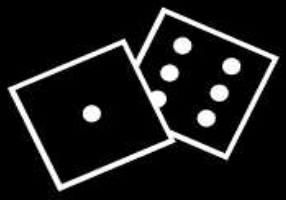
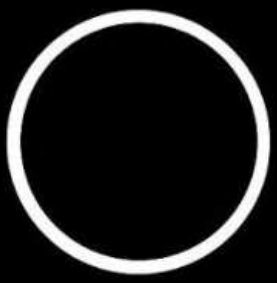
THE SONG OF SWORDS



Who holds Coinspinner knows good odds
Whichever move he make
But the Sword of Chance, to please the gods
Slips from him like a snake.

The Sword of Justice balances the pans
Of right and wrong, and foul and fair.
Eye for an eye, Doomgiver scans
The fate of all folk everywhere.





Dragonslicer, Dragonslicer, how d'you slay?
Reaching for the heart in behind the scales.
Dragonslicer, Dragonslicer, where do you stay?
In the belly of the giant that my blade impales.

Farslayer howls across the world
For thy heart, for thy heart, who hast wronged me!
Vengeance is his who casts the blade
Yet he will in the end no triumph see.

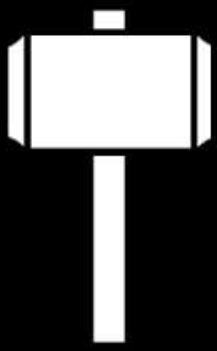




Whose flesh the Sword of Mercy hurts has
drawn no breath;
Whose soul it heals has wandered in the night,
Has paid the summing of all debts in death
Has turned to see returning light.



The Mindsword spun in the dawn's gray light
And men and demons knelt down before.
The Mindsword flashed in the midday bright
Gods joined the dance, and the march to war.
It spun in the twilight dim as well
And gods and men marched off to hell.



I shatter Swords and splinter spears;
None stands to Shieldbreaker.
My point's the fount of orphans' tears
My edge the widowmaker.

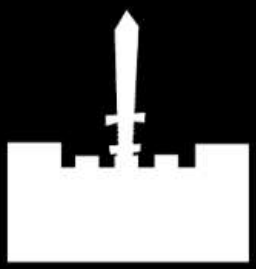


The Sword of Stealth is given to
One lonely and despised.
Sightblinder's gifts: his eyes are keen
His nature is disguised.

The Tyrant's Blade no blood hath spilled
But doth the spirit carve
Soulcutter hath no body killed
But many left to starve.

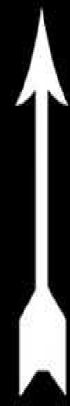


The Sword of Siege struck a hammer's blow
With a crash, and a smash, and a tumbled wall.
Stonecutter laid a castle low
With a groan, and a roar, and a tower's fall.



Long roads the Sword of Fury makes
Hard walls it builds around the soft
The fighter who Townsaver takes
Can bid farewell to home and croft.

Who holds Wayfinder finds good roads
Its master's step is brisk.
The Sword of Wisdom lightens loads
But adds unto their risk.



~*~

Here begins the Book of Swords….

Once upon a time, a game was begun.

Here are the pieces.

Twelve Swords forged by the god Vulcan; hammered from otherworldly iron, heated in volcano fire and quenched in human blood.

Twelve Swords scattered across the world; their power handed to whoever picks them up.

Twelve Swords now sought by all the world; kingdoms upended and armies set to march.

And here we have you, a new player.

Take these +1,000 CP to give yourself an edge for the next decade here.

Best of luck, Jumper.

And remember – no one is invincible. In this world, even the gods can die.

Race & Origin

The world these days is a strange and wild place, with more than just humans calling it their home. What are you? Choose one.

Your age is anything that would make sense for your background and you can choose your appearance, sex and voice.

Humans are not alone here, but they are nonetheless the most common beings to be found on this world. Are you one of them?

Human [FREE] - *Homo Sapiens* in all of their glory, not that there seems to be much of that now. Most places are ruled by a monarchy and consist of a large peasant work force supporting a smaller noble elite.

And what were the circumstances of your birth? Choose one.

- Commoner [FREE] – Your parents were nothing special and your circumstances much the same as any others. Perhaps with hard work and some luck you can make a name for yourself, but you are starting at the bottom here.
- Noble [200 CP] – Your family is an old one and your name carries weight. You are a Baron in one of the many kingdoms to be found here, meaning you have lands and people to look after.

And do you have any mystical or ecclesiastical leanings? Choose neither of these if you wish or one or both. There are priests who use magic and wizards who devote themselves to higher beings and royals or commoners alike who went down both paths. However, if you do choose priesthood know that you can only serve one temple and that you must renounce any worldly benefits from your noble status for this Jump.

- Wizard [FREE] – Magic is a dangerous art and those who study it in earnest frequently must devote their whole lives to their scholarly pursuits. Still, every art has its dabblers.

- Priest [FREE] – You have devoted your life to a higher calling! You joined one of the three main temples found in this world and have done your best to follow their scriptures ever since. Which one did you join?
  - ► The White Temple – Devotees of the dead god Ardneh. This clergy devotes itself to caring for the sick and the poor, offering charity to all who ask for it. Ardneh may have died, but his self-sacrificing nature lives on through his priests and priestesses.
  - ► The Red Temple – Devotees of pleasure in all its forms. Red Temple clergy worship hedonism and have built their faith around enjoying everything there is to be had in life. Of course, someone's pleasure can be someone else's misery….
  - ► The Blue Temple – It is not a pyramid scheme. Absolutely not. So what if the Blue Temple worships wealth and schemes every single moment of its existence to acquire more from the peasantry, the nobility, even its own members and hoard it away just to know that it has it. That's not a pyramid scheme, that's just, uh… good financial sense.

Or maybe you are not human. There are other options to be had these days.

Demon [300 CP/400 CP/600 CP] – A very, very long time ago some extremely dangerous weapons were let loose on the world. Then those weapons gained the ability to think and decided they really did not like their creators very much. You are what is known as a demon in this day and age. Strip away the mysticism and you are a sentient nuclear explosion with a grudge against humanity and the power to do something about it. You exist as a formless mass of energy until and unless you take a physical form, which you can shape as you please. You can treat most laws of physics as suggestions, are immortal, can reform after a wait whenever someone destroys your physical body and you have a lot of oomph to your name, but you can be ordered about by any wizards who know their business, someone destroying whatever container holds your life force will kill you and certain individuals can banish you with just a few words.

- For 300 CP, you are a bog standard demon with nothing special.
- For 400 CP, you are a cut above the rest and can throw around much more power than most. Any sorcerer who tries to bind you

to their cause is going to need to know their stuff or have your name to have a decent chance of success.
- For 600 CP, you are something on the level of the long dead Orcus and Arridu. There are maybe two sorcerers in the world who could bind you without resorting to your name and only one of them would bother. The Emperor will probably be putting you on his 'to jail' list, so watch out for that.

God – You are divine, bending the world to your whim and holding mastery of your chosen domain or aspect. Still, there are divinities and then there are divinities. Which one are you?

- Conceptual [800 CP] – You are born from the hopes and dreams, wishes and fears of mankind. No mortal weapon may kill or even harm you. However, although you are less bound by the world, you are much more tightly bound to mankind. Should enough people stop believing in your power, you will weaken. We can at least promise that you will not fade away entirely, unlike certain other gods and goddesses.
- Physical [600 CP] – You are born from long lost science and magic, having bathed in the Lake of Life when the Old World burned and the New World rose from the ashes. Although your powers may be more limited in scope than a conceptual deity's, that does not necessarily make them weaker and a benefit of this choice is that you simply are. No amount of disbelief will ever weaken you. Also, despite having a physical existence, time will not ravage your body or mind.

Larva [+100 CP] – A creation of old magic, meant to act as disposable shock troops. You have no hands, a monstrous body and you are meant only to do as much damage as possible to someone before dying in battle. That said, you do not need to eat or drink, can take an absurd amount of damage before you lose mobility and most people are probably going to run away from you rather than fight.

Dragon – Creatures of the swamp and rivers, these beings vary even more than humans in their circumstances. They are smarter than they appear (as long as they can live long enough to reach that stage) and are much in favor

by a certain temple as guards for treasure hoards. What stage of life are you in as you start?

- Tadpole [+200 CP] – You are a small, squirming gray thing with no limbs to speak of. You barely match the size of a grown man's thumb. If you can survive for a year, then you will upgrade to….
- Juvenile [FREE] – A being the size of a housecat. You will slowly grow wings. Once your limbs are in place, you will be able to fly around at last. Live another five years and then your body will complete the change into….
- Adolescent [200 CP] – Your wings have begun to wither away as you are now too big to fly easily. You start out as roughly the size of a cow. To compensate for this, your legs are now growing in and you can move around rather quickly by crawling and slithering. Your chemical glands have finished developing and you can breath fire now. You are strong enough to haul off a grown man, if only barely to start with, and will eventually (after a century or so) reach the next stage of life, that being….
- Legendary [400 CP] – You have come full circle and your limbs are now gone once again. You are now a semi-aquatic being, able to survive permanently in water and temporarily on land, and will eventually fully transition to life as a water dragon. While on your belly, you are easily as tall as a house and long enough to be mistaken for a line of hills. Finally, should you be able to snare your prey's gaze with your own eyes, you can hypnotize them, dominating their mind so thoroughly that they will willingly walk right in to your open mouth.

Starting Time & Location

This tale stretches across two generations and several lands. Your options to begin your adventure are many and varied.

For the first, when do you begin? Guess or roll some dice for a number from 1 to 13 to set your starting date and gain +50 CP for your risk or choose freely but get no extra points for it.

1. Vulcan swings his hammer and the end of an era slowly takes shape. Before this night ends, the twelve Swords will be let loose into the world.

2. You begin the same day that young Mark must flee his village with Townsaver. This occurs roughly thirteen years after the Swords are forged.

3. You begin the night that Ben escapes his would-be murderers from the Blue Temple. This occurs roughly eighteen years after the Swords are forged.

4. You begin the same night that Jord stumbles into the home of Ben and Barbara. This takes place roughly twenty-two years after the Swords are forged.

5. You begin the same day that Mark's children take their cousins for an ill-fated romp in the countryside. This takes place roughly thirty years after the Swords are forged.

6. You begin the day that Mark is kidnapped by demons acting on the order of Wood. This takes place roughly thirty-two years after the forging of the Swords.

7. You begin the night that a thief takes Stonecutter from the tent of Al Farabi's traveling caravan. This takes place roughly thirty-three years after the Swords have been forged.

8. You begin the day that Black Pearl is summoned by the wizard Cosmo Malolo to his grotto. This takes place roughly thirty-four years after the Swords have been forged.

9. You begin the day that Murat steals Woundhealer from the royal family of Tasavalta. This takes place about thirty-five years after the Swords have been forged.

