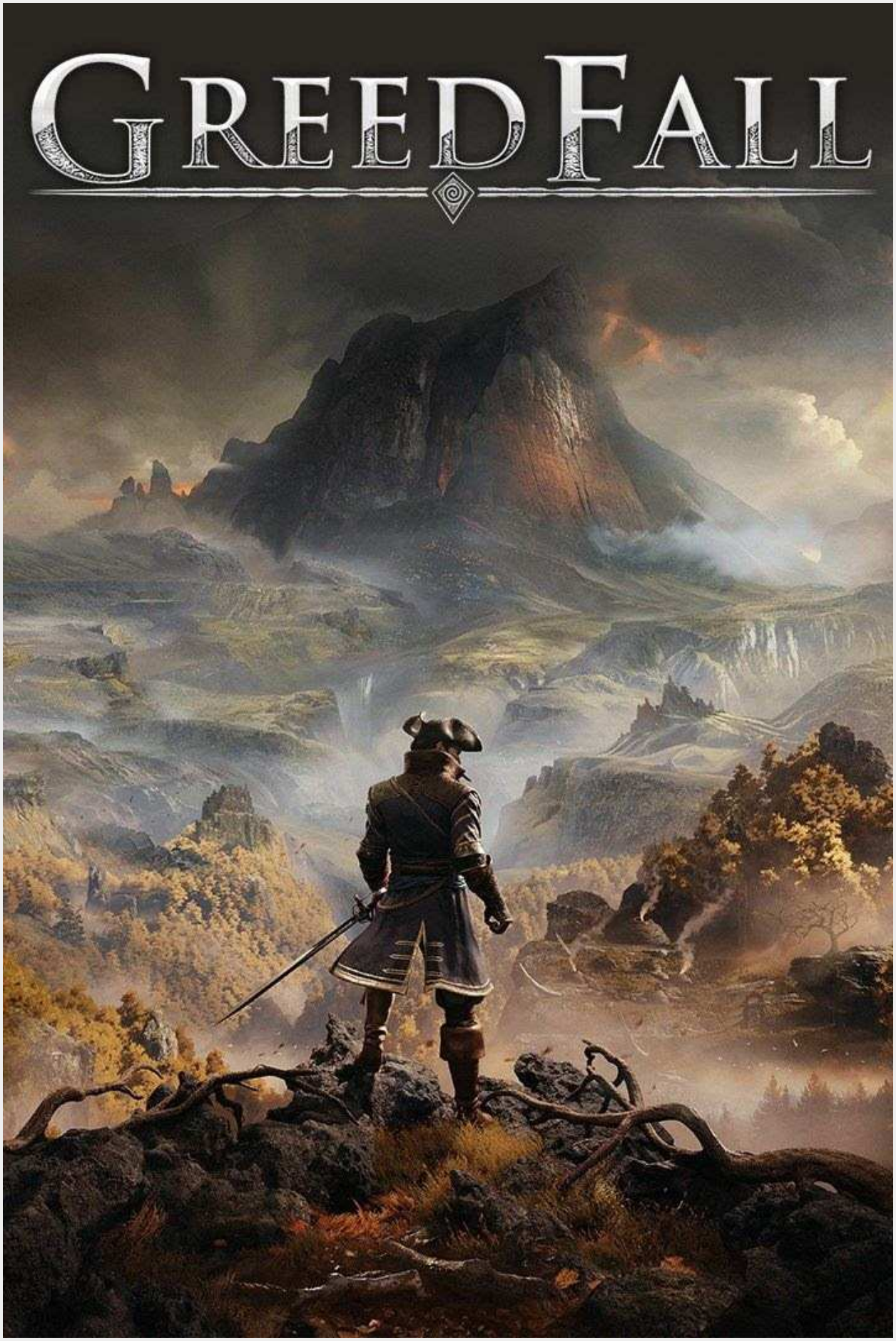
GREEDFALL

Welcome, Jumper, to a world of intrigue and bloody triumph. Where men and women seek to prove their worth through means of sword and flintlock; if they can take it, it is theirs. Countless ships have sailed from the continent to establish colonies on fresh earth, regardless of what any current inhabitants have to say about it. Of the old nations, three are most relevant here: Theleme, worshippers of a monotheistic Enlightened entity, supposedly the origin of shadow magic; the Bridge Alliance, a turban-donning coalition of like-minded scholars who all but worship mastery of the material world; and the Merchant Congregation, a trade empire ruled by merchant princes and the weight of coin. There are then the Coin Guard, an elite cadre of mercenaries willing to fight on behalf of any organization, if the pay is lucrative. And the Nauts, a seafaring "race" who have entirely cornered the market on shipping and ferrying.

A ghastly plague has swept through the Old World. It is known as the Malichor, and all the most accomplished doctors, enlightened mystics, and masterful alchemists are powerless before it. The disease causes immense pain, and thus far, a cure has yet to be found. Cities of the continent are overrun with the dead, and more lives are claimed every day. The nations of Theleme, the Bridge, and the Merchant Congregation have set their experts working tirelessly on a solution, but hope is slim. There is but one glimmer of hope: On the island of Teer Fradee, the natives seem unaffected by this disease. As do, strangely enough, the Nauts… This has not gone unnoticed by the great powers of the Old World, and the colonies of the island have been tasked with finding a cure- by any means necessary.

War and violence are not a question of if, but when. Have **1000 points** to see you through.

Talents

You receive a discount on one Talent. No Talents are Free. Prices are cumulative, and require each prior tier of talent be taken. E.g. a Master Charisma Talent would cost 300 if discounted, 600 if not. Expert-Level would cost 150 or 300, respectively, if discounted or undiscounted.

Charisma

Understanding and manipulating human behavior, mostly with words and expression.

Apprentice Rhetorician (100): You're the sort of person that crowds tend to gradually gather around. Plenty of people will just want to be around you and listen to you, just being yourself, as long as you're not too terrible of a person. This sort of natural charm will serve you well in a bar but won't see you rise through the ranks of your nation's leadership, at least not by itself and not without considerable effort on your part. You are good enough to haggle, however.

Expert Rhetorician (200): There are very few people who could best you in a battle of wit or rhetoric. The kind of people who could outmatch you in manipulation are the sort who could tempt entire nations into atrocity and make grown men cry of shame. You will almost always be able to get your way, so long as you're not asking someone to risk their safety or job for you.

In addition, you have cultivated a nearly perfect awareness of your ability to convince people. This won't apply to specific ideas, but you will generally know what your chances are, if you make a solid effort to the limits of your knowledge and ability, to have this person act in this way. A 50% chance, 75, 100? You've a decent chance to get lucky and hit them just right; you'll most likely succeed if you're not distracted; the chances of failure are so unlikely as to not be worth considering.

Master Rhetorician (300): Your charisma is very nearly perfect. If someone cannot be persuaded of a certain course of action by your efforts, they likely can't be swayed in that direction at all. People will almost always do as you suggest, even if there is great risk involved. There is a very short list of deeds that someone will not perform at your cajoling, mostly limited to self-harm. A healthy man will not kill himself on the spot, nor will he perform an equivalent action, such as charging alone into an enemy encampment. However, after interacting with you, most criminals will be willing to rat out their superiors, soldiers at war with themselves might be convinced to lay down their arms, and government officials may be willing to put esteemed citizens on trial. Perhaps a religious authority would be willing to risk a schism in the name of truth... As long it can be reasonably framed as in their best interest, most will bend.

In regard to your allies and followers, you are superbly inspiring; this effect is more than mundane. Their morale is enhanced just by fighting in your presence, they are stronger and can take more punishment, and their competence soars.

Craft

Maintaining, fashioning, and dismantling objects with hand-scale tools.

Apprentice-Level Craftsman (100): In terms of production, you are skilled enough to make simple objects like nails and bullets from scratch. Moreover, you are highly adept when it comes to repairing mundane armor and weaponry. While it may not be a perfect restoration, it's usually more than good enough to be carried into the field. You also have a knack for working with a variety of materials, and you will quickly learn how to maintain such items with a bit of experimentation. Steel, iron, and similar materials are what you're most familiar with, but it won't take long to become acquainted with stone and bone crafts refined by the natives of Teer Fradee.

Expert Craftsman (200): Keeping your gear up to snuff is all well and good, but sometimes a piece of equipment could better suit your needs. You have learned how to massively modify weapons and equipment without compromising their integrity or mobility. It would be a simple matter to switch out the pommel on a sword or reshape the plates on a set of armor. Just have the materials at the ready, and you'll be able to vastly enhance the performance of any gear you can get your gloves on. In reaching this level of skill, you learned how to forge common weapons and armor and are capable of reducing an object to its base components with only moderate loss of material.

