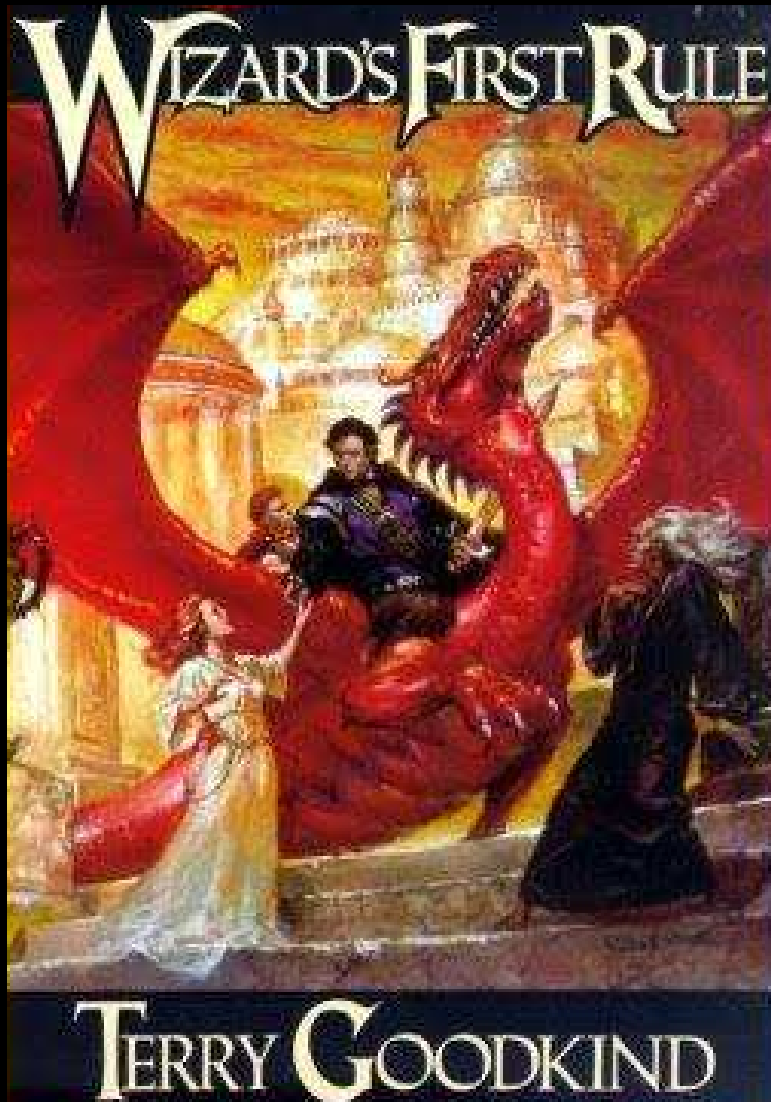




Book by Terry Goodkind, Jump by Aehriman

Stop me if you've heard this one before...

Richard *Cypher* is a humble farmer's son and wilderness scout, in the Westlands where nothing interesting ever happens, safely walled off from all the lands of magic and adventure by a wall of displaced underworld and screaming souls. One day, he finds a beautiful woman in the woods, being attacked by four men, and rescues her. This is Kahlan Amnell, one of the last Confessors who instantly brainwash men with a touch, and she has braved the dangerous pass through the Boundary looking for the world's most powerful and skilled wizard, Zeddicus Z'ul Zorander, her only hope. Richard wonders if she means Old Zedd, a crazy hermit who lives beyond the Dune Sea, and for lack of a better plan takes her there.

Well, it turns out, Zedd *is* the famous wizard who walled the continent into the Westlands, Midlands and the evil empire of D'Hara with the Boundaries. And Kahlan has a terrible message for him, Darken Rahl, the son of his nemesis Panis Rahl who Zedd incinerated and ruler of the evil Eastern Empire of D'Hara, has placed the Boxes of Orden "into play." Which will require a lot more explaining.