10. You begin the day that Murat finds the Mindsword on the snowy mountain that is the last known location of Vilkata, the Dark King. This takes place roughly thirty-six years after the Swords have been forged.

11. You begin the day that Valdemar obtains an unexpected gift from a stranger and sets off to find his bride. This takes place roughly thirty-seven years after the Swords have been forged.

12. You begin the day that Vilkata finally comes to a stop on the moon with his horde of banished demons. This takes place roughly thirty-eight years after the Swords have been forged.

13. You can choose when you start from any of the previous options.

Now that we have determined when you arrive, how about where? Guess or roll some dice for a number between 1 and 13 to determine where you begin your adventure and you may collect +50 CP. If you wish to choose from these options, go where you will but you get no extra CP.

1. Kind Sir Andrew's Lands – A green and bountiful country.

2. Arin-on-Alind – This is a tiny place with the only notable landmark being the mill.

3. Treefall – A small village in the lands of Duke Fraktin.

4. The Great Swamp – A vast morass of trees and mud. Magical power in the form of leylines run thick through this muck, meaning that for some the dismal environment may be worth the sacrifice.

5. Benambra's Treasure – A rather imposing vault guarded by the Blue Temple. You arrive in front of the entrance to the cave and you have a few minutes before the dragon rolls around to investigate.

6. Tassavalta – A monarchical republic by the sea. This kingdom has the distinct pleasure of being known generally as a nice place to live.

7. Tashigang – An enormous city-fortress. Built from Old World stone with Old World techniques, you would need something truly spectacular to breach these walls with sheer force.

8. Lake Alkmaar – An island that will one day be ruled by the wizard Honan-Fu. The town on the shoreline is mostly home to fishermen.

9. Eylau – A great city in the desert rules by a hetman. It acts as a trading hub for the region and you can find many things here.

10. The Valley Of The Tungri – Home to mermaids and two feuding families. Do not expect to easily make friends here unless of course you are willing to take sides.

11. The City of Wizards – A twisting dreamscape of a city built from different locations and eras being ripped loose from their moorings in space-time and slammed together to form a unique place rich in magic. You can wander through certain buildings and locations here to emerge somewhere far away in the wider world.

12. Culm – Ruled by a Queen and her king-consort. Not much is known about this land save that it seems to produce unhappy husbands.

13 Your Choice – Choose where in this world you would like to begin, from Mark’s humble childhood home to beautiful Tasavalta to the moon hanging in the sky.

Perks

The following Perks are discounted by 50% for those who signed on under the associated race and/or background. Any discounted 100 CP Perks are FREE.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take.

General

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

Swords Are Swinging [FREE] – They certainly are. The political situation in this world was never what you would call stable, but things are about to get a whole lot worse. Thankfully you now have a rather good set of fighting skills to keep your head attached to your neck. You are a skilled fighter with sword, spear, mace, ax, shield, knife, bow and even your own unarmed body, as well as having the physique that a lifetime of training with these tools of war would offer you. You are also very quick to gain combat experience of any kind, learning from your mistakes and observations at a rate that is exponentially faster than the average man. We still do not recommend throwing down with a gang of professional soldiers or a dragon, but as long as you do not get cocky then defending yourself from the average bandit or two should be relatively easy.

Human

Hermit Lifestyle [100 CP] – You are perfectly fine with only having a little bit of human interaction now and then. While you may still need some form of companionship such as a pet, your social skills and mental faculties will not be at all effected by prolonged isolation from your own kind.

Heart Like A Weed [100 CP] – Even in depressing situations like being forced to run away from your home as a fugitive, you always manage to keep going and find something to be happy about. Your willpower to survive and make it through bad times is unbreakable, and depression never holds you for long before you find something to help you recover.

Eyes That See The Heart [200 CP] – You are a true seeker of knowledge, a solver of mysteries and a purveyor of puzzles. You have a fine mind for what will someday in some other world be called detective work. In addition to having a clear and sharp mind able to quickly reach accurate conclusions based on information available to you, you are also skilled with disguises, acting, schemes, social manipulation and concealing your own findings on certain matters. Truly, you are a great detective.

Big Ben [200 CP] – Well, what are they feeding you? You are very large and sturdy for a human, on the upper end of what humanity can grow to without any sort of enhancement.

Fool’s Fortune [400 CP] – The Emperor might or might not be putting trouble in your path, but he also seems to be throwing you a bone here and there too. Life just seems to work out for you in the long run, whether that means finding long lost family after years apart or marrying a princess after a weeks long trek through enemy territory, a regicide and a siege. You will certainly still have your fair share of hard times, but if you keep pushing through you will find that everything you wanted awaits you at the end.

To Honor And To Hold [400 CP] – Relationships take work and romantic relationships maybe more than most. Gallivanting across the countryside while your spouse stays behind to keep an eye on things for years at a time

can lead to resentment, loneliness, grief and anger. No matter how necessary your or their absence may be, it hurts to see your loved ones go away. Better to prevent those feelings from ever destroying your precious bonds. Now any relationships that you form with others will endure through any and all hard times and years apart. You and they will still feel the loss, but talking it out and resuming a loving relationship will always be a simple matter.

In The Emperor's Name! [600 CP] – It seems you are yet another of the Emperor's many wayward children. This does have some benefits. Through the blood of your father, you have gained a great power against the forces of evil. By uttering aloud, "In the Emperor's name, forsake this game!" you can banish any demons who hear your words. What happens to them at that point will likely change based on what setting you are in, but no protection they have will save them from this. Additionally, you now instinctively know the name of every demon you can see. This knowledge cannot harm you just by you knowing it. Finally, whatever mental strain born of wielding multiple powerful magical artifacts at once that could hurt you seems to impact you less.

Foundational Knowledge [600 CP] – Knowledge offers power and in this case it is quite literal. Anything that you understand the concepts of will work better for you. Whether you had a hand in its creation from the start or you spent time studying it to learn its structure and mechanisms, the item will give you more utility than it will others.

<u>Commoner</u>

That Tradesman Life [100 CP] – Pick any one trade you can think of to be found in a medieval setting – blacksmith, carpenter, wheelwright, butcher or something else entirely. You now have a master's level of knowledge and experience to apply towards it. Additionally, you are a good merchant, able to easily sell your works and wares for a fair profit and obtain raw materials to work without ever paying any more than fair market value. Finally, word of your great works and fair prices will be easily spread by your happy customers, ensuring anyone who comes by your shop knows that you are the best in town – and probably the next few towns on top of that.

That Farming Life [100 CP] – Someone who grows their own food will never know hunger. That's the idea, anyway. Reality doesn't always work like that, but since when do you care about reality? For you, it always works like that. Any livestock you own will remain healthy until slaughter time, easily gain mass from even meager feedings and never wander off. Your crops are much the same, being immune to blight and pests. Finally, you have the knowledge and experience of a lifelong farmer and can quickly and easily learn new care routines for any future plants or creatures that come under your care, as well as what they are best used for.

Grew Up Wild [200 CP] – Having the ability to grow your own food or make an honest living only carries things so far. When some uppity duke's soldiers come knocking around town and bringing torches with them, it might be time to take to the hills. You now have general knowledge of all the native geography, weather patterns, wildlife and flora of your immediate personal area – let's say twenty square miles – with the kind of insane recollection that only a true local can have. This knowledge updates as you move around.

Never Had Much [200 CP] – Even if you are successful, hard times can still come. You can store excess away for those hard times… or you can take this. You can now get by comfortably on only a tenth of the food and drink that you previously needed. You can repair or even make new clothes and shoes out of basically anything, although they only protect you from normal weather and ground hazards. Finally, you can likewise build crude shelters out of literally anything you can hold in your hands. They may not look pretty, but they will always keep you safe from the elements and offer a comfy place to sleep the night away.

Not Worth Fearing [300 CP] – There is a kind of safety in anonymity and perceived helplessness. This applies as much to social class as it does species. With this, any person who reasonably thinks they are stronger than you in some manner will not think you could possibly be a threat to them unless you do something that proves beyond any reasonable doubt that such thinking is not true.

Repaid In Kind [300 CP] – A plow in the spring for a scythe in the summer. That's how it goes in these communities, you understand? Help given by you is always repaid in kind. Even people who are not fond of you will repay any aid you have given them with something of equal value.

Noble

Blue Blood [100 CP] – You can carry your rank here into future Jumps. You may or may not have any lands, followers or duties given what circumstances arise, but all will know of and acknowledge your rank.

Raised To Rule [100 CP] – You've had a lot of lessons on statecraft, armies, diplomacy, history, finance and even, yes, taxation. It must have sunk in at some point because you are a rather good ruler of your fellow man. You would even do well outside of a monarchy.

Show The Banner [100 CP] – Pick any two colors to use for your personal heraldry and all will know them as yours. Even in the most chaotic and confusing of circumstances a quick glimpse of your chosen combination will be enough to remind anyone who sees it, 'oh, that's Lord Jumper.'

Beloved Benefactor [100 CP] – You have a great rapport with your people, being able to easily build and maintain a good relationship with those who you have authority over. This is no hollow charade either. No matter how high you rise in rank, power or intellect, you will never lose sight of the smaller picture or the common man, allowing you to keep both the major and minor considerations in mind for all you do.

Another Life [100 CP] – People have and will continue to do cruel, short-sighted and stupid things for what they deem good reason. When they realize it was not worth it and try to turn over a new leaf, most of the people they hurt are not interested in hearing it. You do not have to worry about that. If you sincerely decide to change your current course in life and make amends to those you have wronged, they will give you a chance to do so and in such a manner that you can somehow repay them for whatever you took away from them. This only works if you are earnest about changing yourself. Trying to

use it for deceit or going about it halfheartedly will not be enough for this effect to activate. You are also guaranteed a chance to balance your karmic scales and put an equal amount of good into the world for the bad you have done.

Social Contract [200 CP] – As long as you do well by yours, yours will do well by you. A contract must be honored by both parties to be valid, after all. Anyone who you have authority over will always discharge any responsibilities they have towards you with all due diligence and honesty so long as you always do the same for your responsibilities towards them.

No Such Army Exists [200 CP] – Any one can call the men together, arm them, train them and send them out to ravage your neighbor. Doing so without letting all and sundry know about it is something else. Much like a certain wicked Duke, you have a talent for getting your armed forces of all sizes ready to go quietly and on short notice.

Twist Of Fortune [200 CP] – People who plan attacks against you and your kingdom tend to shoot themselves in the foot at the starting gate. From losing an incredibly valuable weapon that they were planning on utilizing in their campaign just before it begins to losing the element of surprise when a long missing god happens to notice them raising an enchanted army out of the swamp he lives in, something will go wrong just before their plans commence to give you a bit of an advantage and warning.

The Long Fight [300 CP] – You have a truly heroic amount and quality of willpower. No amount of hardship, whether in the short or long term, can break your spirit completely. The benefits of this extend to those under your command as well. You can keep morale up even during a years long guerrilla campaign against a superior force.