Master Craftsman (300): Your skill in disassembly has reached such heights that there is almost no loss in material when you dismantle an item. You may also do so without tools or infrastructure. Mail and armaments can be made steel and leather strips with your bare hands. Modifications you make to equipment are now supernaturally effective. A magnetic personality will be moreseo wearing your merchandise, while a clumsy oaf receives a subtle grace. These boons will not raise the wearer beyond the limits of humanity, but if these persons are in themselves notable talents, they might be elevated just below.

Intuition

Perception, understanding significance of seemingly unimportant details, mental aspect of stealth..

Apprentice Investigator (100): You have been trained to better take in the full measure of your surroundings. This will make it easier to gather evidence, ingredients, and valuable items. It will also mean you benefit from regular access to facts and information you otherwise might have missed, allowing for such things as blackmail and superior problem solving.

Expert Investigator (200): Your intuition now grants you, among other things, a superior sense of direction. You have an improved ability to use landmarks and a "gut feeling" sort of spatial awareness to traverse the wilderness. Useful items are even more easily spotted than before, and you have a good sense of stealthy routes you can take to keep hidden. Very few details escape your notice, and your augmented accumulation of facts will help in outmaneuvering foes and rivals.

Master Investigator (300): Your memory is at the borders of human ability, in both expansiveness and fidelity. You seem to have as much "room" as you need and remember scenes with eidetic clarity. Your powers of perception have once more been augmented; you will never miss any item of worth, and your ability to intuit significance and connect information means only the most competently obscured plans will pass you by. Generally speaking, if you have seen it and it relates to your current situation, you will most often remember it and be able to piece it all together when needed. This does require understanding of the component bits of knowledge, and if it is complex beyond your comprehension, you may fail here. Still, you are likely to arrive at any conclusion it would be reasonable for you to reach. This level of skill is not strictly natural. Your unnatural perception allows you to "feel" nearby foes' awareness of your presence, such that you may discern how close you are to being detected.

Lockpicking

Skill in opening locks, dexterity.

Apprentice Saboteur (100): You know the basics of getting both into and out of a place. This relates, of course, to picking locks in various configurations. It also helps with other means of security such as spotting and avoiding traps, alchemical and otherwise. This level of skill is only enough to get past simple locks, but it will serve as a solid foundation for further roguery.

Expert Saboteur (200): Infiltration is your bread and butter. Advanced locks may as well be thin air for all they slow you, but you've added another tool to your kit. It is now well within your ability to disarm alchemical traps and suborn them to your own ends. And if you'd rather just bag a few to pawn off… Well, that's fine too.

Master Saboteur (300): Open sesame, my friend the lock. Not even the most advanced security measures of this world will so much as inconvenience you. It will seem as though the most masterful locks fall open as you breathe on them, and you will quickly adapt to any advancements in the world of anti-criminal precautions. Furthermore, your tread is preternaturally light. You will not set off traps, whether their triggering mechanism involves pressure, proximity, alchemical, or magical means of detection. Only manned or sentient defenses will respond properly to your actions.

Science

Knowledge in the natural sciences, mix magical concoctions.

Apprentice Researcher (100): The study of the world and all that is in it. You have dipped your toes into most of the fields worth dipping into. More importantly, you can actually use this knowledge in the field. Focusing on alchemy and other applied sciences, you know how to mix a variety of potions. Mana potions, health potions, antidotes and more are all in your grasp with just a few common ingredients. Demolitions are also within your knowledge, as you have learned maximal placement for the most destructive results. Perhaps most significantly, you will be able to mix the potions of this world using ingredients local to any ecosystem you find yourself in.

Expert Researcher (200): You are familiar with the vast majority of alchemical recipes. The few you do not know tend to be highly specialized (such as experimental potions relating to Malichor) or simply more powerful versions of effects you have learned, such as greater healing or mana potions. You have a knack for finding ways to reduce the ingredients needed for any given work of alchemy, and potions/drugs/poisons you create never spoil or lose their potency over time. You could quite literally leave some healing poultices in a chest for several centuries, and it'd be not only safe for the luck explorer to consume, but just as effective as when it was first brewed. Your general knowledge of other sciences is respectable; you could offer helpful suggestions to an engineer or examine a corpse as well as any coroner.

Master Researcher (300): There are few secrets of alchemy you are not privy to, mostly specialized or truly clandestine recipes. You are at the very least able to mix anything you might find sold by the merchants of Teer Fradee. What really sets you above your peers is a talent for development. Your expertise is enough to evolve (with considerable time and testing) at least basic versions of niche effects, such as sleeping potions and antidotes. But it is also possible to produce more supernatural reactions… Just as the spells of Stasis, Healing, and more have an equivalent in the works of alchemy, you are capable of discerning alchemical means to replicate any magical effect you are capable of learning. This is a "parallel" path: You need not have knowledge of a particular spell effect to brew it in a potion, but knowing a spell will not help in working out an alchemical recipe, other than having access to the phenomenon for

experimentation purposes. The difficulty of inventing an effect in alchemy is about equivalent to inventing a spell of similar magnitude.

Vigor

Constitution, stamina, rate of recovery.

Apprentice Athlete (100): Your fitness is on par with that of a responsible soldier. You are able to reliably run marathons, you're a decent athlete, and your well-honed body means minor injuries are a non-issue and diseases are less likely to be your death. Push-ups, pull-ups, and the like are a joke to you, and you can climb fences without trouble. You are able to carry more weight without being noticeably encumbered.

Journeyman Athlete (200): Your fitness has been pushed to an exceptional mundanity, as has your athleticism. A marathon would not even tire you, you are able to clear impressive distances with a standing leap, and you heal at a noticeably higher rate compared to your peers. Typically, you will recover in half the normal time. Your sustained strength, particularly in regard to carrying capacity, has been improved even further.

Master Athlete (300): You have achieved the "peak" of human endurance and athleticism. In fact, you have exceeded it. Your stamina is such that you can run for practically as long as you can stay awake, and you generally won't experience any significant fatigue unless you have performed such actions as running for days on end. You can climb almost any surface it is possible for one of your height and weight to climb, even something barely more navigable than a sheer surface. Your healing is comparable to the more bombastic heroes of supposedly human ability, able to "sleep off" all but the most severe injuries in days. In addition, your recovery of magical energies is bolstered by your recovery of your flesh. You will experience a bonus to mana regeneration in proportion to the swiftness of your natural healing.

Specialization

Choose one Specialization. In addition to discounts on associated perks, you also receive a moderate talent for skills relating to the field in question.

Warrior Specialization

Training in melee weapons, mental conditioning.

Killer Instinct (100): A simple, but vital trait for one in your role, you have been trained by your native faction. This mainly affects two things: First, you have achieved basic competence in a variety of weapons, mostly swords, daggers, and your own fists. Secondly, you have been conditioned to kill. Though you are still capable of granting mercy, you will not hesitate in the heat of battle. You will stab and shoot at enemy combatants without being frozen in dilemma, and you are better equipped to handle the aftermath of your victory.

Mad Lad (200): Berserkers, enraged warriors of horrific prowess, are a staple of myth and legend. These tales may reflect a grain of truth, perhaps inspired by powerful champions of history. Accomplished fighters in this world may draw on their anger for strength, dealing more damage with every attack, enduring terrible wounds, and becoming much swifter of foot. In your Fury, you will likewise benefit from enhanced ability, striking quicker and harder. By refining your skill in arms, you may further improve this “berserker” state.

Paragon of Muscle (400): It is a wonder that your weapon has stayed relevant. With the ubiquity of armor and the prevalence of firearms, your favored arms are on the verge of obsolescence... Or they would be, if this world’s warriors were limited to mundane feats. On the battlefield, some of your fellows will simply carve through armor as if it wasn’t even there, ignore grievous wounds until the violence calms. Your physical might allows your weapons to deal extra damage to armor--far more than is reasonable for your level of strength. They are also imparted with a stunning effect in proportion to your physicality. Your durability and endurance will allow you to sustain gruesome wounds and survive, and they also make you more resistant to “flinching” or otherwise being staggered or moved against your will.

Nadaig Hunter (600): In the wilds of Teer Fradee, walk imposing giants, Guardians who seem to protect the Natives and their lands. The Nadaig. Masters of poison, earth, or lava, few beasts are as imposing as the Nadaig, but like a mammoth or whale, they are far from invulnerable. For one as you, these guardians of the wild have lost much sense of mystery. Unlike most fighters, you can reliably confront a Nadaig on your lonesome and come out on top. Their bulk will not avail them, as your attacks seem to deal damage regardless of the difference in size. Their deadly blows must land to serve them, and your skill in evasion is extraordinary. In fact, you can even parry their attacks if you see them coming. You will continue to be able to adapt to “giants” and

other large creatures in other worlds. You will be able to harm them regardless of scale, and with some observation, it will be quick learning to compensate for their advantages and behaviors. If they do not dwarf your strength more than a Nadaig does a man, you can learn to parry their attacks, regardless if they use claws, spears, tentacles, or other weapons, natural or made.

