge. Whether it be from old scrolls in a forgotten library, whispered in the back of shady pubs, or bestowed upon you by an Avatar of the Gods, you have learned The Secret: How to become a God.

It won't be easy. It will not be without sacrifice. But you may rise from your mortal form, high above the life you once had, and become more!

First you must prove yourselves to the Gods who will not accept just anyone into their ranks. Miracles and atrocities, knowledge and belief, you must decide what the foundation of your godhood would be. But you must have a following that is known across the land. Every God needs believers after all.

Then you must choose. Power must come from somewhere and godhood is no different. You must find a God, you must fight them, and you must kill them.

And that is the easy part. For the third and final part requires you to absorb their essence, their knowledge, their divinity. To survive such power is a feat worthy only of a God and if you fail, the fallen God will be eaten by the remaining Gods, who will then turn their attentions to you. It is, after all, how they increase their powers. And one day, how you might increase your own.

To take this Scenario you must only use Items, Perks, and Companions from this Jump Document. You must also take the Drawback **Solo** but cannot give up 200 CP to keep a single Perk, Item, or Companion from your Chain. This Scenario also removes the Drawback cap, allowing you to take as many as you please. If you fail.... don't.

Reward: Your Spark. (See Notes)

Drawbacks

You may take up to 8 Drawbacks.

Each purchase of a recurring Drawback counts as one.

+0 CP Drawbacks do not count to this limit.

Continuity (+0 CP): The actions and consequences of said actions will ripple on to future Guild Wars and Guild Wars 2 Jumps.

Low Poly (+0 CP): For some reason everything looks gritty and blocky, as if you were playing on an old monitor from 1999.

Jumpless (+100 CP): Your feet are rather attached to the ground. You can run and walk just fine but trying to Jump or fly or even swim is beyond you for the rest of the Jump.

Speedrunner (+100 CP, recurring, x9 max): Shorten the length of time you spend in this Jump by one year. This also shortens the amount of time everything is happening across the world. Don't be surprised if Destroyers invade Ascalon alongside the Charr if you take this Drawback too many times. If you take this Drawback, you must also take Drawback **The Plot Follows**.

Burrowing Menaces (+200 CP): It feels like you're always tripping over some creature that becomes hostile to your presence. Any time you enter the wilderness, expect the ground to shift beneath your feet as monsters rise from the dirt to attack you.

A Wild Centaur Appears! (+200 CP): Once a week a herd of Centaurs will appear and raid you. They're not after gold or gems or anything like that, they just want your booze. If you have picked up any alcoholic item in a previous Jump, this Drawback doubles in value and happens daily. If they succeed in stealing the alcohol, you will lose that item forever.

Fragile Concentration (+300 CP): I hope your skills and abilities are simple to use because your concentration is easy to interrupt. All mental protection and focus Perks are disabled and your foes will not hesitate to take advantage of that. Better get some Mesmers to help keep you safe and sane.

The Plot Follows (+300 CP): The events of the games must happen and you must be part of them. Failure to be part of the events leads to debilitating wounds that cannot be healed until the Jump finishes. And should you try to change the events of canon in some way, you'll be stampeded by a herd of invulnerable roller beetles that mysteriously appear and disappear and don't seem to affect anyone or anything else.

Broken Waypoint (+400 CP): Each city, town, and outpost acts as a waypoint, allowing you to teleport to them from the other side of the continent. Or rather, they would if the system wasn't broken. You'll have to walk everywhere as this world doesn't use mounts.

Gwen's Best Friend (+400 CP): You're now the same age as Gwen (10 years old) and her childhood friend! You also start in Pre-Searing Ascalon regardless of your initial Location pick. Gain a Gwen Miniature as an item for free. Spend two more years in this Jump and good luck surviving the Searing.

Equipment Malfunction (+500 CP): Your weapons, armor, and enchantments are always breaking. Almost as if someone was watching your every step and waiting for the worst possible moment for you to ruin your equipment even for things that should be indestructible. You can't stop or prevent this and this does affect your items and equipment from previous Jumps.

Dropleess (+500 CP): Monsters and other enemies no longer drop items on death, instead fading away into nothing. You also cannot use any Perks or Items that harvest the skills or equipment of others while in this Jump.

Broken Shrine (+600 CP): The Resurrection Shrines are broken! You cannot use them to respawn and worse yet, they've somehow disabled any other Item or Perk that provides you with any form of resurrection or death prevention.

Sidequest addict (+600 CP): We all love sidequests. Doing the same thing, time after time, in a slightly different place for a slightly valuable but ultimately useless reward. You really love them though, to the point where you would gladly spend all of your free time doing them. Because that's what you'll be doing for the entirety of this Jump, to the point you will miss every Canon event.

Who? What? When? Where? Why? How? (+700 CP): You forget everything the moment you're told. It's almost as though someone is just skipping through the dialogue, looking for the keywords they can use to do the sidequest Farmer Abe gave them. Unfortunately this means you'll often go to the wrong place, at the wrong time, and do the wrong thing, often to disastrous consequences. You also cannot read and no amount of memorization will help you keep towns, cities, and outposts in order.

G-1000 (+700 CP): The Charr have sent a G-1000 after you to kill you! It's immortal, can't be stopped or imprisoned, and always knows where you are. If it kills you it gains your powers and place on the Jumpchain. Fortunately, it is very slow, moving at a walking pace but it cannot be trapped. And it never rests.

Order of Whispers (+800 CP): The Order of Whispers believes you are an agent of the Elder Dragons and has targeted you for termination. This ancient order has a global network and no place is beyond their reach. Their agents will find you at the worst possible time and strike without mercy. But worse yet, they know what you are and they have the weapons and skills capable of ending your Chain. You better not get hit.