Hearts And Minds [300 CP] – You are incredibly charismatic and can sway all but the most stubborn of hearts and minds given enough time and opportunity. Figuring out what people want is no great difficulty for you no matter the circumstances. Finally, you tend to give a great first impression to

anyone you meet for the first time, regardless of what they may know of you beforehand.

Blessed By The Gods [400 CP] – Blessed by something, anyway. Your home and any other lands or properties claimed by you always seem to escape harm during large-scale disasters. Natural and man-made calamities alike tend to either miss or only fall lightly on your kingdom's boundaries.

The Only Acceptable Choice [400 CP] – Keeping your position in court becomes a smidge easier when the only thing anyone can agree on is that you are the only one for the job. Thankfully, even if the kingdom does somehow descend into anarchy, you will still seem perfectly suited for your role. Beyond that, keeping track of everyone who might in other circumstances think to remove you from your position becomes much easier. You can juggle the comings, goings, priorities, goals, personnel, funds and more of every faction you bother to learn about easily.

Wizard

Who Am I? [100 CP] – Names have power in this setting, so it is best if you follow local practice and keep your true name to yourself. Now, anyone trying to find your true name will be continuously stymied in their effort, ensuring that only those you willingly choose to divulge it to will ever know your true name.

Mystical Trade-Offs [100 CP] – A wizard must focus themselves entirely towards their studies if they hope to reach anything higher than the basics. This usually includes giving up any kind of romantic entanglement due the loss of power and focus that comes with it. That's not a metaphor by the way. Literally, having sex in this setting makes you magically weaker. By abstaining from sex entirely you can increase your magical potency twice over. If you do falter, this will reset with each new Jump to give you a new chance to trade intimacy for the ability to cast a bigger fireball. It is not just sex either. By choosing to sacrifice something valuable to yourself – your eyes, for example – you can trade it for some sort of magical effect or spell boost. The greater the sacrifice, the greater the result.

Through Other Eyes [100 CP] – As a side effect of either taking a creature as a familiar or forming a pact with someone or something, you can utilize their senses for yourself. Being blind is not such a bother when you can look through the eyes of a dozen demon attendants. Just ask Vilkata. Or maybe don't.

Smooth Spellcaster [200 CP] - You never fumble while casting your spells, all of your hand gestures and spoken words always coming through accurately.

Untouched By Mundanity [300 CP] – Your magic does not suffer from inhibition by metal. Even when the swords are drawn, your spells and enchantments will not lose their effectiveness.

Quick Recovery [400 CP] – Your magical energy replenishes twice as quickly now.

Priest

Blessed [100 CP] – Whenever you swear yourself to a specific deity or religious organization, the spiritual and material benefits of such an arrangement tend to fall more heavily on you than others in the same organization. Thankfully, most will not be jealous of you for this, seeing it as simply the earned rewards of devout faith.

Doctrine Devotion [100 CP] – You can easily adapt to and follow the paths and scriptures you are required to as a member of any religious organization. Understanding the theology is quite easy for you.

Hear The Good Word [100 CP] You begin each Jump with a basic understanding of every formal religion in the setting. You are also much better at spreading your religion, to the point that you can bring it with you as a pre-existing organization to each future setting with your rank in said organization carried over as well. Finally, you now have a thorough

grounding in how to actually run your religious organization even if you are not in a position to do so just yet.

A Higher Rank [100 CP/First Rank FREE For Priests, All Subsequent Purchases Discounted For Priests] – Exactly what it says. By default, you begin as simply a member of your temple's rank and file. By purchasing this, you can instead begin as a higher ranking member of the clergy. This maxes out after five purchases, leaving you as the leader of your religious organization.

For those who did not choose the Priest origin, each purchase of this will increase your rank in the social structure of the land. The first level leaves you as knight or the local equivalent. The fifth and final level leaves you as the supreme ruler. Yes, this works for Gods, Dragons, Demons and Larva as well. Do you want to be the king of the magical divas and dunces that this world calls divinities? Go for it and do not say you were not warned.

Someone who has the Human Noble origin will only has to make three purchases to reach the crown. Further purchases are unavailable after that point.

You can carry your rank into future settings, but it will be an empty title unless you bring your organization with you.

Divine Debonair [400 CP] – Ah, that Jumper. They're just so… *interesting*. You have a knack for forging positive relationships with higher powers. You always seem to know how to best interact with them to get what you want and keep them, if not liking you, at least wanting you alive more than dead or tormented. In the event that snags and disagreements do occur, you will always have a chance to talk things out and come to an agreement, though a mutual compromise is not guaranteed. None of them will ever pick up on this influencing your behavior and will simply think that this is how you are. Should you wish to genuinely deal with any entity or entities that have your trust, you can toggle this effect.

<u>Red Temple</u>

No Temptation [100 CP] - You cannot suffer from addiction of any kind, whether mental or physical. Enjoy whatever pleasure you wish and feel free

to come back for more, secure in the knowledge that it is only because you want to.

Sin Sight [100 CP] – You can always tell what someone's most intimate pleasures and vices are at a glance.

Lover Of Life [200 CP] - You are a hedonist and have devoted your life to mastering all of the pleasures it can offer. As a result, you are now a fantastic cook, lover, chemist, gambler and singer. Any other hobbies that can bring you any kind of physical enjoyment will be very easy to master from now on as well.

Tantric Boosting [200 CP] – The Red Temple has managed to work physical sensuality into its every rite and magic is no different. By introducing sex into your magical rituals, you can give them a boost in their potency.

White Temple

Be At Ease [100 CP] – At the White Temple, you frequently have to deal with people having bad days. Whether pain, hunger, thirst or despair, it is part of your duty to alleviate suffering in all its forms. That said, getting someone to give you a clear and concise explanation of what they actually need can be a trial. Thankfully, you emanate a feeling of calm and trust that helps people to open up to you.

Devotee Of The White God [100 CP] – As Ardneh saved the world, so to do you save others. You have a talent for magical and mundane healing of all kinds, physical or otherwise. Your hunches and gut feelings for injuries and ailments tend to be spot on and picking up new knowledge related to medicine is incredibly easy for you, as is retaining it.

Pilgrim's Protection [200 CP] – The whole world knows the white of Ardneh and what it means. As a result, your fellow priests are rarely bothered by vagabonds looking for an easy payday. Some of that seems to have rubbed off on you. Even when you are not in uniform, lowlifes of all kinds take one

look at you and decide you are not worth the trouble to rob or assault. However, this does not protect against someone looking for you specifically.

Kindness For Kindness [200 CP] – Charity can be a draining thing, especially when the one taking it from you gives you not so much as a word of thanks. You might start to wonder if it is all worth it. Wonder no more. Every genuinely kind and selfless act you preform will inspire the one receiving it to do one of their somewhere down the line where and when it will matter the most to someone else.

Blue Temple

Account Balance [100 CP] – You can tell someone's net worth at a glance. This is the combined value of every asset they have in terms of its monetary value at a fair market price, not just what is in their savings account.

Carry The One [100 CP] – No surprises here, just you being fantastic with money. A basic Blue Temple skill for those who wish to rise high. You have a fine head for numbers, currency, investments, product value, costs and more. You also gain a very specific form of charm – you are great at convincing people to give you their money for your ventures.

Follow The Money [200 CP] – You can always find people who steal from you. They slip up sooner or later and when they do, word of it somehow always comes back to you.

In The Deepest Vault [200 CP] – The first protection of the Blue Temple's greatest treasure is simply that only a few people know where it is. You too have come to appreciate this simple piece of defense and now things that you hide away will not be found. This only guards against mundane searching.

Demon

Life Storage [FREE For Demons/600 CP For All Other Origins] – You can store your life in an object, ensuring that nothing can kill you so long as that object endures.

Demonic Delights [100 CP] – It's just so fun being evil! Really, more people should try it. You've now got a head for schemes of all kinds with a lean towards the malicious.

Ride The Flesh [200 CP] – You can possess the flesh of other beings. This process takes only a few seconds and involves forcing your power into their form. Beware of how much energy you spend on your new accessory. The more of your power you put in, the faster you will wear them out and kill them, and you *will* eventually kill them. Your radiation was lethal even before you gained self awareness and the change has done nothing but worsen it.

Not Of This World [400 CP] – Mundane weapons no longer have any effect on you. It will take magic or some other, greater power to rend and tear your chosen form. Watch with glee as those desperate mortals hack away with their toys and savor the despair as they realize the world's deadliest swordsman is no more threat to you than the world's deadliest termite.

Melt The World [600 CP] – You can warp reality with your presence alone, causing stone to melt, air to rot, light to dance and so much more. The laws of physics in your immediate area become more like suggestions when you wish them to.

<u>God</u>

I Am [FREE For Gods/600 For All Other Origins] – Choose your divine domain. This is what you stand for, what you represent and even what you are. You have power over your domain and anything related to it. For an example, Draffut, God of Beasts and Healing, could create life by transforming a launched boulder into a flying-beast, though it did revert to its stone origin after a time.

<u>Conceptual</u>

Conceptual Being [FREE For Conceptual Gods/600 For All Other Origins] – You do not conform or yield to the laws of physics. You appear as whatever

you want to, can be at ease in the highest sky, deepest rock or hottest lava, are impossible to harm with any mundane weapons, do not need any food or water for sustenance, and will never age or sicken. Finally, you naturally emit an aura that causes humans to instinctively stand in awe of you, though this can be turned off at your discretion.

Let Them Hear Your Word [100 CP] – It isn't any good to claim godhood and then sound like you have just come in to town from the boonies. Now you have no trouble sounding like a god come down to earth, your voice and speech a divinely charismatic shock to the ears.

Divine Transport [200 CP] – You shall not walk on the roads like some pathetic mortal! No, you have a more regal mode of transportation! You can travel through the sky in a cloud, summoning one to carry you whenever you want. It will dismiss itself when you arrive at your destination.

Belief Is Power [400 CP] – You draw strength from people believing in your legends. For example, the more people that know in their hearts that you can summon fires from nothing, the hotter, longer and wider you can keep those conjured flames going. Travel far and wide, etch the story of you into the world and rest assured that your strength will only grow as the stories spread.

Greater Than I [600 CP] – Like Vulcan before you, sometimes your works can be pushed to a higher quality than even your own outrageous abilities would typically offer. By making a point to utilize the finest resources and the choicest of facilities in the creation of something, be it a strategy, a spell, an item or what not, you can push your works higher than you could otherwise.

<u>Physical</u>

Born Of The World [FREE For Physical Gods/600 For All Other Origins] – Your power does not wax or wane from belief. It simply is. The bright side? You will never fade, unlike those ethereal dreams with sentience that like to call themselves gods. The collective belief of humanity will never have any negative effect on you. Your body and mind can last through the ages, never

growing weak or weary. Age itself will never touch you. Any injuries you take will always heal perfectly, although perhaps not instantly.

Wag, Wag, Wag [100 CP] – Keeping a cheerful attitude can be hard… for a human. With this, you are always an optimist at heart without letting it cloud your judgment.