Mage

Training in the use of Divine Magic Rings and other spells of shadow magic.

Shadow Magic (100): The sages of Theleme believe shadow magic was bestowed directly on Saint Matheus through visions sent by the Light itself. Regardless of the truth of such claims, masters of this art are not to be trifled with. Basic training in this magic entails knowledge of Divine Magic Rings, which can be used to focus magical energy into a Shadow Missile, a homing projectile which ignores physical armor to strike directly at a target's lifeforce. Stasis is the other basic spell of this school, an unsettling shroud of darkness which slows the target's movement through time. Practitioners may increase the potency of these effects by improving their intelligence and strength of will. Only the most precise spells of shadow magic require a Magic Ring, so an adept of this discipline can never be fully disarmed.

Maelstrom (200): More advanced spells of shadow magic are often just larger, wider applications of a more basic effect. Group Healing heals multiple rather than a single target, Storm will stop small armies in their tracks, and Shadow Bursts damage hordes of enemies at once. You have learned these spells, but you will also have a minor talent for developing similar magic in the future. If you already know a spell, it will be easier to create a similar spell that instead affects an area. This will not make it possible if it isn't already, but if it is, you will have better luck than most.

Steel Healing (400): Few powers of shadow magic are as inspiring as that of Magic Healing. This spell will cause wounds to knit before the eyes, but there are even more impressive varieties available. There are, of course, the powerful miracle healers of San Matheus, but it is possible to heal more than flesh. With this, any healing of your body will effect equivalent repair in your clothes and armor. Whether healing spells or your natural regeneration, when your body heals, so does your equipment.

Paragon of Mind (600): Magic in this world is a matter of both faith and study. It is a mental discipline, and the strength of one's mind and will determine the strength of one's spells. This will apply in equal measure to any magic you possess. Your "mental power" or intelligence will increase the primary effect of any spells you cast--the heat of a fireball, the damage dealt by a bolt of shadow, the amount of punishment a shield can endure, and the effectiveness of a healing spell. Willpower may be used to force your spells to last longer; powerful mages have been known to extend the length of their spells for up to five seconds with faith alone. Willpower will

also contribute to the depth of your magical energy reserves. Energy pool enhancement is passive in nature, but you must exert your will to affect the duration.

Technical

Training in the use of new technologies--mechanical and chemical weapons, firearms.

Marksman (100): While firearms have yet to replace earlier weapons in large-scale warfare, they are nigh universal among spies, assassins, and other specialized units. You are practiced enough with guns and other ranged weapons both to hit a moving target and a small target at a distance. You can accurately fire rifles and pistols, even use a bow and lob alchemical vials and bombs at distant foes. Furthermore, you are capable of loading and reloading muskets and pistols with uncanny speed.

Grenadier (200): Between the Bridge Alliance and bounties of a new world, the face of war shifts constantly at an alarming rate. Atrocities of alchemy, elemental magic, fearsome Nadaig, improvements in firearms, and more are only a sampling of the threats which have revealed themselves after settling on Teer Fradee. Fortunately, you've some degree of plasticity when it comes to keeping current with the powers of destruction. Integrating new advances into your tactics and moveset can be done almost as quickly as you're made aware of them. While there will still be room for innovation, you can develop a moderately effective application far sooner than those who are elseways peers. With a bit of refining, these ideas might form the core of widespread doctrine later down the line.

Touch of Death (400): Many of the most effective poisons require the victim to inhale or imbibe the substance to be wholly or even partially effective. That can be quite inconvenient on the battlefield. Any drug or poison you find can be made to apply on skin contact. Thus, you may "anoint" blades or arrows, applying the effects of a given concoction on hit. You may throw glass vials at your enemies and be sure they'll take effect, or set traps which explode to cover your foes in unpleasant potions. Or you could splash your allies with a healing elixir to soothe their wounds. Certainly, whether you are a medic or assassin, your toolset has been greatly expanded.

Paragon of Skill (600): Maximum effect for minimum effort, the essence of your style. As your manual dexterity improves, so too will the effectiveness of firearms and alchemical preparations. It doesn't even need to be a potion you mixed yourself--whatever's on hand will work. Ranged weapons, even those of notorious imprecision, will become more reliable in their spread, and you will be able to aim them more deliberately. The intended primary effect (in other words, this will not cause an overdose) of alchemical preparations is heightened--alchemical fire burns hotter, magic potions recovery more energy, health potions heal more, camouflage potions obscure better, etc. The more agile you are, on the other hand, the easier it is to intuit weak points and the less effort it takes to exploit them. Sometimes you may even hit them unwittingly.

Personal

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1 perk per tier above 50 may be discounted. Discounted perks with an initial cost of 100 are Free. Discounts may be "downgraded" to instead discount a lower-tier perk.

Flintlocks and Fancy Hats (50): The current inhabitants of the island embody a specific and intricate aesthetic. Their garb closely resembles the colonial attire of another world, with lace, doublets, tricornes, and similar fashions. You have an excellent sense for this aesthetic, allowing you to easily modify any design so that the finished product assumes a recognizable 17th-18th century style.

The Beautiful People (50): As a somewhat unfortunate facet of human existence, people are more generous to those they perceive as attractive. More likely to trust, to offer kindness, and more. Your dealings are likely to be intense enough even without such subtle obstacles. Thankfully, you are an appealing enough example of your sex that those prone to treating you better for it will do so. This is nothing legendary, but it may grease the gears a little.

Problem Solver (100): You have the air of a reasonable person. People will more frequently come to you with their problems and worries. Friends, allies, and even complete strangers will more easily confide in you and are almost never too shy to request your assistance. You're just an approachable sort of person. Abusing their trust or garnering too negative a reputation will override this effect.

Eye Opener (100): In a new land, it is neither wise nor safe to allow your preconceptions to mislead you. Death is easily in the cards for one so foolish. Thankfully, you have mastered the skills and tricks of mind to suspend your prejudices long enough to glimpse a clearer picture. This will allow you to quickly become acquainted with the customs and traditions of Teer Fradee--indeed, any culture--and then, if you find them wanting, pass judgement. You will never again make your decisions blind, however.

Courtly Manner (100): Politics are unavoidable if you hope to make a difference on Teer Fradee. Unfortunately, as in the mainland, there are layers upon layers of irrelevant obstructions, unsubtle power jockeying, and an obnoxious ubiquity of obfuscatory nonsense that prevent anything of worth from being accomplished. Fortunately, you have become fluent in the political workings of the island's colonies, sufficient to occasionally cut through it all when really needed. At the very least, you will know how (not to) offend someone.

Naturalist (100): The wilds of Teer Fradee are sufficiently dangerous and varied that even an expert survivalist may have trouble adapting to the new climes. You have observed enough of this land to get a feel for the peculiarities of its unique flora and fauna. While a native might possess a better or deeper understanding than you, your knowledge is pertinent to the old ways brought by the colonists. You know the best ways to use guns against its fearsome beasts, which herbs are surprisingly useful to work into potions, the best hunts for jerky, and similar. You also gain a slight bonus for similarly adapting knowledge foreign to a land to a workable level.

Stiff Upper Lip (100): Something so major as an attempt on your life can easily color perceptions, but it is important to remember that not all in the colonies are as they appear. You have a talent for taking a step back and evaluating a situation without letting your personal feelings lead you to the wrong conclusion. Many in this world use disguise and other deceptive tactics to deflect suspicion and guide potential opposition to a false sense of safety. You will not fall so easily for their tricks and can maintain an intent to get to the truth of a matter, though actually getting there will call for more than just this.

Fresh Linens (100): As idolized the act of discovery, it is not so glamorous to experience. Or at least, if it is, that is only because the sheer wonder outweighs the innumerable stresses and inconveniences. Thankfully, you are protected from some of the minor disadvantages. Somehow, filth from your own body never sullies your clothing, and any from the environment is less than enduring. Your gear is highly resistant to environment-related wear such as water damage, sun-fading, and rust. Furthermore, regardless of what you are wearing, it will only cause you to overheat or feel uncomfortable in extremes of climate. Finally, hats you wear are inordinately insusceptible to being blown off your head.

Infamy, or Lack Thereof (200):: Even with the small colonial presence on the island, it is imperative that one keep up appearances, perhaps even more so. One's reputation with the various factions of Teer Fradee can mean the difference between preventing a war… or starting one. Your sense of how well or poorly you are regarded among certain peoples and organizations is almost preternatural. In less than an afternoon, you can gather enough information on current events and trends to reliably gauge your standing among the various factions of the island. Even beyond this, you'll have a general feel of how representative news about you is regarding popular perception.