See, Orden was an *exceptionally* stupid wizard who thought to end the threat of Chainfire, which erases things from history, destroying the world. To fix this he made a magic box containing godlike powers over the forces of life and death. Then, worried someone might abuse this power, he created two identical boxes, one which instantly kills whoever opens it, and one that instantly ends *all life on the planet*. Thus creating a 33% chance of the one outcome worse than an evil tyrant with godlike power or out-of-control Chainfire. Then he doubled down by creating an elaborate ritual to open the boxes, which makes the prospective opener *physically invulnerable* for one year or until opening a box at which point they die, adding 'exploitable mechanic' and 'well, *I've* got nothing to lose' to his design failures. Then he tripled down by creating an elaborate ritual to determine, if you had all three boxes lined up, which one to open, recorded in *the Book of Counted Shadows*, and created eight fake books to muddy the waters. So, in summary, a hero trying to use the Boxes as designed has a ridiculously high risk of failure and possibly killing everyone. While a villain wishing to exploit the things can guarantee a year of invincibility followed by death or glory. Which Darken Rahl has done by starting the ritual with one box in his possession.

Well, by a strange coincidence nothing at all like hackneyed writing, Richard's recently-murdered adopted father George was the keeper of the one true *Book of Counted Shadows* (but not really, though that won't come up until way later) and had Richard, but not his ambitious brother Michael, memorize the whole thing. Zedd tests Richard by giving him a magic sword with 'Truth' written on it that fills him with murderous rage and terrible power, and when he can summon the will to sheath it without killing them, declares him the Seeker of Truth, wielder of the Sword of Truth and one of the few people with the moral strength to always seek the truth and act on it. And it happens that protecting and guiding the Seeker is half the reason for Kahlan's order to exist, the other half is also arriving at truth in their own special way, making people fall so in love that they'll confess to all their crimes if asked and submit to any punishment, even if Kahlan feeds them their genitals.

Zedd also warns them that acting too assured of their own righteousness is an easy path to treading the same arrogant path that Darken Rahl now walks. This is hilarious in retrospect, because somehow not realizing they've become the villains is a solid three-quarters of Richard and Kahlan's story going forward.

With Richard's friend Chase the Boundary Warden, surely an important and unforgettable character, they set out to try and secure the remaining Boxes, through strange lands and people, kinky torture nuns, and such. Have **1,000 callous points** and prep to stay a year. Beware the Chicken.

AGE, RACE & SEX

Pick whatever you want. I'm not your parent.

ORIGIN

Wizard: A rare sort of fellow, a wielder of magics that are great, and terrible and terribly vaguely described.

Border Scout: You are a ranger, patrolling the Boundary to kill any unnameable horrors that escape. A position of honor, surely you will be an important party member throughout the story and its many sequels! ... right?

Confessor: An order of women whose touch makes men fall madly in love, so much so it kinda sandblasts away their entire personality and volition and is treated as a living death. You also can't really control it or stop it from happening except for the cooldown period right after. Your order was created to discern the truth of things, to serve as judges and mediators.

There are no male Confessors, a few were really evil and messed up and freely used their powers, so now all male babies born to a Confessor are killed on the first day. I mean, you can try it if you want, just know that everyone and their giddy aunt will be trying to hunt you down before you can assemble a mindless harem/army.

Mord-Sith: The evil empire of D'Hara's version of Confessors, basically. BDSM torture nuns who use a pain-rod called an agiel that hurts them just as much as the people they use it to break down to animals and train up.

Seeker: And lo, there was born unto them a protagonist, a worthy wielder of the Sword of Truth. You have the courage to follow the Objective Truth wherever it leads and act Objectively correctly based on the truth, per the rules of Objectivist supermen. You're special, you're built different, and the rules need not apply. So go ahead and shatter a child's jaw or cavalry charge unarmed protestors, if these actions were wrong clearly you wouldn't be doing them, so they must *ipso facto* be fully justified!