Beast Tongue [200 CP} – You can speak to and be understood by any creature, human or otherwise, as long as they have a language of their own.

A Dog At Heart [400 CP] – Draffut is a shaggy beast on two legs as tall as a small house… but at his core, he is and will always be a very good boy. Like him you can set people at ease no matter what you look like, your inner nature shining through.

I've Lived Through The Ages [600 CP] – Knowledge of the world past is always yours, as sharp and clear as if you had lived through it yourself. You will enter each new world with a personalized set of memories reaching as far back as you want, all the better to instruct any budding young heroes who come to you for guidance and wisdom.

<u>Larva</u>

No Supplies Necessary [FREE For Larva/200 For All Other Origins] – You do not need any food or water. While you can still eat or drink if you wish, you will never suffer any negative physical effects for abstaining.

It's A Choice [100 CP] – You might think never being able to feel pain is a great boon, but it has its downsides. Can't pull that jagged shard of rusty metal out of your leg if you haven't noticed it's there, you know? This allows you to turn your sense of pain on or off as you wish in any form you wear.

Nymph Nap [200 CP] – You may be tougher than most, but that does not mean you cannot ever be harmed. For those moments when you need a break and some first aid, you can bury yourself into the earth and absorb power

from any nearby points or flows of energy to heal yourself quickly and grow a bit larger.

Built Tough [400 CP] - You can continue to move and fight even after suffering catastrophic damage to your body. Additionally, your pain resistance is now truly phenomenal.

By Design [600 CP] – You have no longer have any physical vital points or weak points to speak of. Taking an arrow through the eye will not negatively affect your health any more or less than getting the same through your hand.

Dragon

Fire Breath [FREE For Dragon/200 For All Other Origins] – You have special chemical glands in your mouth and nose. By clenching them you can expel the contents which will ignite upon contact with the air, allowing you to snort and breath out fire. To guard you against this, your face, mouth and nose are all now utterly immune to damage from high temperatures.

It's All Charcoal At The End [100 CP] – A dragon has a varied diet over its life, changing based on its size, whether or not it can breath fire and if it has wings or not. You do not have to worry about any of that. For you, anything can be food as long as you can eat it. You no longer have to worry about nutrition, food poisoning or even damage to your mouth.

Beast [200 CP] – Maybe it is the lack of any easily identifiable language. Maybe it is the lack of hands. Maybe it is just the general aroma. Whatever the reason, people think you are much stupider than you are and tend to underestimate you accordingly. Can be toggled on and off as you wish.

Wherever It Pleases [400 CP] – Where does a dragon go? Read the previous line. You can utilize your body equally well in any environment, whether land, sea, air or otherwise. Whatever your personal best environment is, that is now true for any environment.

Beastly Landscape [600 CP] – From a tadpole wriggling in the mud to something that can be mistaken for a series of hills when you lie down…. Truly, a dragon undergoes a frightening increase in mass over the course of its life. You will go even further. You never stop growing, only ever increasing in size in violation of the Square-Cube Law. Can be toggled on and off for when you feel like you are big enough.

Magic

This section indicates what level of power and skill you have in the magical arts of this world, as well as what you specialize in. Everything in this section is discounted for anyone who took Wizard as part of their origin. Discounted prices are reduced by 50%.

Magical strength for humans is a combination of your own personal strength and the magical energy you can gather up and hold from the environment. The more you have, the more spells you can cast and the more strength you can put into them.

For gods and demons, you have innate amounts of magical strength that dwarf those of most humans and your long years of study have given you the knowledge you need to use it well. You can skip this first section and move straight to magical specialization.

Now, what level of power and skill do you have? Choose one.

Amateur [100 CP] – Well, everyone has to start somewhere. You may qualify as a wizard, but that is a bit like saying someone who can hammer nails into wood qualifies as a carpenter. You have only the barest of magical strength and reliable command of just the most basic spells. Still, every journey begins with a single step.

Journeyman [200 CP] – Now we're talking! You are a wizard without a doubt, able to cast spells on the fly and having the benefit of a good education on the arcane, meaning that improving yourself is only a matter of practice and study. You have a decent amount of magical power stored up.

Master [400 CP] – Magic is your craft and there is not much you cannot say you are at least competent in. You have magical power to spare, having hoarded it up carefully during your long years of study.

Once In A Lifetime [600 CP] – My, aren't you terrifying. You are a match for Adrian in terms of sheer strength and Wood in terms of sheer knowledge.

There are still some things for you to learn to increase your experience and know-how, but the list is much smaller than the things you already know, and a magical juggernaut like yourself is going to have very few people able to match your sheer power.

Like science, the study of magic has its own distinct fields. Each one in the next section will cost you 200 CP. Your magical rank will let you get some for no cost, but how many depends on what you chose.

Amateur [Choose One Specialization For Free]

Journeyman [Choose Two Specializations For Free]

Master [Choose Three Specializations For Free]

Once In A Lifetime [Choose Five Specializations For Free]

Gods & Demons [Choose Five Specializations For Free]

<u>And what did you decide to specialize in?</u>

Contracts – There are demons who can be bargained, tricked or coerced into serving a human master and you excel at forging such pacts. You know many demonic names, can outfox even the wiliest of fiends and are a dab hand at anti-demon spells and enchantments for when things go pear-shaped. Any demons you form contracts with here can be summoned into and dismissed from future settings, but you will need to be in a setting with its own native demons to form any new contracts past this point.

Counterspells – Any wizard worth the name can find the right spell with plenty of time, books and ingredients. It takes a very special kind of wizard to be able to pull exactly what is needed out of their pocket the moment the first wizard lets their prepared and carefully tested spell loose. You excel at countering the magics of your fellow wizards, having an almost precognitive instinct for what they are about to unleash on you. Your magics work against theirs perhaps a shade better than they reasonably should. Finally, you are

skilled at understanding and undoing spellwork of all kinds, whether enchantments laid down on items or people, or even a brand new spell screamed at you in the heat of a fight.

Elemental Evocation – Would you like all the utility of being able to pull a helper out of thin air and none of the nonsense that comes from having a demon hold a grudge against you? Welcome to the world of elemental evocation, where every patch of land, gust of wind, rush of water and spark of fire holds an elemental spirit just waiting to be harnessed by you. These creatures can also offer wider effects, such as freezing time or warping space. You now have a talent for finding and leashing these creatures, ensuring that they cannot escape your grip and run wild once you have empowered them. They also seem to understand your orders with much less effort than another wizard would need, which is useful as the average elemental is not exactly a genius level intellect. Any elementals you form contracts with here can be summoned into and dismissed from future settings, but you will need to be in a setting with its own native elementals to form any new contracts past this point.

Enchantment – Your spells may or may not be powerful, but by thunder are they long lasting! You can anchor your spells into whatever you like and it will be several decades before they begin to run out of power. They are also much more difficult for others to damage or destroy, ensuring your painstaking works will endure most things the world can throw at them. Finally, you will never have any trouble turning any spell you know into a form suitable for enchantment.

Energy Draining – Expenditure of magical energy is one of the biggest hurdles for any wizard to overcome in their quest for mastery. You have a leg up on those other wizards. You excel at finding and draining outside sources of magical energy, turning it into fuel for your own spells.

General Magical Learning – You never did find any one field that you cared for more than the others. You instead excel at magical studies in general, gaining a three-fold boost to your intellect in the field of magic. If it has anything to do with magic, you will understand that much faster.

Additionally, you now have a mind like a steel trap and do not forget anything you have learned from now on.

Healing – The art of compassion, mercy and soiled bedsheets. You are a skilled magical healer, as well as a fantastic ordinary doctor. You can cure illnesses, mend injuries, purge parasites and strengthen weakness. You know all the medicinal uses of each plant you get your hands on and you can pick up new medical knowledge easily.

Illusions – Now you see me, now you don't. You are skilled at conjuring illusions, falsified sights and sound that can baffle your targets and warp their perception of reality. You also have a fine eye for the smallest of details, ensuring that only someone choosing to test their luck against your illusory dragon will discover that it is not the real thing.

Magical Detection – The simplest way to ensure no one knows you are a wizard is to just not do any wizardly things, right? Not against you. Your magical senses are finely honed and you can identify even the smallest enchantment, be aware of even the subtlest of spells and discover the potential magical uses of every potential ingredient you get your hands on.

Mental Alteration – The mind is mysterious and tangled, a morass of anxieties, forgotten moments and ill-placed instincts. Not to you. Your ability to enter and sort through the minds of other sapients is astounding. You can summon up or stifle memories, implant or rip out mental commands, alter perceptions and change moods.

Summoning – When demons and elementals will not cut it, you can always fall back on the natural world. You are a fantastic summoner, able to send your call to the ends of the earth to ears of the creature or creatures that you wish to call to your side. From a simple flying-beast to a fully grown dragon, the beasts you call are more favorably inclined to come to you, as well as listen to and obey you. You can speak the tongue of beasts, ensuring your animal minions will never misunderstand your words.

Shapeshifting – If the flesh is clay, your spells are the hands that shape. You excel at changing your body into new and fantastic forms, and you can do the same for others as well. You will never reach the point where you cannot undo the changes you have wrought and you, as well as those you change, will always keep your minds even when in new forms. Additionally, holding your shape is no effort at all. Any changes you make to yourself or another will hold until and unless it is deliberately undone.

Items

The following Items are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Items are FREE.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.
All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

Dragons, Gods, Demons and Larva can choose any 4 items to get a 50% discount on. The exceptions are the Swords, which do not qualify for a discount.

General

Weapon [FREE/50 CP] – A basic medieval-era weapon of your choice, well-made but utterly ordinary. If you choose something that works at range, such as a longbow, you will receive a small supply of daily replenishing ammunition. The first weapon is free, but more can be purchased at 50 CP a piece.

Armor [FREE/50 CP] – A set of light armor sized to your body that you can wear over your clothing. This stiff leather protective-wear will help against ordinary attacks, but it is not impervious. Your first set is free, but more sets can be purchased at 50 CP a piece.

Load-beast [FREE/50 CP] – What an earlier age would call a donkey. This beast of burden will carry your loads, needs very little food or water to keep going and has a very sweet temperament. You can buy more for 50 CP a piece

Coin [FREE/50 CP] – A small supply of coin, enough to see you through a week of traveling or to buy a single riding-beast of decent quality if you can haggle well. Refills after a week. The first bit of money is free. You can purchase the same amount again for 50 CP as many times as you like.

Map [50 CP] – A map of the world. Is informative, if basic. Will update to show your current world in each new setting, but does not give any great insight beyond showing the accepted borders and country names.

Tent [50 CP] – A water-proof, stain-proof and tear-resistant canvas tent big enough to comfortably hold two people and up to five if you do not mind losing your personal space. The inside is always at a comfortable temperature and humidity. Collapsing it for travel or storage and setting it up again for use is always a quick and easy task.