Jack of All Trades (200): It's rarely feasible for a lone soul to change nations, take down criminal empires, or prevent coups. Among other things, the array of skills needed to enact such deeds are wide and deep. Most of those who do matter on a grand scale are simply using many individuals to best effect. Well, you have a minor quality which will make this kind of agency more likely on your end. A knack for quickly picking up the basics of any non-combat skill. Not enough to be a talented specialist, but you'll be functional in the field.

Must be a New Face (200): The arts of disguise are a lot harder than they might first seem. Guards and soldiers often work closely together for prolonged periods. They will become quite familiar with the faces and appearances of their fellows, even if they don't necessarily get along. This means that it's almost impossible for a stranger to infiltrate their ranks, unless only seen from a distance or some reassignment is expected imminently. Somehow, you can somewhat mitigate this. With the proper garb from a given faction and a few minutes doctoring yourself up, your acting abilities will allow you to pass as a member on anything but the closest inspection. Suspicious behavior may lessen the effect, as well as any special security measures, but this will let you slip into most places.

Linguist (200): Many natives have learned the speech of the colonists, but the reverse is not true, at least not nearly to the same extent. Being able to communicate ideas is vital for all, however, and you did not forget this. Regardless of your origins, you are fluent in all languages commonly spoken throughout Teer Fradee, as well as the cultural norms and traditions which might have otherwise led to diplomatic missteps. You are not familiar with the rare, written form of the native language, however. Also yours is a talent for learning to speak, read, and write any non-magical languages you encounter going forward.

Linked (200): The bonds forged between warriors transcend those of mere friends and neighbors. There is something powerful in witnessing, not just an ideal, but factual proof that one would risk their life for you, and vice-versa. It is something that can overcome lesser things such as abrasive personalities and differences in opinion. Of course, it doesn't always work out that way for all soldiers; but when it does, the connection is unbreakable. You will find a similar process occurs for all forms of shared danger and adventure. So long as you and your compatriots are doing something meaningful together, you will grow closer and mutually aware.

Like a Glove (200): It is not so simple to make use of equipment found in chests or looted from enemies. There's a question if you can even wear it, for one, as it may be unfit for your stature, and it is likely to be worn and well-used. Benefitting from found objects is no longer so difficult in your case. So long as you can walk while wearing a piece of clothing or armor (or, for weapons, carry), it will adjust to your form as if perfectly tailored for your measurements. Any residual filth or grime, even if it has soaked into the material, will be entirely cleansed. Treasures you find are effectively new and bespoke, though this unfortunately will not repair most forms of wear or structural damage.

On ol Menawi (400): Through some means, you have been bound to Teer Fradee. Generally, the first place this manifests is in a Doneigad. The bond that bestows them with elemental magic may appear in their children at a reduced level. While not empowering in the same way, those who inherit the bond are still immune to the Malichor. An on ol menawi is instantly recognizable

for a facial “birthmark” with the texture of bark (it is, in fact, bark). Post-jump, you may choose whether or not to display the outward signs. Regardless, your bond will confer a remarkable resistance to supernatural curses and disease.

Truth Will Out (400): Time and regret will reveal all woes. Until then, the toll in pain and lives is unimaginable, and is the memory of their plight truly enough? Secrets seem to fall into your lap, dark conspiracies and nefarious plots entering your sphere of awareness before disaster comes to pass. Often, this takes the form of an underling’s sudden pang of consciousness or a bit of mail being sent to the wrong address. When you act on this knowledge, your suspects tend to more frequently forget to dispose of evidence, or leave it in the open as a result of some distraction. However it happens, villainous schemes will rarely remain hidden in your domain.

A Credit to Your People (400): Nearly any large group of people contains varieties of people both malicious and virtuous--corruptive influences in some cases, misguided idealists in others. By some miracle, you almost always meet the “best” representatives of a faction, especially when it comes to those who seek to join in your adventures. Prospective companions may be strong-willed, but they tend to be somewhat reasonable and principled individuals. If not either, they are often open to “redemption” should you act heroically. They will almost never betray you if confronted with compelling evidence, but it is important to keep in mind that none of this is certain. This only makes it more likely you will meet such people. If no such person exists, or if you move too quickly, this might not be able to compensate.

Negotiator (400): If you hope to make waves on Teer Fradee, you will almost certainly need to be “nobility” of some sort, whether of the colonies or tribal royalty. Consider this a step ahead. You come from a prominent noble line. In addition, you have been granted a diplomatic position in your affiliated faction. This means that you will have some say in relations between your nation and the other colonies on the island. Try not to abuse your power, otherwise these privileges may be stripped from you. In other worlds, you will begin with a similar position, if such a thing exists and is reasonable for your background.

Welcome, Your Excellency (400): News travels fast wherever you’re concerned. You will accrue fame and infamy at a frightening pace. If you have either aided or slighted an operation for a given faction, you can be sure that nearly everyone in the cities will have heard about it at most a day later. Your own works and statements will become known through the colonies, and if the feats you accomplish are even moderately notable, throngs of people will have at least heard of you in passing. Be warned, though, that the same applies to any defeats you have incurred or taboos you have broken. Your reputation, for good or ill, indeed spreads like wildfire.

Some Time to Consider (400): While the magnitude varies from one spell to another, one of the most impressive aspects of shadow magic is its potential to affect time itself. You were born with a rare form of shadow magic which allows you to initiate a “tactical pause”, freeing your mind from the normal constraints of time, while everything else--including your body--is utterly still. In this state, you can only plan, but the ability to spend minutes of consideration in a single moment may very well be enough to tip a losing battle in your favor. This power draws on a “pool” of time. One minute awake translates to one second of mental time; while asleep, the rate is one second per second. You may stockpile up to 24 hours of mental suspension at these rates. Beyond that, the rate increases to one-hour for each second, where you may stock up to 24 days of suspended time, but no further. Should you fall under the effects of another timestop effect, your stored time will automatically be burned, allowing you to retain awareness. Though as before, you will be unable to perform actions unless you have some other method of operating in stopped time.

Quenched in Blood (600): As malignant plots near fruition, becoming stronger or more capable is rarely feasible. A heroic soul is simply too occupied and lacking in resources to devote time to training or study. When glory is to be had, however, heroes seem to improve by leaps and bounds regardless. After emerging from numerous pitched battles, they accrue experience beyond their years. You, too, seem to develop rapidly in the heat of combat. Not only do any skills used directly in a fight improve at a meteoric rate, but you may also develop non-combat skills in this way. Seeing the glint of a blade might provide just the insights you need into material science. Being witness to a burst of flame might inspire an innovation in alchemy. Being ambushed by a beast may form the basis of a stealth technique. This works best the more personally dangerous the situation is to you, but any form of violence is a potential means of advancement.

Power of Bonds (600): There are many on Teer Fradee who desire to mold Teer Fradee and its inhabitants to fit their will, instead of guiding it to its natural inclinations or changing themselves to reach their goals. Communion is an important part of all things on this island, from the magic of the Doneigad to deals between nations. And it is something that most find themselves lacking… Not you, however. When seeking peace, your skills are enhanced. You become a better listener, a better negotiator, more able to defend yourself, and so on. Whenever harmony is your aim, you almost always seem to perform at your best and better. This alone is not enough to ensure you will succeed, but if peace is truly your desire, you will likely have improved yourself in other ways to better enable your dream.

To Usurp is Human (600):: So many outcomes in this world occupy a precarious position at best. Peace, progress, a cure to Malichor, and the prosperity of the natural world to name a few. Unfortunately for Teer Fradee, you have an affinity for chaos. After observing a few related phenomena, you will be able to get a sense for breaking points in the natural order of things, and how thus throwing the world into disarray might be leveraged to increase your personal power.

Plans to properly exploit these hunches must be formed through your own skill and competence, but however good you are, any efforts to profit at the expense of others are easier even than normal selfishness would entail. Particularly in executing these schemes, you seem mildly blessed with luck.

The Stones Remember (600): Where the colonists of Teer Fradee are obsessed with intrigue, the natives are ardent followers of tradition. Either way, an outsider can easily get lost in the web of lies and secrets. You are… different. Somehow, you have been bestowed with senses foreign even to the Doneigad. In areas of significance, you seem to receive... visions relevant to your needs. These tend to be abstract and dream-like, but their value is undeniable. If there is a special ritual needed to unbar a cave, this may grant you the knowledge. If there was an atrocity committed in the area, whose traces have been erased by time, this may tell you. These flashes of wisdom are not something you can invoke deliberately, but they will likely occur if--or, rather, when--you truly need them.