PERKS

Really Just Cheating (-200 cp)

You can take a second origin and ensuing discounts. Heck, you can buy this again for a third. Just this once.

Jumper OP, Plz Nerf Double Down! (-300 cp)

... Oookay then. You can double the benefits of any perk from this Jump. With Items, choose whether to receive two or double the size/quantity/potency etc. Again, just from this Jump (and any one you supplement it with, but you didn't hear that from me.)

The Gift (-400 cp, free Wizard)

You were born with the Gift, the ability to wield magic! Specifically, Additive magic, which adds to, multiplies or alters things. You can fake telekinesis by manipulating the air, create Wizard's Fire by concentrating and amplifying heat, heal others by making flesh whole and moving the pain. It's a terribly versatile ability, and most characters are barely dipping a toe in.

Wizard's First Rule (-100 cp, free Wizard)

People are stupid; given proper motivation, almost anyone will believe almost anything. Because people are stupid, they will believe a lie because they want to believe it's true, or because they are afraid it might be true. People's heads are full of knowledge, facts, and beliefs, and most of it is false, yet they think it all true. People are stupid; they can only rarely tell the difference between a lie and the truth, and yet they are confident they can, and so are all the easier to fool.

Really, the best thing to come from the book. You have internalized the First Rule and with it, the secrets to how to manipulate people at a basic level. If this helps you be a little more wary of things like false dilemmas and time-pressures used in cons, so much the better.

Reason Alone (-100 cp, free Wizard)

You can repress your emotions, remove your biases, and look at a situation with pure logic. This alone will not lead you to Truth, but is a powerful tool.

Ritual Magic (-200 cp, discount Wizard)

You are knowledgeable in the countless esoteric rituals of this world, like how the Rahl family made themselves protectors of D'Hara, or the wards to keep people out of a place unless they fulfill really specific requirements. You would even be able to understand all the rituals of the Book of Counted Shadows if you could read it. This also gives you the equivalent of years of study and practice as a wizard to be able to use your Gift effectively.

Sorcerous Sight (-200 cp, discount Wizard)

As a Wizard you see many things which are hidden. Spirits, spells, the glow of magic artifacts, the wavering nature of illusions. You can recognize the void where something has been Subtracted or Chainfired, and analyze most magics by sight.

Subtractive Magic (-400 cp, discount Wizard)

There is another form of magic, long lost to the world. Associated with the Underworld, where regular additive magic adds a touch of magic to our reality, subtractive magic is used to delete inconvenient or unwanted things, banishing them to the Underworld. This can be wielded with surgical precision, like fading the color of clothes by reducing the dyes, or just deleting whole platoons of men at a time from existence.

War Wizard (-400 cp, discount Wizard)

Your grasp of magic is instinctive, intuitive genius. You rarely need to see a spell more than once to perform it. You are especially good at combat magic and casting in a hurry, making you a terror upon the battlefield.

Bright Side (-100 cp, free Border Scout)

You're great at finding a silver lining, a glimmer of hope, a reason to keep going. The darkness of this world can't beat you.

Uncanny Awareness (-100 cp, free Border Scout)

You can spot the things others miss. Small clues, spoor, people sneaking up through the brush. You are virtually impossible to surprise or ambush.

Crafty (-200 cp, discount Border Scout)

In the wilds, you make things yourself or do without. You're a passable carpenter, fletcher, bowyer, wright, smith, tanner, cobbler, weaver, cooper, chandler, painter, barber and fisherman. Basically any medieval craft or trade, you're good enough at to make a solid living.

Healer (-200 cp, discount Border Scout)

You're a skilled medic, in so far as the term applies in a medieval world. You know first aid, basic surgery, how to prevent infections and the medicinal or toxic uses of a huge variety of herbs. Patients in your care tend to stabilize rapidly and if there's a chance for life, you will drag that chance into being.