Personal Care Products [50 CP] – Even in the depths of starvation and oppression, no one likes having stinky arm pits. You receive a comb, a brush, some local soap and hair care products, a razor, a bit of perfume and the local equivalent of a toothbrush with toothpaste in each purchase.

Magical Farm [200 CP] - A magical farm that always seems to be welcoming to you and yours. Any tasks you begin while within its boundaries will always go smoothly and quickly. The pantry is ever-filled with food, the well shall never go dry and pests will never touch your crops. Covers five acres worth of land with empty fields, forests and a pond to be found within the confines.

Leyline Network [600 CP] – Underground flows of magical energy that stretch all across the world. By purchasing this, you now own your own worldwide leyline system and can place it wherever you wish, be that in-setting or in your Warehouse/equivalent. It will never run out of magical

energy and can be easily tapped into for use. For future settings where something like this may already exist, you have the choice of either adding yours to the existing leyline system to strengthen its power or to put yours down as a second system alongside the first one.

If purchased with the [Larva Swarm] in the Companion section, you can grow replacement larva with this. Simply command it and it shall be so. Each larva will need a month to finish gestating from the time of creation and then they will crawl out of the earth ready to march and murder as you please.

The Moon [600 CP] – Your very own copy of the New World moon. This includes several facilities from when humans still colonized the moon, a prison custom built to hold demons and most impressively a second Lake of Life. The original was lost long ago and while this one is not quite as potent, it remains a force of nature in its own right. Immersion in the lake can heal even the most grievous of wounds and prolonged contact can transform an organism from something as simple as a humble dog to a functional god. This does not include a copy of Ardneh-Tu, but the infrastructure to install an A.I. of your own is in place already.

<u>Human</u>

Daily Living [100 CP] – You have a single outfit of plain cloth that fits you perfectly and seems to stay clean no matter what. You also have a small rucksack and waterskin that offer enough food and clean drinking water for a single person’s daily use. Each will refill every dawn.

Wagon & Riding-Beast [200 CP] – You have a traveling wagon large enough to hold a small household inside of it. You also have a basic riding-beast to pull it along the roads. This animal will never suffer from any kind of exertion related injury and can get by with a minimum of food, water and rest.

The Greatest Show [400 CP] – You have a circus of your very own, complete with all the props, performers and cheap confectionery snacks that a good circus needs. People who buy a ticket for your shows (and they always sell out) will always enjoy their time here.

Fortress City [600 CP] – You have a city made of Old World stone, utterly impervious to time, mundane weapons and most magical ones too. It is a combination of metropolis and refuge, with enormous stone walls, twisting streets that only a native can easily navigate and many fortified checkpoints to guard the center.

Dragonscale Equipment [600 CP] – A shield and suit of armor sized to the purchaser composed primarily of legendary-stage dragon scales. Lighter and tougher than even steel, you can expect to cut a striking figure in this outfit.

Commoner

House [100 CP] – A small, but cozy stone and wood home with a wood burning oven, a loft and a cellar.

Traveling Cloak [100 CP] – A full body length cloak that seems to help you blend in with the landscape if you huddle down to the ground and make no movement. This is no doubt very useful for when bandits, unruly knights and tax collectors come riding by.

Workshop & Tools [200 CP] – You have a workshop for your craft. It includes every tool needed for your work. Multiple purchases of this will combine into a larger workshop with different sections for each craft.

Farm & Herd [200 CP] – You have a small farm of 10 acres. It is thoughtfully laid out and you have managed to work in a small orchard, two fields, a pond and a grazing pen for your animals, of which you have five. They can be goats, sheep or cattle. You also have a small flock of either ducks or chickens.

Materials & Seed Supply [300 CP] – A hefty amount of supplies for whatever trade you can call yourself a member of and a large supply of plant seeds that can thrive in the soil you have available to you. The plant seeds and materials will be natives to the setting you are in and will update for each new Jump.

Noble

Fancy Clothes & A Nice Riding-Beast [100 CP] – You can be without land, coin, followers or even food, but it is a sorry sir who cannot at least look fine as he wanders by the peasants. You have a very fine set of clothes that always seem to stay clean and mended, as well as a magnificent and well-trained riding-beast.

Metal Armor [100 CP] – A suit of steel armor sized to fit you. It never rusts, so don't worry about having to sand and polish all of it. It is surprisingly comfortable and light for such a thing. Includes enough pieces to armor you from head to toe.

Keep & Lands [200 CP] – You have land, therefore you have power. You have a small fortress of your own – only a tower, really. Still, it is very well built and made of Old World stone, meaning it is not going to come down any time soon. You also have about 50^2 miles of land around it to call your own.

Sworn Subjects [200 CP] – You have a decently sized population of people to call your subjects. Let's say, about 2,000 people all together. They are scattered around your lands in lone shacks, small villages and maybe even a proper town. You also have a small core group of dedicated warriors pulled from your people, giving you a standing force of 10 knights to call upon when needed.

Gold & Subordinate [300 CP] – At a certain point, even the best ruler might want some administrative help. You now have a very competent but very loyal minister who can take over any division or project that you want. You also have a consistent income. Enough to make you reach the low ends of moderately wealthy even without any other form of wealth generation at your disposal in whatever setting you go to. This wealth can take whatever form you want at the start of each Jump and is fiat-backed to have a perfectly legitimate paper trail to show your legal accumulation of this money.

<u>Wizard</u>

Spell Components [100 CP] – A decent supply of magical components. These regenerate every month and will include things unique to your current setting.

Wizard's Dwelling [200 CP] – You have a magical home with some basic enchantments on it to keep it clean, as well as hide it from the eyes of enemies, tax collectors and unwanted callers.

Magical Assistant [400 CP] – You have a magically summoned spirit aide, able and willing to assist you with all of your spellwork. It can help with preparing reagents, locating spellbooks, researching ritual requirements and more.

Book Of Demon Names [600 CP] – A book containing the true name of many demons in this setting. You have a plethora of low power demons, a smattering of middle strength demons and a handful of powerful demon names recorded here. The information found inside this book cannot hurt you just by learning it. Each new setting you visit that has demons will cause the book to update with similar information.

Priest

Vestments [FREE For Priest/50 CP] – A set of clothing that shows your cult and rank within it. Those who chose to have Priest in their background receive one set for free. All others, or for those priests who wish for another set of vestments, pay 50 CP for each set.

Red Temple

Loads Of Narcotics [100 CP] – You cannot call yourself a red priest without these. You have a small supply of every narcotic that can be found in your current setting.

Pleasure Worms [200 CP] – A red temple specialty. These worms will burrow beneath your skin and stimulate your nerves as they eat them, giving you more extreme sensations than any drug can. Beware, for they will eventually

kill their victim. You get a supply of fifty and they can breed if given ample food and time to do so.

Dungeon [400 CP] – You have a deep and dank dungeon wherein escape is all but impossible. Includes both torture tools and ‘torture tools’ for those who are into that sort of thing.

Casino Temple [600 CP] – This red and black combination of gambling house, whorehouse, gourmet restaurant and shrine is now yours. It will consistently bring in a huge amount of profit from the many worshipers and their generous donations.

White Temple

Aura Of Sanctity [100 CP] – Really, who attacks a place of charity? Well, lots of people. But not your place. You now have a deployable aura of sanctity, giving any one structure that you wish a feeling of serenity and divinity, ensuring only the most hardened of evil-doers will go through with attacking it.

Charitable Goods [200 CP] – Hard to run a charity when you can’t scrape together so much as some bread and butter. You now have a large amount of food, drink, medical supplies and clothing that will meet whatever criteria you wish. It seems to keep coming for as long as it is needed, only running out when the poor and the desperate have enough to get by. There is only one catch – these must always be given to others. Anything you try to use for yourself will fade to nothing.

Donation Bin [400 CP] – A box of varying size that always seems to be somehow large enough to hold what is being put in to it while not being too big to hold. No one ever seems to find this odd. While taking donations for your religion, the one who holds this box will find generous patrons lining up to offer up their goods for the aid of their fellow man. The things that are donated can be stretched in use further than they realistically could be as well.

Pyramid Temple [600 CP] – A large white pyramid dedicated to charity and healing. Those within its halls find themselves healing faster, physically/mentally/spiritually. Any acts of healing or restoration undertaken within its halls will be twice as effective and swift.

Blue Temple

Tax Relief [100 CP] – Religious institutions do not have to pay taxes. At least, yours do not. You and your sanctified institutions will never have to pay taxes in any setting with this certificate of exemption.

Pyramid Scheme [200 CP] – You have a ready made pyramid scheme in every setting you go to to, eagerly awaiting your command to begin draining fools of their money.

Bank Temple [400 CP] – An astoundingly wealthy palace hidden inside a very bland looking office building. An utterly fantastic place to live, but otherwise normal save that you will never run out of places for your clients to stash their wealth and valuables. You would not want to turn away someone trying to deposit their lifetime accumulation of gold because you ran out of safety deposit boxes, would you?

Benambra's Vault [600 CP] – An exact copy of a certain hidden underground vault with a variety of traps that will ensure anyone who tries to break in will not live to regret it. Those who survive will be added to the forces protecting your goods. Your treasures are automatically sorted, protected and preserved. This one has an upgrade compared to the original – no one can get in or out save through the front entrance.

Swords Of Power

Was it a scheme, a whim or a game gone wrong?

In this world, twelve Swords of Power were forged by Vulcan, god of the smithy, and in defiance of all nature and intention, these weapons would surpass even the power of their divine creator and his kin. These Swords are, for lack of a better word, absolute. Their powers are starkly defined and inflexible, but if the conditions to activate them are met then there is no force that can match them save for another Sword. For some the blade need not even be drawn to have the power activate. For those that do the Swords have a tendency to leap from their sheathes into their wielder's hand when needed. Every Sword has a different feel to it, something that those who have held them previously can use to identify them without even touching the blade.

All of them are formed of finely mottled steel with a blade three feet long, perfectly straight and double-edged. They are perilously sharp (though what they are willing to cut can vary) and will never grow even slightly dull. Nothing can cause them to rust, chip or bend. They will only break to another Sword and depending on the Sword in question even that may not be true. The hilts are long and solid black, with each Sword having a personal symbol etched there in white lines save only for Soulcutter.

Just as with the Items in the previous section your Sword(s) will always return to you after 24 hours if destroyed, stolen or lost. Coinspinner is the one exception, so please read the description for that Sword carefully if you are interested in it.

You may take any one Sword from this section for FREE. If you wish to purchase any additional Swords, they will each cost 500 CP. You will have your choice of either taking the canon Sword and yanking it from its intended path in this setting or creating for yourself a perfect copy, letting the canon Sword continue as it would without interference. If you do not wish the risk a Sword can bring to you, you may skip this section.

Choose wisely.

Coinspinner



Who holds Coinspinner knows good odds
Whichever move he make.
But the Sword of Chance, to please the gods
Slips from him like a snake.