Leading from the Front (600): Even the most influential figures might expect to participate in one, perhaps two or three events that forever change the face of history. Heroes are quite another story. Many take part in multiple, often unrelated threads of events, each of which may alter the course of nations. You, too, seem to have a similar agency. Unless you take great pains to avoid it, you will be present for some of the most significant proceedings of the era. This will rarely put you in a position to outright smother such developments in the cradle, but you will generally have as much opportunity to react as other resisting factions. Generally speaking, this will work on a narrative logic. You won't encounter the ringleader of a coup before his movement gets off the ground, or before they have a chance to shake things up, but you'll probably be there when the coup is underway rather than just hearing about it as news.

A Welcome Reprieve (600): Another foray into the higher realms of shadow magic, a stopped time where you are free to act. This will allow you to initiate a "travel pause" in an area just large enough to fit a small camp with some utilities. Time does not flow in the world beyond, and you cannot interact with the greater world in any fashion. You may still rest, craft, or perform any other task that can be achieved with your available resources. This ability may only be activated in relative safety; if you are in an active chase or combat situation, this cannot take effect. As with the tactical pause, this draws on a pool of stored time. Living one minute in the normal flow of time will grant one second of suspended time. You may stockpile up to 24 hours of temporal rest at these rates. Beyond that, the rate increases to one-hour for each second, where you may stock up to 24 days of suspended time, but no further.

Faction

Choose one faction. You receive the 100-level perk for Free and a discount on higher tiers.

Bridge Alliance

The Bridge is first and foremost a coalition of scholars. It is their hope that, through rigorous research, a cure might be found for Malichor. Already, they have contributed an incomparable amount of knowledge to the disciplines of alchemy and other natural sciences. Nations of the Old World owe most understanding of material interactions to scientists of the Bridge. These are a people highly dismissive of superstition and "magic", believing even the shadow magic of Theleme to be merely a poorly-understood manifestation of purely worldly phenomena. They have committed abhorrent acts in the name of science, though these deeds have not yet come to light. Most, Bridge or otherwise, are unaware of these atrocities. The Bridge is currently allied to the Merchant Congregation and at war with Theleme.

Assiduous (100): Scholarship, perhaps even more so than physical conditioning, is a path which does not instantly bear fruit. You must spend countless hours pouring into weighty tomes and delicate pamphlets, only to walk away with knowledge that can rarely be used in life. This is why it is an activity rarely partaken of outside the nobility. Still, the Bridge Alliance is a bastion of progress, and that may soon change. You have the discipline to study for extended periods without losing focus. You will still be able to absorb the knowledge even if you are bored out of your mind--you know that boredom is a small price for enlightenment, preventing you from becoming distracted by hunger, daydreams, and other urges when in the library.

Revelation (200): They say anyone who truly understands a concept should be able to explain it to a child. While one might debate the literal truth of such a statement, the basic idea is solid. You have a knack for making your research easily understood, whether in a published paper or off-the-cuff reply. Though not perfectly by any means, you can communicate basic understanding of any idea you comprehend to even those who lack foundational knowledge in the field.

Education (400): The Bridge Alliance's defining attribute is a yearning for knowledge and progress. Science is admired on all levels of this society, from peasants to the highest governance. You may spread a similar love for discovery through any people you rule or govern. Many will find their hearts burn brighter in pursuit of science, awakening their capacity for appreciating wisdom if it was ever possible. Rationality and objectivity will quickly become strong ideals, and unsupported superstition will quickly fall away. In addition, if you have a Talent for **Science** or **Intuition** of 2 or higher, you may teach the alchemy of this world simply by distributing the relevant knowledge.

Coin Guard

The Coin Guard is not a nation, nor is it a church or group of migrants, but a business, a company--it is arguably the most powerful faction on the island. There exist Coin Guard holdings in all major colonies on Teer Fradee, from New Serene to Hikmet and San Matheus. The closest guards of all of the island's most important figures, assigned to all three governors and their cabinets, are soldiers of the Coin Guard. This gives these mercenaries a startling degree of intelligence and potential control over the affairs of the land, but they have thus far proven reliable and loyal bodyguards for anyone who has coin to spare.

Mercenary Outlook (100): Not all cultures are so accepting of mercenaries, but that won't be a problem for you. You have a great deal of skill in finding those in need of your services. It won't take much time or effort before you're able to receive payment for your ability to inflict violence.. You are also decent at searching for opportunities and getting the word out there discreetly, for those times when it's illegal or otherwise a bad idea to openly sell your sword. Another valuable skill in your line of work is recruiting; with a relatively small amount of time, you are able to convince those of even mildly flexible principles to perform harmful acts on others for financial gain.

Ghost Recruiter (200): There are disturbing depths people will sink to if there is some source of material wealth involved. Even so, there are lines that most won't cross, at least not without some hesitation. You have a deep understanding of discipline, which you can use to easily "break" in new recruits so that they follow orders without questioning their commander or their conscience. If, after this, there are still some with… compunctions about their assignments, they'll almost certainly be too afraid to act, even if they believe they should.

Meritocracy (400): Mercenaries though they be, the Coin Guard have developed a strong sense of honor, camaraderie, and respect for accomplishment. In any organization you lead, you may instill an undercurrent of merit and loyalty… to the group, at least. Soldiers will be willing to test themselves, seek out improvement, and rise through the ranks as a result of their own achievement. They will also tend to maintain extreme loyalty to the company as a whole, much more so than toward clients and their place of origin. As well, if you have a Talent for **Charisma** or **Vigor** of 2 or higher, you and your instructors may train any member of the group to those levels. You may also train perks you have purchased from the **Warrior** affinity.

Nauts

The Nauts seem to occupy a niche in a similar manner to the Coin Guard. As the Coin Guard are employed wherever deadly force is mandated, the Nauts are hired for every matter involving travel over the seas. Anywhere on the ocean, the Nauts are unrivaled in their swiftness and reliability. The Nauts generally deal in affairs of transport, but they are also known to act as naval mercenaries, the waters being the sole domain where the Coin Guard hold no monopoly in strength of arms. Interestingly, many of the Nauts neither chose nor descended from Nauts. One of the prices they may charge for services conscripts a child of the client into service as a Naut.

Sea Legs (100): You are a deft hand in all things maritime. You know how to fight on a swaying deck, how to survive in the event of a shipwreck, how to anchor a ship, establish a harbor in a new land, and so on. Almost everything you would need to explore on the seas and whatever lands they contain.

Navigation Expert (200): It should come as no surprise that Nauts can rightfully claim a great deal of nautical prowess. Where the Coin Guard is employed ubiquitously for acts of violence and security, all nations regularly deal with the Nauts for transit and shipping. This is mostly due to their seemingly magical competence in navigation. Almost never does a Naut ship sink or get lost, and the pace of their travels far outstrip the vessels of any other nation. Epitomizing these skills, you bear a natural affinity for all arts of navigation. You will be able to learn any science, magic, or other skill at an enhanced rate, if only where it will help find and keep your bearings.

To the Grave (400): Three people may keep a secret, if two of them are dead. Allegedly. Everything about Naut society flies in the face of this common wisdom. Somehow, the Nauts have managed to keep secrets on a societal level. Most prominently, they are believed to use magic to navigate, when in fact, each of their ships is outfitted with advanced mechanical instruments. Seemingly, all nations and organizations outside of the Nauts themselves are unaware of this. And that is only one set of secrets.

In any large group of people you lead or govern, you may instill a similar respect for national and cultural secrecy. Almost nothing that the leadership does not wish to be divulged will ever spread except under torture or obscene bribery. Additionally, if you have a Talent for **Intuition** or **Craft** of 2 or higher, you can disseminate information that allows those who learn it to train those Talents to your level, as well as potentially learning any **Technical** perk you have purchased.

Theleme

Inarguably the most religious of the three colonist nations, though the Natives may perhaps rival them in this regard. Similarly, both factions are the most magical on the island, the Natives with their elemental magic and Theleme with shadow magic supposedly handed down by the Enlightened itself. Theleme is largely ruled by officials tied heavily to the faith, bishops and cardinals.

There are two major branches within this state. Most noticeable is the Ordo Luminous, inquisitors who are prepared to root out heresy at any costs, loudly using their faith as a bludgeon to harass Natives and Nauts alike. The Ordo Luminous is a vocal minority, however, and their views are hardly representative of the whole. The larger branch is that of the Missionaries, who are overall more peaceable and charitable in their methods. The Missionary-guided town of Eden has even found a degree of harmony with the Natives... Theleme is allied with the Merchant Congregation and engaged in war with the Bridge Alliance.

Inquisition (100): Corruption is a problem eventually faced by all large organizations. A person's loyalty to their faith or nation may easily lead to trust and forgiveness in one's fellows that they would never consider giving to an outsider. Through meditation, you may distance yourself from groups you are a part of, to fairly and somewhat objectively evaluate their actions. When it comes time for a purge, a return to righteousness, sentimentality will have less of a hold on you.