Ranger (-400 cp, discount Border Scout)

You are a masterful hunter, tracker, archer. You can follow the faintest trail where even the sharpest hounds would have long since given up, live in the wilds in perfect comfort, walk all day sustained only by a couple handfuls of berries, and predict the weather for two days consistently.

Respected (-400 cp, discount Border Scout)

Those who guard the Boundary are afforded great respect in the Westlands, making it a logical springboard to politics. You have such a high starting reputation, you could preach about the evils of fire and people would at least politely nod along.

Confession (-400 cp, free Confessor)

The signature power of the Confessor, the reason people like you even exist. With just a touch, someone becomes your fawning, adoring slave who wants nothing but to make you happy. They will think of you every moment of every day, confess to any crime at your request, and submit themselves to any punishment. From that moment on, they cease to be an independent person and exist merely as an extension of your will.

However, this power has one huge downside, you cannot have sex without inflicting identity death, with just two exceptions. The first is during the six hours or so of cooldown for your ability after you Confess someone. The second, is if they already loved you with all their heart and soul. The order suppresses knowledge of the latter, in the belief it must happen organically and spontaneously or it never will, and it's hard to get people's hopes up only to dash them when love ends with that blank adoring stare.

Confessors themselves regard their power as something of a horror, at best a burden they must bear for the good of all. They do still occasionally Confess innocent men for breeding though.

Confessor's Education (-100 cp, free Confessor)

Confessors are the court of last resort, for only someone facing a capital charge is ever likely to ask to be Confessed in preference to the executioner's block. When such drastic measures aren't needed, they serve as judges, diplomats and mediators and since each Confessor is known from birth as the daughter of a Confessor, they're trained from a very young age in negotiation, law, business, history, politics, philosophy, rhetoric and every language spoken in the Midlands and D'Hara. You have received such a comprehensive education and it updates in future Jumps.

Sheer Presence (-100 cp, free Confessor)

A Confessor never loses her composure, not when stalked by killers or staring down screaming kings. You have this same unflappable nature, ability to read a room and authority. It is pretty much impossible to badger or bully you into something.

Arbiter (-200 cp, discount Confessor)

People often hate and fear Confessors, but they also respect and trust them, because of their reputation as totally fair and impartial arbiters of truth and justice. You can also remove yourself from bias, and when you do, people know you are being fair. When you speak the truth as you know it, people understand that you aren't lying.

Quick Shot (-200 cp, discount Confessor)

Generally, after Confessing, a Confessor is useless for six hours. Kahlan, though, is so incredibly strong that she can recover and use her powers again in twenty minutes. So it is with you, if you can Confess. After this jump, all other abilities with a cooldown period will see that time reduced by 94%.

No Curse, Just Gift (-400 cp, discount Confessor)

No Confessor at any point of the series can really control their gift, either to not zoin someone or to halfways do it. Such nonsense. You can perfectly control and restrain your Confessor's gift, and touch whomever you damned well please, as well as being able to Confess people by degrees. In the future, you have control over all such otherwise uncontrollable gifts, and expanded fine control over all supernatural powers.

No Damsel Am I - Save Me Richard! (-400 cp, discount Confessor)

For all her protestations, Kahlan needs saving an awful lot. Really, the first time she met Richard was him saving her life at the last possible moment, and that's been their entire relationship through the series, even when she gets erased from history he is driven to save her. If it is at all possible for an ally to show up and rescue you from your poor choices, they will in the nick of time, if not sooner. Be sure to be appropriately grateful.

Combat Torturer (-100 cp, free Mord-Sith)

Normally, using whips or branding irons or other instruments of torture on the battlefield is ill-advised, but the Mord-Sith make it work. You know just how to inflict debilitating pain for a quick takedown without killing your victim or doing lasting harm.

Well-Trained (-100 cp, free Mord-Sith)

Every Mord-Sith was broken with the agiel, not once, but thrice as part of their training. Your pain tolerance is almost unimaginable, and you can genuinely enjoy what would be agony for others.