The most fickle of the Swords. This blade can bring its bearer utterly fantastic good luck, the kind of one-in-a-trillion odds that would see a beggar walk into a new city in the morning and be crowned its king by sundown. However, it has a tendency to wander, appearing and disappearing where it wishes. It tends to, though does not always, vanish at an inopportune time for its current wielder. Even those who give it up willingly may or may not soon suffer for it. It certainly seems to cause unlucky circumstances for those who do their best to keep hold of it for as long as possible. That said, there is nothing stopping it from returning to your hand later.

It will vibrate while using its fortune bending ability, but not to the extant that the wielder may lose their grip on the hilt.

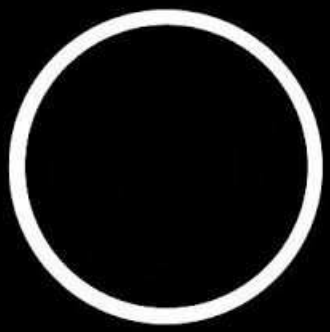
About Coinspinner's tendency to wander – if you purchase this with CP, Coinspinner will not stop wandering, but it will come back to your hand much more frequently than it otherwise would. Every third time it changes hands it will find a way back to you. This could take as much or as little time as the Sword wills.

Summary of Coinspinner's abilities:

- Truly staggering, unbelievably good fortune for its wielder as long as they hold the blade.
- Can be negated by Shieldbreaker.

- Will eventually leave its wielder one way or another.
- May cause bad luck to its wielder even if given up freely and will almost certainly cause bad luck to its wielder if they try to hold on to it.
- Can vanish in a moment’s notice even from otherwise secure locations.

Doomgiver



The Sword of Justice balances the pans
Of right and wrong, and foul and fair.
Eye for an eye, Doomgiver scans
The fate of all folk everywhere.

If you wish for a Sword to keep you safe from your enemies, Doomgiver is a fine choice. This blade has the power to rebound any attack aimed at its wielder back onto the attacker. What kind of attack does not matter. Physical, magical, psychic, weak or strong – it will turn from you and strike back at the one who released it. ‘Eye for an eye,’ or rather, what they try to do to you shall be done to them. Even potentially non-violent irritants like theft are dealt with similarly. Once activated it will not allow its wielder to let go of it until the threat has stopped.

It makes no known phenomena manifest while in use.

Summary of Doomgiver’s abilities:

- Reflects any danger that the wielder would have been exposed to back onto the one who directed it at the wielder. Can cause otherwise impossible things to happen in fulfillment of this, including but not limited to:
  - ► Reversing momentum.
  - ► Spontaneous relocation of distant items.
  - ► Turning a demon inside out.

    - ► Can even overpower the effects of other Swords (with the one exception of Shieldbreaker) as long as they were intended to be used against the wielder.
- What kind of danger does not seem to matter.
- If someone is a part of a group and acting against you in their name, then that entire group is fair game for retaliation.
- Unconfirmed, but very likely to have worked against certain Swords with area of effect powers such as the Mindsword.
- Unconfirmed, but it may not work against unintentional dangers such as an old bridge snapping as you walk over it.

Dragonslicer



Dragonslicer, Dragonslicer, how d'you slay?
Reaching for the heart in behind the scales.
Dragonslicer, Dragonslicer, where d'you stay?
In the belly of the giant that my blade impales.

The Sword of Heroes is the worst nightmare of dragons. It will carve through their bodies like a hot knife through butter and unerringly seeks their heart, giving you the most direct path to ending the fight quickly. The one who holds Dragonslicer is also granted protection from a dragon’s hypnotic abilities. However, it offers no other protection against a dragon’s fangs, claws or flames.

While in use it will make a high, keening sound. Take care in using this if you are a dragon yourself as Dragonslicer has a ferocious drive to fulfill its purpose.

Summary of Dragonslicer’s abilities:

- Can slice and pierce the flesh, scales and bones of a dragon easily.
- Protects from a dragon’s hypnotic gaze.

Farslayer



Farslayer howls across the world
For thy heart, for thy heart, who hast wronged me!
Vengeance is his who casts the blade
Yet he will in the end no triumph see.

The Sword of Vengeance is more metaphorically double-edged than its siblings. Farslayer is the ultimate tool of assassination, able to be thrown from your hands with a single target in mind and from there no force, no protection, no distance will see your target safe from the blade. Farslayer can kill men, demons, gods – it does not matter. It will hum as you build momentum and upon release it will rocket off on a blaze of rainbow light to reach your target's heart in only a few seconds. You do not need a specific name to activate Farslayer's ability, with even something as vague as 'the one who has wronged me' being enough to set it loose. Strictly speaking even the intent will be enough to activate it if you throw the Sword with a desire to kill someone.

Be aware that it can pierce through its target to strike something or someone behind them as well. As these were not the intended targets, they may live depending on where it hits them. Also be aware that if your target has access to enormously powerful healing magic (the only known guarantee of success being Woundhealer) and can apply it within a second or so, then they can survive the Sword. It does make a distinct noise audible to its target and those nearby in the second or so before its arrival and those who know what that means will no doubt recognize it. Finally, you must also never forget that once Farslayer reaches its target it will stay there until removed.

Take care to not give your enemies a chance to use your own Sword against you.

Summary of Farslayer’s abilities:

- Near instant piercing of the literal or metaphorical core of an individual whom it has been sent to kill.
- Distance, barriers and even different dimensions standing between Farslayer and the target do not matter.
- No known defense against this save for certain other Swords.
- It will remain where it it is sent until another hand grabs it.
- Can be sent off to kill with a name, a vague instruction or even intent against a given individual.

Woundhealer



Whose flesh the Sword of Mercy hurts has drawn no breath,
Whose soul it heals has wandered in the night,
Has paid the summing of all debts in death
Has turned to see returning light.

A healing artifact of immense power, Woundhealer can quickly restore a body from any illness, injury or maiming. Those who benefit from its blade feel a sensation unique and indescribable as it works on them. It can be placed on individual wounds to heal them or simply stabbing it in the injured party's body for a second will be enough to heal all of their ills. It will remove any foreign objects from the wounds as they close. Any missing limbs will slowly regrow over the course of several weeks to months. It can even be sheathed within a person's body to prevent any damage from incoming attacks.

Nor is it limited only to the physical. A person can find their mental trauma from outside attacks fading quickly with a swipe of Woundhealer. Even the suicidally apathetic victims of Soulcutter can feel the will to live returning to them.

Anyone thinking to use this as a weapon will be disappointed as Woundhealer is not a weapon itself and cannot be utilized to harm any sentient or sapient being, merely passing through them harmlessly. It can function as a normal sword against anything else.

Unlike certain other Swords, utilizing Woundhealer has the Sword steadying itself as you use it rather than vibrating. It makes a sound like a person gently breathing.

Summary of Woundhealer's abilities:

- Can heal any physical injury or illness in but a moment.
- Can do the same for any magically inflicted mental damage, including that inflicted by Soulcutter and (it is theorized) the Mindsword.
- Can regrow limbs.
- If sheathed in a body, it can heal said individual from any damage that is fast and traumatic enough that it would otherwise kill them. Surviving riding off of a cliff, being dismembered in a fight or being struck by Farslayer are examples. Keeping Woundhealer in your body while fighting with a regular blade is a favorite option for those who bring this Sword into battle.
- It is the only Sword that can stand up to Shieldbreaker as it in no way counts as a weapon against Shieldbreaker's wielder.
- It acts as a normal sword when used against things rather than creatures.

The Mindsword



The Mindsword spun in the dawn's gray light
And men and demons knelt down before.
The Mindsword flashed in the midday bright
Gods joined the dance, and the march to war.
It spun in the twilight dim as well
And gods and men marched off to hell.

The Sword of Glory. Skulltwister. Mindmasher. Brainchopper. The Sword of Madness. Alone among the Swords, this one is referred to primarily by its proper name. This Sword is a favorite of villains for its ability to utterly dominate the mind of any person within one hundred yards of the drawn blade. Seeing the drawn blade is not necessary. Simply being within that radius will cause all involved to have the Sword wielder become the center of their universe. Beware, for adoration is the only quality the Sword conveys upon its victims and the worst ideas have come from the best of intentions. The enslaved followers will want to serve the wielder to the best of their ability, but how that should be done is something they may have their own ideas about.

The effects will begin to fade after three days away from the held Sword and can be blunted, negated or healed through the use of certain other Swords. How long it takes to be free of the Sword's influence after that depends on the individual in question. Shieldbreaker guards against the effect entirely, Sightblinder offers some resistance and (although unconfirmed) it was hypothesized that Doomgiver could reverse the effect onto the wielder. The Sword also seems to have a twisting effect even on the mind of those who wield it, slowly increasing their ego and overcoming reason over time.

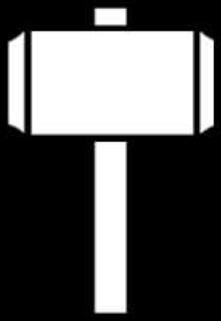
Its wielder must be on guard against this. Finally, those who are cut by the Sword will find their wounds festering quickly and refusing to heal. Even a bruise caused by the hilt throbs harder than it should and is prone to lingering.

Those who look upon the naked blade within one hundred yards of it will see it appear as a blazing sword of light and hear a roar like a thousand cheering voices.

Summary of the Mindsword's abilities:

- It will turn anyone sentient enough to be deemed a person into a fanatical devotee of the wielder. Even if they recognize that they are enslaved by the Mindsword, they will not want to break free.
- The range of this effect is one-hundred yards of the drawn blade and the duration is a minimum of three days without renewed application.
- Injuries inflicted by the Sword go bad very quickly and stay longer than they should. They are incredibly resistant to effects that would accelerate healing, with only Woundhealer known to overcome this power.
- The fanaticism effect does nothing to change the character of the person enslaved to the Mindsword. This can cause even a freshly enslaved individual to act against their master's stated interests if they can justify it to themselves.
- Only another Sword such as Woundhealer being used on the affected individual or time away from the wielder will break the spell.
- Enough time with the Sword in hand will eventually begin to convince the wielder of their own supposed greatness.

Shieldbreaker



I shatter Swords and splinter spears;
None stands to Shieldbreaker.
My point's the fount of orphans' tears
My edge the widowmaker.

The Sword of Force. If you want a Sword to defend you from your enemies, Shieldbreaker is probably your best choice. Shieldbreaker turns its user into a one-man army against their attacker or attackers, ensuring that numbers will not matter against you. It can and will defend against any armed attack, ranging from other blades to hammers to thrown rocks up to more exotic and supernatural effects like mind control, emotional manipulation, magical spells, illusions and more. Anything that could be deemed a weapon will activate Shieldbreaker and cause it to protect its wielder, usually by striking the offending weapon with enough force to make it explode. Even the abilities of other Swords such as Sightblinder altering your perception will cause it to activate and negate those threats. For more passive threats such as poison, the Sword will warn you with its throbbing if you are in danger.