Saint to Be (200): Theleme is a nation ruled by faith. Despite this, it seems no more resistant to the failings of humanity. Every good man is flanked by the zealous on one side and the avaricious on the other. As outnumbered as these good men are, they do exist, and you may become one of them. You will find that the longer you sincerely attempt to be a pious, virtuous adherent to your faith, the more opportunities there will be for you to resemble its ideal. So long as your effort is true and your intentions pure, events will subtly and gradually push you to embody your religion's principles and virtues, though this is by no means perfect or irreversible. Do not stray, lest you be forced to retread your path.

Missionary (400): It would not be inaccurate to term Theleme a theocracy. Their highest officials also hold positions of power in the clergy; indeed, there may very well be no separation at all. Their men-at-arms are also frequently of the Ordo Luminis or otherwise trained by the church, and most of their citizens are well-educated regarding Saint Matheus and The Light. Inquisitors and their duties are seen as normal, and few question the necessity of their existence. You have a good idea of how to spread similar religious fervor through any people you lead. In a few generations, your faith might become a considerable subculture. More importantly, if you have a Talent for **Charisma** or **Intuition** of 2 or higher, you may teach shadow magic to students in other worlds.

Merchant Congregation

As their title would imply, the Merchant Congregation is a polity of traders. Specific members may or may not hold themselves to higher ideals, but what unites those of this faction are a drive for fortune and material success. These are a people who will gladly integrate the advancements of Theleme and the Bridge Alliance to pave the way for an opulent future. Diplomacy is their preferred method of foreign interaction, and they have allied with both Theleme and the Bridge, nations at war. A desire to trade and profit has prompted the Congregation to look across the world for possibilities. It is due to their efforts that the colonies on Teer Fradee were established.

Heavy Ledgers (100): There are many skills that go into running a business, and you have mastered most which aren't covered by a Talent. You know how to keep effective documentation, organize a warehouse, formulate a solid contract, get everything shipped on time, and more. Anything that is a matter of logistics, you are probably fairly decent in getting done. If not, you'll learn quickly.

Language of Gold (200): What would a congregation of merchants be without a little haggling? You have a good sense for the true value of items and services, meaning it is difficult for you to be swindled into a poor deal out of ignorance. More importantly, you have an easier time applying your charisma to the art of trade, allowing you to reliably find compromise and achieve an excellent bargain, even if your business acumen is far less notable than your silver tongue.

Cities of Gold (400): The Merchant Congregation is both the widest-reaching and most varied nation to colonize Teer Fradee. Where Theleme and the Bridge have long been at each other's throats, the Merchant Congregation has formed alliances with both. They are even somewhat amiable towards the Natives. Where the Bridge dismisses magic in favor of science, and Theleme relies heavily on the former, leaders of the Merchant Congregation recognize the merits of both. The Congregation is a faction of pragmatists, not idealists of any sort, and it will use whatever tools contribute to continued prosperity. You may cultivate a similar cosmopolitan attitude among any large group of people you lead. Most will be willing to incorporate new ideas and overlook differences in origin so long as the potential benefits outweigh the negatives. If you possess a Talent for **Craft**, **Charisma**, or **Intuition** of 2 or higher, you may teach any Talent you have purchased from this jump, as well as any Specialization perk that is not a capstone.

Natives

The rightful inhabitants of Teer Fradee are less technologically developed than nations of the Old World, but they are far more in tune with the land. The Natives live in small villages and try never to drain harmfully from the environment. The tools and weapons they make use of are typically of stone, bone, and wood. Natives of Teer Fradee believe in a thousand-faced god, En on Mil Frichtimen, whose life force suffuses and sustains the island. All natural objects possess a spirit which flows into a cosmic whole. It is from this cosmic whole that all life draws its strength. The spirit of Teer Fradee is merely one manifestation of this phenomenon, so it is told.

Villager (100): In some senses, the natives are primitive, but they undeniably hold a wisdom of their own. Of course, they have as much potential for intellectual pursuit as those hailing from any other nation, but they also bear traditions which have survived and been built upon for centuries at minimum. You have learned enough of one such tradition to serve a "role" in a Native village, such as an advisor, hunter or elder forager. Your skill has been recognized, and you can expect to be approached by residents of your village to handle related tasks.

Forest Ambush (200): On Teer Fradee, even common beasts might easily kill a man. This is not a welcoming land to invaders, and however well intentioned, the colonists are invaders indeed. You too are excellent at repelling trespassers on your home, using the terrain and other features of the environment to maximum effect in combat. Your ability to strike with less risk to your own warriors is superb, enough to seriously hinder the other factions, and you will be able to readily adapt this guerilla understanding to a variety of local conditions.

Spirit of Teer Fradee (400): While any individual Native will have their own desires and ambitions, (and the same goes for each tribe), one of the main commonalities across all Native villages is a respect for the land. Some wish to oust outsiders from the island and rule it in their stead, while others wish to welcome settlers for personal profit. However, all major tribes host a doneigada, and all know how to thrive without destruction--all revere En ol Men Frichtimen, the spirit of Teer Fradee. Among any societies or organizations you rule, you may encourage a similar connection with nature. Your subjects will come to understand the value of all life and gain an appreciation for sustainable lifestyles.

If you possess Talents for **Science *and* Intuition** of 1 or higher, you may perform the doneigad induction ritual both here and in future worlds. This will require the creation of stone fixtures as in this world, but the presence of a Nadaig may be substituted with any being deeply connected to nature, such as another doneigad or even magical beasts. Completion of the ritual will give access to the doneigad magics of fire, earth, healing, and wood. This is only while they are where they initially bonded, however, if they travel the ocean or to another continent, they will be powerless until returning to the land of their bond. You may benefit from the ritual, but you must establish a new bond for each world, and your doneigad magic is bound by location as normal.

Items

One item per tier above 50 may be discounted, discounted 100 point items are free.

Ammunition & Powder (50): The ever-present dangers which roam this land mean one might deplete their reserves of ammunition or medicine far before any semblance of safety is reached. While both can be renewed fairly trivially in the city, only a rare few learn to craft them in the wilds. For those that do, ingredients are not plentiful near the coasts. This set of horn and pouch is a small bit of insurance. Every time the night turns over, one will be filled with ammo balls appropriate to your weapon and the other with good quality powder. Won't keep the hordes at bay, but it'll prevent attrition over a long voyage.

Divine Magic Ring (50): A handsome silver ring. More importantly, it's been consecrated by a priest of the Light, allowing it to serve as a focus for shadow magic. While most spells do not in fact require a ring to cast, the damaging Shadow Missile does. Savvy mages will keep a ring on finger to defend themselves. If you're not trained in Theleme's magic, this is little more than a fashionable piece of jewelry.

Heirloom Dagger (50): As the Old World has yet to fully establish itself in this land, New Serene and its sister colonies are still somewhat lawless. It is less rare than it should be to find oneself accosted by thugs and bandits, near or even in a major city. Most with a sense of self-preservation will hire guards, if they're not themselves warriors. Warriors will still go almost nowhere alone. If you find yourself unable to pursue either course, this old knife may at least be a little comforting. While it is of excellent craft, it's still just a dagger.

High Fashion (50): Some things never change. Among them, the desire of men and women to prance around in style. On purchasing this, you will receive an outfit perfectly resembling any in this world, cosmetically at least. It will share the appearance of whatever you choose and will be of exemplary make and robustness, but it will not possess any physical or magical benefits beyond that of particularly warm or comfortable garments. No armor, no enchantments. At most, it'll be somewhat resistant to weather.

Lantern (50): Nothing particularly fancy, but it'll provide light in the dark caverns of this unexplored land. Through some trick of alchemy or magic, it seems to last almost indefinitely and is resistant to any damage through jostling as a result of runnin, fighting, climbing, or other physical activities. A ring on top will let you hook it onto your belt for hands-free lighting.

Alchemical Ingredients (100): In some ways, alchemy is surprisingly accessible: Anyone may learn it, ingredients are almost never innately magical. In others, it's no wonder few outside the Bridge ever learn it. Education is a factor, but plenty of ingredients are expensive or difficult to

find, if not outright irreplaceable. This is a small crate of every somewhat “common” ingredient on the island, from bile, to Beast Essence, to amber and more. It will replenish any ingredients used or lost at the beginning of each lunar cycle, quantity varying by ingredient based on rarity and value.

Naut Instruments (100): The Nauts know many secrets of the sea, and these tools are some of the best reminders of that. No other faction on Teer Fradee, native or otherwise, has developed navigational instruments with accuracy or precision even remotely on par with the Nauts’. These gyroscopes, barometers, and more are decades more advanced than any equivalent in this world.

Weapons of Quality (100): If you are not employed by the Coin Guard or the military of your nation, it may be beyond your means to find a decent weapon. And, fair warning, you’ll definitely want one. These weapons are of exceptional craftsmanship, but are otherwise unremarkable. One firearm and one melee weapon, what kind is up to you. They are non-magical and not particularly advanced for this world, but they are durable and reliable.