Heel! (-200 cp, discount Mord-Sith)

The Mord-Sith are nothing if not effective instructors, even if what they have to teach isn't terribly nice. Any "student" in your "care" learns about five times faster, quickly and easily internalizing your lessons. You can always get away with methods no other could, but would you if you can be just as effective without fear and brutality? Because you can.

Every Rose Has Its Thorns (-200 cp, discount Mord-Sith)

The Mord-Sith blend pleasure and pain to the point of madness, sometimes harshly punishing obedience and calling it a reward. This probably wouldn't be as effective if they weren't, to be frank, smoking hot. You look like seduction poured into red leather, 9/10 at least on everyone's scale and even getting sweaty and filthy won't detract from your looks, and can be quickly wiped away.

Flip-Flop (-400 cp, discount Mord-Sith)

The Mord-Sith are evil, broken products of a broken system that doesn't value women, beaten down until they can't value themselves. Until they swap allegiance from Darken to Richard Rahl, then they're the wacky sexy shenanigans nuns. When you turn your coat,

people never seem to hold your previous allegiance and actions against you, even if they really should.

Magic Judo (-400 cp, discount Mord-Sith)

The signature ability of the Mord-Sith is the ability to wrest control of another's magic and turn it against them. If you're familiar with Wheel of Time, this works a lot like an a'dam, but it's an innate power you can use against anyone trying to cast magic against you or in your immediate vicinity.

Ring of Truth (-100 cp, free Seeker)

A Seeker is hard to deceive, that's kinda the whole point. You have a really good instinct for when someone is lying to you, trying to con or manipulate you, or is just hiding something and being generally shifty. You're really good at sizing up people's character, motivations and loyalties. You don't always get it right, but exceptions will be really rare.

Resolved to Truth (-100 cp, free Seeker)

The willpower of a Seeker is what makes them extraordinary, their insane commitment. You will never be broken (well, maybe once or twice but those won't count!) and get up every morning humming the Rocky theme and ready to own the day.

Wielder of Truth (-200 cp, discount Seeker)

The Sword of Truth makes fighting a lot easier, since it can't really be parried or stopped by shields or armor. But, like with Confessors, the traditional answer is to 4 or 5-v-1 the Seeker and bury them in bodies. So, Richard is eventually forced to become an exceptional swordsman in spite of himself, absorbing the skills of all previous Seekers from the Sword. Fighting one on one is hardly sporting, you can regularly engage three or four master-level opponents at once.

Seeker After Truth (-200 cp, discount Seeker)

The Seeker's charge is to find the truth at any cost and act appropriately, though all the kings and armies of the world are against them. You have fine instincts, keen insight and investigative skills more suited to a TV detective who always gets his man in an hour or less than to a medieval setting like this. You are a skilled interrogator and can spot clues others miss and pull together seemingly disparate pieces of information.

Pure Something (-400 cp, discount Seeker)

Destiny chooses a Seeker, but a Wizard never hurts. Whatever an artifact or ward is looking for, blood of the rightful king, a pure heart, Valen's reincarnation, experience dealing with intrusive thoughts, you're in. There's a core of yourself that can remain pure and untouched, even if objectively you're tortured into acting like someone's pet for weeks on end, making recovery from such experiences relatively quick and simple, and making you much harder to control. You can also draw out the true potential of such artifacts.

True Believer (-400 cp, discount Seeker)

A Seeker must seek the truth and act on it, whatever it may be. And here's the sad, totally Objective truth: all people are not equal. Some, like you, matter, and others do not. You're the Jumper, and this is your story. So it's alright to be a little selfish, or a lot selfish, because you deserve it. You are *very* good at convincing other people to go along with this and whatever project you fancy, having the persuasive powers and plot armor of a true Mary Sue.



ITEMS

Have +200 cp just for this section.