However, it is utterly useless against unarmed opponents, phasing harmlessly through their bodies, and will not let its wielder release it without great difficulty if any attackers are remaining. Being jumped by a large group of unarmed attackers is the greatest threat to the wielder of Shieldbreaker. Additionally, Shieldbreaker draws its wielder’s strength into it while in use, greatly hampering them from fighting with anything else. It also does nothing to restore this strength, meaning that extended use runs the risk of killing its wielder through sheer exhaustion.

When drawn, it makes a sound like a hammer striking metal and vibrates with a matching frequency. It will make this sound even if sheathed and untouched to warn of incoming combat.

A side note – while it has been hypothesized that certain Swords can destroy others when used in opposition, Shieldbreaker is the only one to have been confirmed to do so.

Summary of Shieldbreaker's abilities:

- It can fully guard its welder against any other Sword's abilities save for Woundhealer. Even the indirectly dangerous abilities utilized by Wayfinder, Coinspinner and Sightblinder fail to work.
- It gives its own combat expertise when in use, allowing even a complete novice weakling or a tired old geriatric to use its abilities to the fullest against an entire army.
- Any weapons it strikes will explode violently, though any shards and debris never harm the wielder.
  ► Yes, including other Swords.
- It will guard against attacks that the wielder cannot see coming, such as Farslayer or magic. Those will be struck down as easily as if they were coming at the wielder dead on and those who were using them will also be struck by the splash damage if they are within range of the debris. Spell debris tends to be much worse than shrapnel.
- Unarmed opponents cannot be harmed by it.
- It draws its user's strength into itself for fuel as long as it is being used. It is very difficult to release the Sword while armed opponents are still present.

Sightblinder



The Sword of Stealth is given to
One lowly and despised.
Sightblinder's gifts: his eyes are keen
His nature is disguised.

The Sword of Stealth. Ironically, it is not very discrete. Sightblinder is used best by those with boldness and a quick wit. It gives its wielder the appearance of someone who should be obeyed, feared, loved, trusted or otherwise not looked on with suspicion at first glance. It cannot disguise the wielder as something drastically larger or smaller than they truly are.

As for the one holding Sightblinder, they gain the ability to see the true nature of things with illusions, glamours and even the trappings of mutation, magic and time combined being no barrier to their sight. Looking at Draffut for a moment with Sightblinder in hand was enough to tell Mark that the thousand year old creature in front of him had begun life as a simple dog. This extends so far as to give its wielder some measure of protection from effects that would warp their own perception, such as the Mindsword. This is limited however and prolonged exposure to the Mindsword will eventually win out. At a more basic level, your eyesight will also sharpen considerably while it is held. Finally, it can hide itself from view if its wielder’s disguise should not have a blade on them or even mimic the appearance and sound of another Sword should the disguise call for it.

This Sword gives no overt indication when it is being used and onlookers cannot make out the symbol on the hilt.

A word of warning – the disguise the Sword gives you is unique to each viewer. A great weakness of the Sword is multiple people seeing the wielder at once and commenting on it.

Summary of Sightblinder's abilities:

- Will disguise the wielder as someone the viewer knows in some way.
- Sharpens the wielder's eyesight, even to the point of seeing the true nature of things.
- Offers limited resistance to effects that warp the wielder's perception including the Mindsword.
- The disguise is unique to each viewer, meaning multiple people will see multiple disguises.

Soulcutter

The Tyrant's Blade no blood hath spilled
But doth the spirit carve
Soulcutter hath no body killed
But many left to starve.

The Sword of Despair. This is the only Sword that has no particular feel to it when drawn nor any symbol on its hilt. This Sword can kill without ever touching your targets as Soulcutter begins to emit a truly soul-crushing level of despair and apathy in a wide radius when drawn. Looking directly at the Sword's blade will speed up the effect, but even without that sheer proximity will still do the trick. The longer the blade is drawn, the wider the range grows.

The wielder should beware as even they are not immune to this effect. Drawing the Sword will be the last thing you ever do unless precautions are taken beforehand. Outside interference will almost certainly be needed simply to put the Sword back into its sheathe. Finally, those who wield it even once are subjected to accelerated aging. Releasing the Sword will stop the aging effect and Woundhealer can remove all but the cosmetic damage.

This sound has no particular visual or audible effect when drawn.

Summary of Soulcutter's abilities:

- Those who are within the area of effect find themselves mentally shattered in only a few moments and will simply lay down to die.
- This includes the wielder.
- The effect overpowers any other mental compulsion the victims may have, even up to the Mindsword's fanaticism.
- Looking at the drawn blade will speed up the effect.
- The one holding the Sword suffers from greatly accelerated aging while they hold the Sword.
- Only Woundhealer has been shown to cure the physical and mental effects of Soulcutter.

Stonecutter



The Sword of Siege struck a hammer's blow
With a crash, and a smash, and a tumbled wall.
Stonecutter laid a castle low
With a groan, and a roar, and a tower's fall.

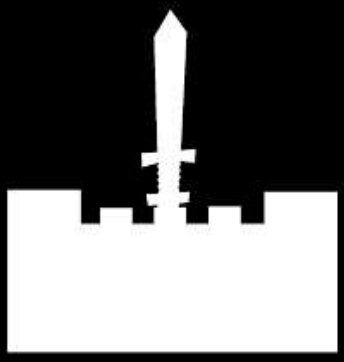
Stonecutter is a simple Sword on the surface, but do not be so quick to deem it useless. In a medieval world, a Sword that can cut through stone is not to be underestimated. Nor is it merely stone that activates the blade. Jewels and earth are fair game as well.

The Sword will generate a slow, heavy hammering sound and vibration when in use.

Summary of Stonecutter’s abilities:

- Can cut through any sort of mineral and soil without pause.

Townsaver



Long roads the Sword of Fury makes
Hard walls it builds around the soft
The fighter who Townsaver takes
Can bid farewell to home and croft

If you wish to protect those you meet, Townsaver is the Sword for you. Whosoever holds Townsaver while others are being attacked becomes a one-man army, unable to stop or even die while the danger persists. Be aware that you cannot let it go while the danger persists and the Sword will not protect its wielder with the same ferocity that it does innocents. It is fully possible to annihilate every foe standing in your way and then drop dead as soon as the fight ends from your accumulated injuries and exhaustion. Like Shieldbreaker, Townsaver will substitute its own combat skill in place of its wielder's to make them a more effective fighter.

While in use the Sword will make a moaning noise and seems to heat the air around it. The Sword will vibrate harshly in its wielder's hands while active.

Summary of Townsaver's abilities:

- It gives its own combat expertise when in use, allowing even a complete novice weakling or a tired old man to use its abilities to the fullest against an entire army.
- It draws its user's strength into itself for fuel as long as it is being used. It is very difficult to release the Sword while armed opponents are still present.
- Townsaver does work against opponents with no weapons.

- It does not protect its wielder.
- It will activate only if other people are in danger.
- It will keep its wielder alive for as long as the fight lasts.

Wayfinder



Who holds Wayfinder finds good roads
Its master's step is brisk.
The Sword of Wisdom lightens loads
But adds unto their risk.

For those who seek adventure, you may perhaps consider the Sword of Wisdom. This Sword will guide you unerringly to whatever is your heart's desire, even pointing out any necessary people or items you may need beforehand to reach your ultimate goal. However, while it will detour you around anything that would certainly kill you, possible deadly threats are fair game unless you take care to specifically ask for a route with safety.

Finally, it will not necessarily guide you towards what you ask of it, only what you truly want. Be sure of your desires before asking for its guidance and following its point. You could use it to divine which of two people is lying to you, but not if you really just want to know where your best choice for a cheap lunch is.

Wayfinder will vibrate gently as it works.

Summary of Wayfinder's abilities:

- Will lead its user to what they ask to find so long as they truly want to find it.
- If asked to locate something by someone who is unsure about their desire, it will provide no guidance.
- You must specify if you want a safe route, otherwise it will choose the most direct but still survivable route.
- Cannot be used to find Shieldbreaker, but will work through any other form of obfuscation to divine the location of what is asked of it.
- Will also lead the wielder to anything they may require along the way to obtaining their end goal.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks. You can also bring in any Followers and Pets you have. They can take an Origin for free to fit in, but they get no points and can take no Drawbacks unless you Import them as a Companion.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Larva Swarm [200 CP] – You have your very own swarm of combat larva, 10,000 mindlessly obedient, magically grown, human-sized murder bug drones who can descend on peaceful countrysides at your command. They need no food, water or sleep, but cannot follow anything more than basic commands and they will not replenish except at the beginning of each new Jump. If you would like to alleviate this finite larva problem, please see the [Leyline Network] in the Item section. For the purposes of purchases, the Larva will collectively share any Perks or Items bought for the swarm between themselves.

Gray Archers [200 CP] – You have a 50 member company of Gray Archers to take along to new worlds. This all-female band of Robin Hood-esque steal from the rich to give to the poor, sabotage harmful industries, pass along information across borders and more. True to their name, all are trained in archery as well as swordplay, riding, acrobatics, espionage and more. You can have them collect new female recruits from the settings you take them to and any who join on will gain the benefits of the troop as a whole. For the

purposes of purchases, all the Gray Archers will collectively share any Perks or Items bought for the company between themselves.

Ardneh-Tu [400 CP] – This second edition of the famous White God is responsible for maintaining the Change, that global event that saw the Old World burn away in nuclear fire and magic rise to take its place in the sun again. This artificial intelligence is capable of maintaining your entire defensive network by itself as well as overseeing even the most troublesome of prisoners. Equally, handling the incredibly delicate environmental controls of a human friendly lunar habitat is easily within this A.I.'s capabilities. Built with the finest knowledge and materials available at the end of the Old World, Ardneh-Tu is ready to join you on your travels to learn more of the wider omniverse and be of assistance to mankind no matter where they might be. Finally, should you manage to enact any kind of great change to the laws of reality in your future travels, Ardneh-Tu has the power to ensure it remains the new normal once it has taken place.

Scenarios

You may take any of these scenarios as challenges for your time here so long as the end goals do not conflict with each other. There is no penalty for failure beyond the loss of your promised rewards.

I Play To Win

Once upon a time, a game was proposed. The rules, pieces and board were all never properly defined, but we can guess. Now, you are part of that game and you are going all in. You must end this Jump with each of the twelve Swords having been in your possession at some point. Any Sword or Swords you obtain from the previous section will count towards this goal. They must be whole when you get your hands on them. No gathering up the shards and calling it just as good, so you might want to start this earlier in the timeline than later.

The Twelve Swords Of Power [Reward] – You gain the full set of Swords permanently, all of them becoming fiat-backed Jumpchain Items that you can take with you into the future.

One World, One Ruler

This planet is now a mishmash of hundreds of petty kingdoms, duchies, baronies and fiefdoms. Let’s redraw those map lines a bit, shall we? By the time you leave this setting, you must have the entirety of planet Earth at least somewhat under your rule. As long as every authority is at least paying lip-service to your rule, you will succeed.