On All Fronts (+800 CP): The Destroyers want your blood. The Ebon Vanguard have named you a monster. The White Mantle calls you a heretic. Every group, order, and clan across the known world hates you for some reason and all want you dead. Nowhere is safe, not even among your own species. Xunlai Storage Chests are disabled during this Jump as is the Warehouse and any pocket dimensions you have access to.

Nine Hells (+900 CP): You don't understand what's happening. Everyone is standing on one of nine circles and sometimes they fall down for no reason. You can't leave the circles but you can move to a new one if you'd like. All your boredom prevention and entertainment related Perks are disabled, and you cannot fall asleep or eat or drink. There are only the circles. Circles. **Circles. CIRCLES. O O O O O O O O**

Safety Dance (+900 CP): You are performing the same repetitive dance for the entirety of the Jump in one spot. All your boredom prevention and entertainment related Perks are disabled, and you cannot fall asleep or eat or drink. All you can do is dance... dance... dance...

Blasphemer (+1000 CP): The Gods don't like you. No, that's not strong enough to describe the hatred they feel toward you. You will know no peace in this Jump as the Gods send all of their forces after you, their armies and avatars will never stop in their hunt to end your life.

You won't be able to resurrect from any Resurrection Shrine while in this Jump and bolts of Divine Lightning will hit you randomly.

Solo (+2000 CP): It's all on you. You have no Henchmen, no Heroes, no Companions of any kind. Worse, you're locked out of your Warehouse, your out-of-Jump Powers are blocked, and you're stripped of any item you are wearing that might be useful. You have no knowledge of the setting, no idea you are a Jumper, you don't even know who you are.

By giving up 500 CP of this Drawback, you may take a single Companion, Perk, or Item. But you'll have to earn it by finding your selection as it is hidden somewhere in the world, as though it was part of a multi-continental scavenger hunt. If you don't find your selection by the end of the Jump, you lose it forever. (See Notes)

End Choice

Go Home	Stay Here	Move On
Your journey is done and you wish to rest. Safe travels, friend!	So you've fallen in love with Tyria. You're more than welcome to stay! You gain 2,000 CP to spend!	You've done well, Jumper, but it's time for you to move on to new adventures. Farewell!

Notes:

- Spells, wards, rituals, shouts, chants, etc: Unless stated otherwise, they all last 1 minute before needing a recharge of one minute. They all take 1 second to cast/activate. These cannot be boosted within the Jump but can outside of it.
- Shapeshift: Used by G-1000 to let it shift between different combat styles. In future Jumps, you can use it as a pre-saved template for various combat styles. It does not allow you to turn into other creatures or beings, merely augments your current form to become more efficient in that one combat style.
 - Ex: Standard werewolf gaining the ability to swim through the water like a dolphin with an elongated tail and gills.
- GWAMM stands for God Walking Among Mere Mortals. It's one of the most difficult accomplishments in Guild Wars, tracking how many Maxed Titles a player has. To anyone who accomplished this irl, I recommend therapy.
- In order to determine if you lose your selected Companion, Perk, or Item from the **Solo Drawback**, roll 1D20. If the result is 1-7, you do not find it and they are lost. If it is 8-12, they are damaged in some manner that will require you to fix or heal them but you regain the Selection. If it is 13-20, you regain your Selection without any further complications. This Drawback goes through Fiat protection.
 - You may give up a further 500 CP to try for a second roll. Good luck.
- For the **Foe** Companion, roll 1D6 every Jump they join you in.
 - If it is 1-2, they betray you and try to kill you at the worst possible moment.
 - Roll 1D6, if it is Even they succeed and if it is Odd they fail. If they succeed, they gain your power. If they fail, you have the option to terminate their Companionship.
 - If your first roll is 3-4, they insult you but don't do anything else to help or hinder you.
 - If your first roll is 5-6 they will actively aid you but they might complain a lot.
- For the, **Yourself?** Companion, roll 1D100 every Jump regardless of if they join you in the Jump or not. If the number is ever 90-100, they will attempt to usurp your position in the Jumpchain. Roll 1D100. If the roll is 100, they succeed. If not, they fail.
- The **Ascension Scenario** is basically the **GWAMM Scenario** (how else would you impress the Gods?) but with none of the rewards and an additional twist: You must purchase the **Blessing of the Five True Gods** in order to succeed, meaning you need to take 4,000 worth in Drawbacks minimum (Unless you are a Forgotten, then you only need 1,500).
 - You must roll 1D6 (Or pay 500 CP to choose) to determine which God you are attempting to overcome. You are not bound to inherit all of their Domains but you must inherit at least one.
 - [Dwayna](#) - *The High Goddess of Healing, Air, Warmth and Life*
 - [Balthazar](#) - *The Heroic God of War, Fire, Strength and Challenge.*

- [Melandru](#) - *The Mother Goddess of Nature, Earth, Protection and Growth*
 - [Lyssa](#) - *The Twin Goddesses of Beauty, Water, Energy and Illusion* (individually, they are Lyss and Ilya)
 - [Grenth](#) - *The Arbiter God of Darkness, Ice, Death and Judgment*
 - [Kormir](#) - *The newborn Goddess of Order, Spirit, Knowledge and Truth*
- Furthermore, you must roll 5D20. If the total score isn't 69 or higher, you do not succeed in Ascending. Your soul collapses, killing you and ending your Chain. Nice.

Change log:

- 0.1- species, perks, items
- 0.2- drawbacks, capstones, scenarios, professions
- 0.3- skills, locations, companions, expansion on previous sections