Agriel (-100 cp, free Mord Sith)

A magic pain baton. Really debilitating. Usually these affect the user as well as their victim, but you can toggle whether that's the case.

Fire Stick (-100 cp)

A short magic wand. It can light most things on fire if you hold it against them and say the magic words "light for me." A delightful camping aid. Unfortunately, people are among the things flammable enough for the stick to work on.

Horse (-100 cp)

It's a horse. Never needs feeding or care. Available when you need it. Generally indistinguishable from a magic chair that walks.

Rada'Han (-100 cp)

A steel collar with a padlock, that keeps magical people from doing magical things.

Wizard's Cabinet (-100 cp)

A magic cupboard that happens to be invisible and intangible to anyone without the Gift, or you since you paid cp for it. Perfect place to hide things like magic swords, where intruders could search their whole lives and never find it.

Coin (-100/200 cp)

A pouch with thirty pieces of silver, three of gold. Enough for a couple of horses and most of a month of rooms at an inn. Refills monthly. For an extra hundred cp, get a bulging purse more appropriate to a princess. In future Jumps, this adjusts to local currency.

Bone Charm (-200 cp)

A single great tooth or bone necklace from a great underworld beast. Wards off evil spirits and cloaks you from their sight. It will do the same in future Jumps.

Night Stone (-200 cp)

A magic rock that sheds light when removed from its pouch. A magic light that only the wielder, or someone holding their hand, can see. An essential for crossing the Boundary. Normally, removing it from the pouch also summons hungry ghosts to attack you, but since you're paying with cp, we'll give you a toggle for that feature. What? You never know when you might want a small army of murderous ghosts.

Sorcerer's Sand (-200 cp, discount Wizard)

The ashes of the bones of a wizard who incinerated themselves, with many magical uses. You have a large pouch of the common white sand, bitter in taste and made by a mage who killed themselves to spare themselves torture. This is used to draw ritual circles for summoning and divination magic, including the rites of Orden.

You also gain a tiny pouch with just a dozen grains of black sand, the bones of a mage who sacrificed themselves for love. Black sand tastes sweet and is used in protective magics. It is especially good at sabotaging or dispelling hostile magics or undoing the rituals done using with white sand.

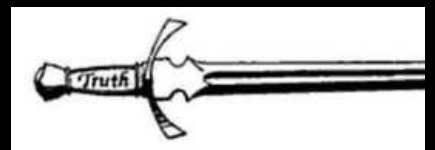
Both pouches refill monthly.

Wizard's Rock (-200 cp, discount Wizard)

A big rock disc you can sit on and watch clouds. Pouring some magic in lets you commune with nature and the spirits of the dead and such. Zedd claims it works much better naked, but he's kind of a freak. It can also shrink down so you can carry it in your pocket.

Sword of Truth (-400 cp, discount Seeker)

A sword with 'Truth' inscribed on it. Very literal. Signature weapons of the Seeker of Truth, fills the user with murderous rage when convenient, cuts through most things with ease, and multiplies your strength by twenty. It can be made to glow white, in which state it will not harm the innocent and virtuous.



Dragon (-400 cp)

Darken Rahl has a proud red dragon he rides across the skies. Richard eventually converts it to his side, not through kindness but through mutual pragmatism. In any case, your dragon can transport you around a lot quicker than any horse, and rain fire down on your enemies as a decided bonus.

Kingdom (-400/600 cp)

A realm of your own, answerable to you. For the standard price, this is an average Midlands Kingdom, like Melina's. For 600 cp, a vast empire matching that of D'Hara. In any case, the people here are healthy, prosperous and devoted to you as their sovereign.

Boxes of Orden... (???)

If you're fool enough to actually *want* the cursed things, fetch them yourself. Darken Rahl has one, a second is in the keeping of the sadistic Queen Milena, and a third in the care of the Mud People chieftain. They can be fiat-backed when you leave.