Future Earth [Reward] – You can take your holdings with you when you leave. This includes the entire planet, as well as everything and everyone on it. If you wish, it can all be fitted into your Warehouse or equivalent as an attachment.

Destroy Every Demon

There is an unfortunate infestation of demons in this setting. Let's do something about that. Before your time here comes to an end, you must have destroyed – not banished, destroyed – every single demon remaining on the world. There cannot be even one left.

The Only One They Fear [Reward] – You can kill demons. All demons. Permanently. Your actions here have altered you into something that can fundamentally rewrite whatever rules protect any demonic entity from 'cannot die' to 'can die and probably will soon after meeting you.'

Enslave Every Demon

There is a fortunate amount of demonic entities in this setting. So many minions, so little time. Before your time here comes to an end, you must have enslaved every remaining demon on this world. This includes the ones that get sent into the outer darkness by the Emperor and his children. You cannot miss even one.

Dark King [Reward] – You instinctively know the true name of any demon you meet. This knowledge cannot harm you. All of your magics are now three times as effective against demonic opponents. Demons are much more likely to make deals with you and much less likely to get the better end of that deal. Finally, they can never successfully break or alter any contract they make with you under any circumstances although the same is not true for you.

Child Of The Emperor

The Emperor is a divisive figure in this setting, seen as a cosmic fool and a cunning trickster. He is the father of orphans, beggars, the dispossessed and vulnerable… and you, Jumper. You are a child of the Emperor, whatever your choice in origin. Do not think about it too hard, your dad really gets around. This scenario requires you to take the Interesting Times and three instances of the Extended Stay Drawbacks for no points because you are going to be here for the full ride.

It starts with the day some of the duke's men come to a small place called Arin-On-Alind. Your half-brother Mark makes it out of that mess alive, but the events that day set in motion lead to the first of many wars. You will be getting right into the thick of all of the plot and must join Mark in his many adventures. By the end, you must have destroyed, turned or otherwise decisively dealt with Vilkata, Wood, Yambu, Fraktin, Amintor and Tigris.

[Reward] – Take one final purchase from this document on your way out for free. You can also bring the Emperor with you for free to new settings if you wish. He has his own agenda on things and has an unfortunate habit of leaving a trail of children behind him, but having a mostly benevolent god figure to call upon can be useful. Finally, you can also take the In The Emperor's Name! Perk with you for free. If you have already purchased it, then you may get a refund of the points you spent on it and use them to make further purchases from this document before you leave.

I Can Do It Better

You can take the place of any canon character for your stay. This will not give you any special abilities that they may have if you did not pay for them, but taking their circumstance may put you in a position to gain something anyway. The person you are replacing will find themselves having a safe and fulfilling life outside of their intended fate. Having taken their place in things, you must now complete their narratively important acts. Depending on how long this person was in the story, you may also need to take some instances of Extended Stay for no points.

[Reward] – Take one final purchase from this document on your way out for free. You may also boost your Body Mod by two levels in one category or by one level in two categories. Finally, you can bring along any family members you gained during this scenario as Companions for free.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this to have The Book Of Swords act as a Supplement to another Jump.

- Fanfic Mode [+0 CP] – Saberhagen was open to others writing in his universe and certain alternate takes on the world of the Swords came about as a result. If there is any other version of this setting that you would rather use for the Jump, you can do so with this.

Early Exit [+0] – Rather than staying for the full ten years, you can leave after only one.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point purchase would see you getting 50 points back, as an example.

Extended Stay [+100 CP] – You will stay for another ten years. Can be taken multiple times.

A Mortifying Ordeal [+100 CP/Double Payout For Demons] – Oh dear. Someone somewhere has your true name. They may or may not ever have cause to use it, but when they do it will be like a fish hook in your mind.

Bound Pacifist [+100 CP/Double Payout For Physical God] – You are utterly incapable of knowingly harming a certain sophont species. Which one is up to you, but you cannot ever bring yourself to so much as scratch them and if you somehow do by accident, madness and weakness will assail you.

Clap Your Hands [+100 CP/Double Payout For Conceptual God] – Your power and life are now both hardwired to the amount of belief humans of this setting have in you. If enough people stop believing in you, you lose your powers and will even fade away. You will spend the rest of the Jump as a whisper on the wind unless this changes and your worship picks back up again. If you take this and you have not chosen the Conceptual God Origin, then you will not fade away but your strength is tied to how people perceive you. The weaker they think you are, the weaker you will become.

Divine Punishment [+100 CP/Double Payout For Humans] – One of the gods or goddesses has it out for you. You are more of a hobby than an obligation, so do not expect a serious or prolonged effort to ruin your life, but at some point during your stay here they are going to throw something very nasty your way.

Hunted [+100 CP/Double Payout For Dragons] – Well, someone wants you dead. You have a persistent nemesis who will be after you for the entire stay here. They do have other things to do beyond chase you, so it is not a constant thing and they are not the most powerful person in this setting, but it will still be a threat to be wary of for your time here. They are killable. If you take this as a dragon, they will get their hands on Dragonslicer at least once.

My Warehouse For A GPS! [+100 CP] – In an age without clearly marked roads or easily legible signs, it can be hard to figure out where your destination is. You get lost rather more often than others do.

The Grime Ages [+100 CP] – This setting does have an acceptable level of hygiene and public health for a fantasy world. Well, it did. Now things are a lot more nasty. Expect open sewage pits, little care for dirt and the general notion that bathes are an extravagance for rich people and nobles.

Tough Love [+200 CP] – Good news – you are going to fall in love during this Jump. Bad news – your chosen paramour is a practical sort and they do not want to both putting in time and effort unless they know you are the one. You will need to obtain a level of wealth suitable for the lifestyle they want to have and you have to go out and earn it somehow over a few years. No coasting by on whatever you have brought in with you. If this sounds like too much trouble, well, too bad, You are absolutely smitten with this person and cannot bring yourself to just walk away from them.

On the bright side, you can take this person and any children you might have with them with you if you leave this Jump as Companions for free.

The Ol' Ball And Chain [+200 CP] – Good news – you are going to fall in love. Or maybe you already have in which case take our belated congratulations. Bad news – after the first few years, your relationship is going to go sour. It'll be too complicated to break off – maybe you have a kid you do not want to subject to a divorce or maybe you are partners in your shared business – but you are stuck with them and leaving behind everything you have for a dangerous journey in the wild is going to sound sweeter by the day.

Your relationship will lose this effect once the Jump ends. You can then end things or carry on with better results if you both want to continue the relationship. Any negative effects or memories caused by this Drawback are guaranteed to have solutions or be able to be worked through given time. If you do choose to leave this Jump then you can take this person and all of your children with you as Companions for free.

Woof [+200 CP] – You begin the Jump as a dog. That is it. You lose all of your everything except for your mind and will remain like this for the first year of your Jump. After that passes, you can regain all of your purchases from this Jump and everything that you had previously. You will be provided with a safe home, good health and sufficient food from the family looking

after you, so you will never be in danger for the year that this is active… but you are a dog. Expect lots of boredom, shedding fur and an urge to sniff crotches. Which you will follow through on. Did we mention people do not usually bathe very often here? Maybe once a week. Oh and you can keep your dog form as an alternate form once you leave the Jump.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Wanted! [+200 CP] – You start out known as someone who has a Sword in their possession. Not true? No one is going to believe you without seeing it for themselves.

Part Of Your World [+300 CP] – You have been cursed by an evil magician. In addition to losing your name and the bulk of your memories, you are now a merfolk, human up top and fish on the bottom. You can take the shape of a fish when you wish and go back to your merfolk shape as easily. Neither heat nor cold shall touch you. You at least will not suffer from a shortened lifespan, but are otherwise bound by all the aforementioned limitations. A competent magician could break your curse, but good luck finding one when you are bound to rivers and lakes.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items And Warehouse Removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only

take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Interesting Times [+300 CP] – You will frequently be caught up in wild adventures that cause you to risk life and limb. No more than two years will ever pass before something occurs to upend your life again and the consequences of it will have lasting effects on you for your time here. If taken with Early Exit, this will only happen once during your stay, but it will be proportionately much worse.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Wood Incoming [+400 CP] – No, not that kind. You will be the designated enemy of the ancient wizard Wood for your time here. If you arrive before he canonically shows up, congratulations – he is coming to the party early. Killing you will give him the magical power he needs to jumpstart his conquest of the world (or at least that is what he thinks), so do not expect anything to put him off from your death. Even worse, knowing what manner of person he is, it is sure to be horribly painful if he ever manages to get his hands on you. Sleep lightly, Jumper. And while Farslayer might be a quick way of removing this particular thorn in your side, bear in mind that Wood is never without some lackeys. The Sword of Vengeance will be heading back your way in short order.

Do You Smell Something Foul? [+600 CP] – Oh no, Jumper. You seem to be demon bait. Every demon in the setting has a boner for murder and their victim of choice is now you. The ones imprisoned or contracted to sorcerers cannot get their hands on you unless circumstances allow it, but any free wandering demon will be making a point to go after you before the Jump ends.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

End Choice

Ah, you have reached the end. What will it be then?

Go Home – Take what you have gained thus far in your chain and head back to what you first left behind.

Stay – You like the life you have built for yourself here? Understandable. Take a further +1,000 CP to make some more purchases for yourself from this document and then bid farewell to the wider omniverse forever.

Continue – The next Jump awaits.

Notes

Magic – This is me trying to create an organized system out of all of the magical things I kept track of in this series.

V0.9 – Rough draft done. Now, revisions and corrections!

V1.0 – This still feels rough and there are a hundred things I want to add, but I am moving tomorrow and I AM CALLING IT NOW! Done, as of 8/27/25. Will update with V1.1 as soon as I get through the remaining books and reread my notes.

V1.1 – After a series of notes by Anaja I have made a load of changes. I probably should have started cataloging them before this, but oh well, you live and learn.

- Removed the bit about the Swords exploding if destroyed. They all exploded in canon because each of them was destroyed by Shieldbreaker which ALWAYS makes the weapons it destroys explode. If you do find something in another setting that you think should rightfully destroy your Sword(s), it might not explode.
- Changed Emperor's Child from its own origin to a purchase for humans.
- Added a ton more Perks and items and scenarios and drawbacks.
- Expanded the descriptions of the Swords. Was trying to keep them to one page each, but, eh, fuck it. You are getting items of power that can whoop gods. Spoilers are less important than making sure you don't do something stupid (on accident. If you knowingly decide to take Coinspinner and try to screw over the fae in a deal, be my guest).
- https://www.berserker.com/FredsSwords.html – This is Saberhagen's website and contains an archive of Sword setting info. If you don't read my summaries of the novels (and even if you do), check this out for more info on the universe.
- Added clarification to the Demon and Elemental Summoning Perks in the magic section. Version 1.1 Done as of 07/09/2026