Crate of Potions (200): Alchemical preparations are neither universal nor extraordinarily rare. They are, however, superbly effective. Potions of elemental damage can serve as an adequate substitute for grenades, and stasis potions work just as well as the equivalent shadow spell. One of their most famed uses is for healing. You now own a few small crates containing a decent supply of every potion in this world which is not specialized or kept secret. This might be enough to outfit a squad for a couple combat engagements, but not much more. That may not seem so impressive, but the sheer breadth of effects available to you is only rivaled by a shadow mage and doneigad working in concert. Potions might offer enhanced speed or strength, near-invisibility, resistance to magic, and more. Consumed potions will be replaced at the start of each lunar cycle.

Quality Armor (200): While the value of armor may seem limited considering the existence of firearms, magic, and alchemy, these things have thankfully not become common enough to make it truly obsolete. Armor may indeed save one’s life on today’s battlefield, and you are lucky enough to receive a set. Choose anything from a breastplate to a set of full-plate, and it will be yours. The less coverage your armor provides, the higher the quality of each piece. If you are armored from head-to-toe, you’ll have little to fear from blades, but other arms might pass right through. On the other hand, if you choose a mere breastplate, it will reliably deflect a shot from any firearm held by the colonists of Teer Fradee, albeit not without being damaged.

Rapier of the Alchemist (200): The work of an Al Saad master alchemist, the blade of this sword bursts into flame as drawn. Likely deriving from similar principles as an alchemical preparation of elemental damage, the blade is nonetheless an invaluable weapon to carry into the wilderness of Teer Fradee. Many beasts which would otherwise be quite fearsome are reduced to

nuisances when confronted with fire. Like other forms of alchemical flame, the enflamed blade is resistant to being doused by any means short of suffocation, meaning it will continue to burn despite blood and rain. It is not a perpetual flame, but it will last much longer than any reasonable use would require, so you can use it freely as a source of illumination without worrying about potentially depleting its combat utility. In addition to the blade itself, you have gained a book outlining the process to create another.

Alchemical Workshop (400): Almost all noteworthy advancements in alchemy were the fruit of Bridge research, and of those, almost all were found in Al Saad. Alchemy has been studied for millenia; thus, it should go without saying that a handful of potions is not the sum of its wisdom. This is a good-sized building, with an expansive library containing records of every significant advancement in alchemy which has not been lost to time. While most of it is not applicable to combat, the alchemy that may be applied beyond the battlefield is almost without end. The theories and formulas held in these shelves are enough to be the gem of any university. The building also has formidable facilities to enable the research and brewing of alchemical preparations, as well as a yearly-replenishing supply of ingredients in the cellar.

Disguise Closet (400): Politics are a mainstay on this island, but sometimes circumstances call for a more overt form of misdirection. This piece of furniture will help in that respect, containing uniforms for all major factions on the island. Whether Naut, Coin Guard, Bridge, or Theleme, these outfits will be of use should you ever need to pass as one. This closet will continue to update in other worlds with the lowest-rank garb indicating membership in any major faction of the setting, including armor, but the properties carried by these outfits will never be magical or supernatural in nature.

Ghost Camp (400): Men-at-arms are often regarded as a vital part of an independent polity, and most are willing to look the other way when crimes of war are made visible, as long as it was in the name of protecting the citizens. Some practices are deemed too… volatile for the civilian leadership to become aware of. Special forces willing to carry out any order in the name of their country's greater good. Torture is not out of the question, human experimentation, and more. Trained killers, most of whom are quickly blooded if they have not been already. If you wish to train such men, this camp will serve you. Located in a remote hilly area, it is rarely found by those who do not already know the way. The facilities here are sufficient to train, house, and equip a small army and include barracks, mess, armory, firing range, small arenas, and just about anything else that could be found in a well-equipped outpost on Teer Fradee.

Hunting Preserve (400): Creatures of this land are in some ways reminiscent of those from the Old World. To prepare against one as you would the other, however, is a fatal mistake. Vailegs resemble wolves, but with their fangs, they can sup blood from a target and heal their wounds. Ulgs and Andrig are like bears and buffalo, respectively, but much more resistant to magic than

their counterparts on the continent. Dantrig call to mind quadruped sharks, and they occasionally enter a fearsome rage when threatened. Dosantats are giant bats, resistant to magic, and a subspecies of which heals by inflicting wounds. Massive lizards known as lewolan are lethally venomous to even the largest prey, and the purple variety may even spit its poison from afar. Lewolig are another species of venomous reptile, which can summon clouds of poison in an instant.

You have come into ownership of a few slices of land on Teer Fradee. They are scattered across the island and not in the most accessible locations. These pieces of land will follow you to future worlds, populating a location of your choice with wildlife native to this world. Such organisms appear to be generated spontaneously until reaching a stable breeding population. The divisions of land correspond with the natural habitat of these creatures, so you will be able to select a few to introduce based on the respective biome. Only the Nadaig cannot be produced by these lands.

Naut Ship (400): Nauts are as dutiful and labor-bound as any other people, but none are as free as they. Their freedom is of course results from their mastery of the waves, but they are as of yet unrivaled in that domain. Save for the rare unaffiliated freighter or gunboat, their claim to the ocean is undisputed. Yours is one of the rare ships not beholden to Naut command, a beautiful corvette which has been lovingly maintained. It's currently empty of sailors, but you will always find it trivial to recruit a reliable skeleton crew, and even beyond that, you'll be quite fortunate whenever it comes time to start expanding your roster until this ship has enough for a full crew.

Storm Warrior Balm (400): The Natives have many tricks which allow them to fight a defensive war against enemies which are more technologically advanced. Magic and the Nadaig are the most obvious of these measures, fire, wood, and earth often narrowing the gap, to say nothing of these wild giants. They also claim more subtle powers, such as the rituals and potions of the Storm Warriors. It is said that a Storm Warrior who uses such a balm is sent into a trance which enhances their combat prowess. Some say that warriors under its effect are revived from death… Not quite true, but the healing powers conferred are quite impressive, easily on par with any produced by the strongest elixirs of Al Saad, but a constant effect without the need to wrestle with fragile vials in the heat of battle. You have gained a small supply of this balm, as well as the formula to mix more batches.

Ancient Crown (600): It is not often discussed, but the Natives indeed have a supreme chief, much like the royalty of the continent. This high king speaks directly with En on Mil Frichtimen, the spirit of Teer Fradee. The high king is actually an appointed official, not guaranteed by descent from the current or any past kings. A council elects one of several candidates to assume the vacant role of high king, where the accomplishments and merits of each candidate are weighed, so that the interests of the Natives may be protected for generations to come. There are ways to influence the outcome of the election, however. One of the most weighty is possession of

the first crown. This was a wooden circlet worn by the most ancient high king, and it is of great historical and traditional significance. The candidate who bears it is almost guaranteed to win the election. In future worlds, you will gain a similar artifact. While it will lack in magical, technological, or any other sort of practical power, its political importance is tremendous. It may not be enough to sway the results of a major election almost on its own, but will work on a comparable scale.

Bond-Breaking Seeds (600): As it is possible for a doneigad to bond with the land, methods exist to disrupt and sever this connection. These seeds are some of the most effective. When placed at the base of a ritual stone, roots and vines will rapidly spring up to surround it. Such roots impede the doneigad's ability to draw magic from their bond, weakening their powers. The more expansive the vines/roots, the more the druid is affected, eventually rendering them all but powerless if the roots grow far enough. You find these seeds able to interfere with any metaphysical bond to either an object or location, reducing the power of the bonded person until the roots are destroyed. The seeds must be placed on the bonded item/area and will only grow where a plant could feasibly survive, such as in a plot of earth (they will draw on the bond for sustenance, but must be rooted as a normal plant). If the vines die, whether due to inadequate environment or intentional damage, the target's access will no longer be hindered.

Concentrated Malichor (600): No known disease compares to the Malichor. There is currently no cure, from healing magic to revitalizing poultices to mundane medicine. Those diagnosed with it will only have years at most to live, and they will live each of their remaining days in abject agony. None of which discourages those who seek to harness its destructive power. Some have learned to concentrate the Malichor, worsening all symptoms. Death is quicker, but it is also more painful. One vial could be used to slay thousands in naught but months. At the start of every year, you will receive one concentrated vial of this horrifying, nigh-incurable disease.

Governor's Palace (600): There is power in excess, especially excess that will never be consumed or otherwise used. The colonial palaces, with their high ceilings and massive empty spaces, are excellent examples of this. Anyone who sees such a palace will know the nation that commissioned it is not a piddling tribe of fools, those who claim citizenry and those outside. You have come into possession of a similar palace. It is immense, with an audience chamber, servants' quarters, personal quarters, offices, a considerable cellar and library, and more. Resources and facilities to act as the head of an established colony. After this jump, a town comparable to New Serene, San Matheus, and Hikmet may be built around it.