COMPANIONS

*Who can put a price on friendship? Everyone here is free to a good home.
Why you'd want them is your concern.*

Recruit Anyone: Anyone you want to recruit in this world is free to join you as a companion if they agree.

Import: You can import all your companions, and they'll get 800 points to spend. Companions cannot take drawbacks for more points.

Richard Rahl: The son of Darken Rahl and grandson of Zedd, rightful ruler of D'Hara and Seeker of Truth. While fiction has offered many righteous protagonists, none are as self-righteous as Richard. He seeks the truth and acts on it, according to Objectivist principles. Thus, anything he wants is objectively good because he wants it, and anyone who opposes him is a servant of evil, however they delude themselves otherwise. If he has to drop-kick a little girl, slaughter women and infants, or carve his way through peaceful protestors, he won't hesitate to do so.

Kahlan Amnell: The Mother Confessor, albeit by default, as such the only woman in the Midlands allowed the combo of long hair and a white dress. A woman raised to the duty of being a mediator and judge, with the power to make any man fall desperately, mindlessly in love with her with a touch, becoming her thrall. Shame she can't control it. Is somehow even

more bloodthirsty than Richard. Also, constantly needing rescue despite generally being a non-nonsense, tough and independent woman.

Zeddicus Zu'ul Zoriander: The First Wizard who incinerated the last emperor of D'Hara, and built two moats of hellfire and screaming souls across the continent, dividing it into three, explained nothing, and went to become a hermit in the pleasant lands of no-magic. Is a very sarcastic mentor figure, but he's usually right. Doesn't precisely regret his many war crimes but he does seem resigned to them and aware of their costs. It's only in later books he learns he wasted so much of his life on useless hand-wringing when really, all his problems stem from not war-criming *hard enough*.

DRAWBACKS

Each of these offers 200 points unless otherwise stated.

Legend of the Seeker (+0 cp):

I have it on good authority that the TV series is way better, by dint of being a fairly generic fantasy show. You can embrace that continuity, if you prefer.

The Wheel Weaves as the Wheel Wills (+0 cp):

There are some similarities between this fantasy world and that of Robert Jordan's Wheel of Time series, almost like someone was frantically taking notes from a much better writer. Perhaps in a strange age, these Westlands could be those Westlands. You may Supplement this Jump to any WOT CYOA or Jump.

Generico Wannabe (+0cp):

I mean, if you squint a little the books also look a lot like Shannara, like LOTR, like Star Wars, like that edgelord kinky fanfic you wrote when you were fourteen and were rightfully too ashamed to ever show anyone. Well, let this be a point in its favor, you can supplement this Jump to any other. Yes, you can bundle three Jumps using the above toggle.

I Want Off This Ride! (+0 cp):

You can leave once the first book wraps or you have rendered the canon ending impossible. You don't have to suffer through the entire Sword of Truth.

Longer Stay (+100 cp):

You'll spend 10 more years here. This can be purchased more than once.

Respect Your Strength (+100 cp):

The Mud People greet each other by slapping (for women) or belting each other right in the face, as hard as they can. This shows respect for the other person's strength. Well, the tradition seems to have spread and people will be hitting you all the time.

Snake Cloud (+100 cp):

There's an evil cloud following you, winding through the sky like a snake, but the head is always over or near you, giving away your position to anyone with the knowledge to understand it.

Unfortunate Epithet (+100 cp):

You have the kind of name people would snicker at, like Shota or Darken Rahl. People in this universe find it as funny as readers would. Even if you move, someone will find out your name in short order and the cycle of snickers will begin anew.

Ugly as Sin (+100 cp):

You can generally tell bad people in this book because they sport either an ethereal and effeminate beauty, or are covered in scars, burns and pockmarks, and look like children run screaming from them all the time. It's just that kind of book. You fall into the latter category, and may be shunned and judged appropriately.

Yo Mama (+100 cp):

Your mother's sex life seems to come up in casual conversation an awful lot. Whether it's strangers praising her looks or... skills, angry people insisting she never should have spread her legs for your father, or happy people celebrating that she did. It will never stop feeling jarring, awkward and terribly out of place.

As Was Foretold (+200 cp):

There's a prophecy. It's vague and probably wouldn't mean anything if it was explained to you, but a bunch of people are convinced you're terribly important to the future.

Better Dead (+200 cp):

People in the Midlands have a phobia about the color red, because all red mushrooms, berries, fruits and other foods in the Midlands are extremely poisonous. This comes up when Rand needs to get out of a marriage into the tribe of primitive Mud People by eating an apple and suggesting all his *ahem* fluids are contaminated by years of careless fruit consumption. For you, though, it's true, all red foods are deadly poison to you. Think of it like a really weird allergy. Which, on the one hand, should be relatively easy to avoid. On the other, *deadly poison*.

Four is Death - But Not Really (+200 cp):

You start out being stalked by a Quad who are dangerously close. A team of four assassins, used by D'Hara to murder Confessors on the logic that one will be turned, then murdered by the others who can then take their time and make the Confessor's end slow. They are ruthless, they are sadistic, they will never quit even when their mission is hopeless. But they're kinda average-to-a-bit-below as actual fighters and killers, relying on their number to carry the day. They're trained as terror weapons, not effective ones. I daresay one farmboy with a bow could probably do for the lot of them.

Rise of the Thing (+200 cp):

You have a Thing inside you, and it sometimes rises at inappropriate times. That thing is called 'intrusive thoughts' and 'violent urges.' Hope you have excellent self-control!

Sorceresses Are Like That (+200 cp):

People keep giving you critical information in the form of riddles, trusting you'll figure them out at the right time. Especially dire warnings. If you want people's help, they'll have a meaningless sidequest for you to accomplish first.

Item Lockout (+300 cp):

You can't use items from outside this jump in this jump. Or access your warehouse.

Power Lockout (+300 cp):

You can't use powers or perks from outside of this jump in this jump. You do retain knowledge and mundane skills, and, of course, your body mod.

The Dark is Rising (+300 cp):

Darken Rahl knows of you, Jumper. How you wander from world to world, accumulating power, and he wants that for himself. All he needs to do is capture and properly break you, a much more reasonable feat than finishing the rites of Orden. He is clever, exceedingly ruthless, a wizard and warlord with few peers and an enormous army and intelligence apparatus at his service. Also, Rahl can't be killed as of the story's beginning, only the Boxes can do that by his opening one or running out their clock. And if you did somehow manage to banish or box him, all D'Hara would be exposed to dreamwalkers, their bond to the Lord Rahl is their shield as well as a leash.

Chicken of Doom (+400 cp):

You are haunted by a great and terrible thing that looks just like a chicken, but is not a chicken (it's totally a chicken). You begin and end each day in mortal terror, knowing your powers are useless against the chicken-thing, that it can kill you on a whim (seriously, it's just a chicken). Its dreadful cackling haunts your nightmares, as you try to interpret its orders that it may spare your life one more day (you're whipped by a chicken). Where it goes, you must follow, where enemies strike at it, you must defend it, where it points, you move (I'm going now, just... have fun with whatever this whole thing is.)

Everything, Everywhere, All At Once (+400 cp):

Darken Rahl, while a present threat and very much interested in you, may just have to wait his turn. Because the Imperial Order is invading, and the Keeper is manifesting and you're generally gonna have to deal with eight books worth of external threats and personal drama packed into your short stay. And if you survive all the canon crises, more will be waiting in the wings.

It's NOT A FAntaSY! (+400 cp):

Fantasy is just childish escapism, after all. This world is a **SERIOUS PHILOSOPHICAL** and **DEEP** examination of heroism and the human condition, of universal and gravely important truth, that just happens to take place in a world with magic and dragons. As such, there will be no fun or whimsy, and you will be dark and brooding at all times.

End

What will you do now? Stay here? Go home? Move on to the next jump?