Hidden Laboratory (600): When a camp in a remote location is not enough to conceal your activities, consider something like this. Equivalent to a similar campus run by the Bridge, this is a cavern system of moderate size, developed to a surprising degree. There are only two entrances into the caverns, both well-hidden. Small tunnel branches converge on a huge open-air cave,

where an impressive campus has been built: some dwellings, a laboratory of respectable size, and there is still room for more. The smaller caves have been converted into small mines and prisons. Whether you wish to conduct abhorrent crimes or erect a paradise sanctuary, this complex will serve you well.

Research Notes (600): Many Natives are bonded to the land, but they are not aware of just how… limited their connection is, compared to what may be possible. There is a process to establish multiple bonds, accruing power comparable to En on Mil Frichtimen itself. Of course, not all parties would be interested in allowing a doneigad to attain such powers, but the possibility stands… You have in your hands the beginnings of such a process. Though it will require a great deal of research, experimentation, and comprehension of the involved forces, the completed ritual will allow you to draw exorbitant amounts of power from natural sources, regardless of any opposing will.

Companions

Import (50): You may import any number of companions at 50 points each. Each companion gains 600 points to spend.

Canon (100): You may recruit any canon character who agrees to follow you on your chain, so long as you have paid for them here. En on Mil Frichtimen and any who have claimed his power are an exception. Any doneigad companions will automatically establish a bond with the land of their origin's nation of origin, or your starting location if they have not been imported.

Scenarios

Scenarios are mutually exclusive.

Scenario - Legate: In order to take this Scenario, you must have purchased both of the perks On Ol Menawi and Negotiator, and you must have chosen the Merchant Congregation as your allegiance. Your history in this world is changed to that of the Legate of the Merchant Congregation. You must, with whatever means at your disposal, establish a lasting peace between all factions on Teer Fradee: The Natives, Nauts, Bridge, Theleme, Coin Guard, and the Merchant Congregation. Succeeding will see your position as Legate carry over to future worlds. This will give you incredible power as a diplomat and officer of the law. For the betterment of your nation, you are able to perform almost any action without fear of legal reprisal. Only a direct superior can strip you of your authority or sentence you for crimes. Other citizens may resist, but the law will not support them.

Scenario - Unbreakable Bond: You will begin after the attempt to usurp En on Mil Frichtimen. Said god and its followers, as well as every major faction on the island, thus knows the signs of such a bonding ritual, and they will be prepared to bear arms against anyone who attempts to achieve that power once more. Your goal is to, despite this opposition, replace En on Mil Frichtimen, stealing power from this ancient god and surviving all forces which seek to stop you. If you succeed, the entirety of Teer Fradee will follow you between worlds. You will also possess vast powers as a doneigad anywhere on the island.

Drawbacks

Earn a maximum of 800 points by taking on additional complications

Random Encounters (+100): You have terrible luck when it comes to avoiding trouble. Wherever your travels lead you, you can always expect to be accosted by thugs and bandits, even amoral guards and soldiers. Individually, they are rarely more than a nuisance, but if you do not take care to stay well-rested and on-guard, a stray bullet is more than lethal in these lands. And depending on how you handle these encounters, it may evolve into trouble with more resourceful criminals.

The Left Hand (+100): Whether through ignorance or incompetence, some of the rulers and commanders on the island have a poor grasp of the actions of their subordinates and colleagues. Whether through your own naivety, overly independent allies, or an overdose of patriotism, the same applies to you. If you do not take an active effort in monitoring your forces and enforcing your commands, you will often find out about their failings in the worst way possible, often such that your own safety or reputation are endangered.

Inquisition (+100): Whenever you first make contact with an organization or state, you always seem to incur the hate and suspicion of at least one official whose power is, if not absolute, something to be wary of. They will seek to regularly obstruct your efforts and will use their influence to thwart your goals at every turn. Everything you do or say will be interpreted in the worst light, to the point where they will even attack you with lethal intent if consistently provoked. If taken with Most Wanted, these enemies will be installed at the head of task forces appointed to eliminate your threat.

Scouting Party (+200): When several potential wars are brewing, it is a good idea to have an escort. Unfortunately, you will only be able to travel with, at most, two allies. Any more seem to get lost, get pulled into their own affairs, or otherwise be unable to follow you unless you exchange them with a member of your current party. You may arrange a meeting with larger forces, but you will only find them at the destination. Even in a pitched battle, it will be impossible to personally group with more than two companions.

Into the Unknown (+200): One of the most critical periods in any military operation is the intelligence gathering stage. On facing a new enemy, there is a small window of time where you know little of their weaknesses, but they also know little of yours. This can change rapidly, and if one side does not adjust in time to the other, results can be devastating. Unfortunately, you did not have much time to gain experience before heading to Teer Fradee. Everything on the island, from the limits and capabilities of doneigad magic, to the local resources and wildlife, is something you'll need to discover firsthand. Even your skills and practical knowledge, both from this world and beyond, are reduced to basic competence. You are not much better than a novice, but hopefully you'll survive long enough to change that.

Most Wanted (+200): It seems something you've done or said to a major faction on the island stirred the hornet's nest. Whatever it was, and whether or not you are truly guilty, your relationship with this faction is such that they have placed a standing order to shoot on sight. Soldiers and citizens that owe allegiance to the state in question will not hesitate to kill or report you, and they have familiarized themselves with your appearance. Even if you are not in the direct presence of members of this group, they will hire assassins and mercenaries until you are proven dead. This may be taken once each for Natives, Nauts, Theleme, Bridge Alliance, Coin Guard and Merchant Congregation, but any choice beyond the first will give only 100 points.

Enemy Within (+200): Every major regime on the island suffers from one or more conspiracies which seek to replace or undermine the legitimate authority. In doing so, they hope to gain more freedom to pursue their personal ideals and agenda. You will find this is a problem throughout your stay, with all factions on the island fostering splinter factions and ambitious coups at an accelerated rate, all of which should be taken seriously. If you do not take care of these subgroups, total war is inevitable.

Make Way for New Gods (+300): En on Mil Frichtimen is potent and venerable, but even he is not insurmountable. His power would be stolen, and he would be brought to death's door, perhaps fully deposed depending on the Legate's decisions… It is quite possible that your fate will become similarly precarious. You will take the place of En on Mil Frichtimen, the God of a Thousand Faces. Like him, you are powerless in any personal capacity. You must distribute your reserves of power to doneigads, who will eventually become Nadaig. Only through them can you act. There is one, who you do not yet know, who will become aware of your state. They will find a way to claim your power, but the process is imperfect and takes time. The resources and skills they possess scale somewhat to your own potential. If you have only enough power to raise a single doneigad, they may be nothing more than a petty thief. If, on the other hand, your power is more than enough to rule an island, they might be the genius governor of a powerful colony. Your Guardians may repel them, and any doneigads you empower, but only if you do not allow your competence to degrade in the face of fear.

Empires of Gluttony (+300): The God of a Thousand Faces has fallen. In his place rules a new emperor, somewhat selfish but interested more in isolatory dominion that world domination. En on Mil Frichtimen was the spirit of one island, however. Why should another be impossible? Dark rulers will rise throughout the world, gaining the power of their land just as the God of a Thousand Faces and his usurper did theirs. They will be of massively divergent personalities, and conflict between these powers is inevitable. Some may even rise in the mainland, gaining access to the vast resources and wisdom of the Old World, with all the power of a god… Eventually, some may learn to extend their power outside their bonded land.

Notes

- Jump by NautAnon
- **On Nadaig:** Nadaig are magical Guardians of certain areas of land, such as mountains, coasts, forests, etc. Only rarely do they attack Natives, but colonists are not so lucky. They must contend with the full force of these fearsome creatures, which include similar magics as those of the doneigad, as well as special powers specific to each Nadaig.
- **On Master Researcher:** In the game, alchemy can replicate many of the effects of magic. But while they can achieve similar effects, they are entirely distinct as disciplines: You don't need to know a Stasis spell to make a Stasis potion. Nor a healing spell to make a healing potion. But knowing Stasis as a spell won't help you make Stasis potion, because the techniques aren't at all compatible, even if they invoke the same magical phenomenon.
- The term “mana” is never used to describe magical energy in this game. But it’s a convenient short-hand that feels less gamey than “MP”. Anything that refers to mana is referring to the magical energies of this world.
- **On Research Notes:** Research Notes will allow you to replicate certain actions in this world, applied on similar phenomena. The energies of nature or a specific location, or those that are present throughout a world. You will not need a spirit’s consent to draw on its power, as a doneigad might, but other means to affect your bond can still be used against you.

  Spoiler: