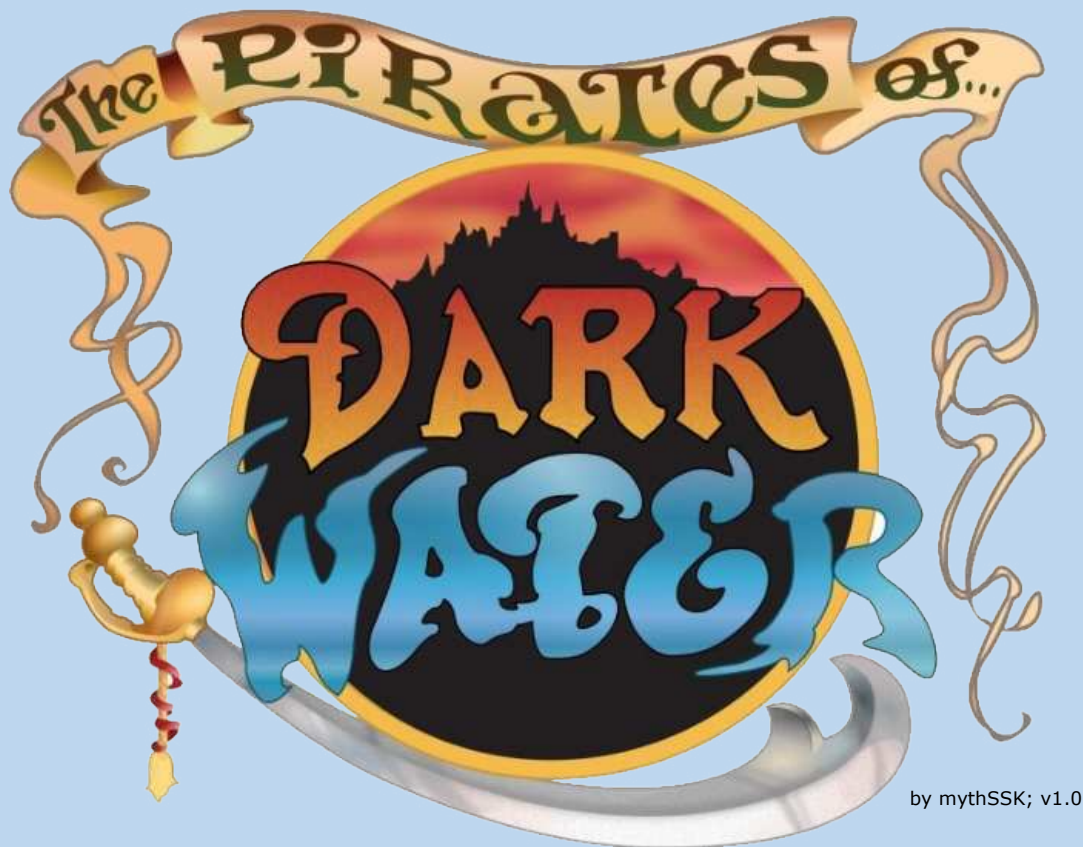




Since the dawn of time, the Thirteen Treasures of Rule nourished the oceanic world of Mer with a harmonious life force. However, one day, the mystical stones were pried loose by a violent and unknown power. They were scattered far and wide and, from that day forward, the planet began on a course of slow degeneration.

The decline, which at first appeared only spiritual and emotional, soon took physical form in the substance known as dark water. Wild tales started to spread of a capricious, driving shape that moved across the water, devouring everything in its path. As time passed there were more and more sightings of the dark water, always moving, always consuming, leaving nothing but loss and despair in its wake.

King Primus saw what was happening to his world and set out on a quest to recover the scattered Treasures of Rule. However, once seven of the Treasures were in his grasp he was attacked by the pirate lord Bloth. Whatever hope the Treasures held for Primus and Octopon, the pirate saw them only as a chance to master the evil power of dark water and use it to extort the entire planet.

Primus entrusted the Treasures to his closest captains, who scattered and went into hiding, before he was finally captured by Bloth. He was held prisoner for seventeen years and only then, on the brink of death, managed to escape and pass his quest for the Treasures onto his son, Ren.

All hope for this declining planet now lies with one seventeen-year-old boy armed with only a broken half-sword, a mystical compass, and the pure strength of innocence.
And, perhaps, with you.

You arrive in this world on the same day that Ren begins his quest. You will be staying here for the next 10 years.

You have **1000 cp** to spend.



ORIGIN

Choose an origin for free.

Drop In [free]

You simply appear in your starting location with no prior history in this world. While this could be dangerous, it may also be to your advantage if you wish to move about without tipping anyone off regarding your presence.

Mercenary [free]

An adventurer's got to eat, and you have a particularly discerning palate. You have a reputation as a modest yet reliable sword-for-hire, one who is willing and able to get their hands dirty if the job requires it. You won your skills on the street and ship deck through hard experience. Wherever there's lucrative contracts to be struck, that's where you'll be.

Pirate [free]

Since the fall of Octopon pirates and raiders have plagued the twenty seas, terrorising merchant shipping lanes and fighting amongst themselves for dominance. Many ports have given up hope of quelling the tide of violence and turn a blind eye to any larcenous freebooter who is willing to at least pretend to pay lip service to the rule of law.

Merchant [free]

In a world of isolated city-states like Mer, where communities put a significant premium on resources they cannot get locally, trade continues to flourish despite the pervasive threat of piracy. Not only that, but lucrative local businesses thrive thanks to the vast number of sailors and other itinerants passing through port.

Servant of Darkness [free]

The dark water that plagues the seas grows stronger and spreads wider every day. Instead of fearing and avoiding this corruption that seeks to consume all life on the planet, you have embraced it. Some sailors speak in hushed tones of a face appearing in the depths, and rumours spread of a malign intelligence that directs its movements. To you, however, this Dark Dweller is more than mere rumour...



RACE

Choose a race for free.

Human [free]

Humans are the most populous race on Mer, the majority of who depend on the sea for their livelihood, be it from pirating or fishing. Most are darkly tanned from the strong Merian sun. Despite the ever-present heat, the majority of men wear their hair long. Due to the tropical nature of Mer, humans dress scantily, and, unless a battle is anticipated, choose not to wear armour, preferring instead to wear light, uninhibiting clothes.

Kree [free]

The kree are an ancient race of forest dwellers with elven features. Kree live in harmony with nature and often build directly into the surrounding foliage or terrain. Although the kree do not live in large communities, they are ruled by an overarching council of elders who discuss matters of importance concerning their race and nature. Once a decision is made by the council, runners spread the official new law throughout their peoples.

Scon [free]

Scon are short, muscular humanoids that inhabit the caves and mountainous areas of Mer. They are a prideful, honour-bound race, and it is commonly believed that they were the first inhabitants of Mer. Scon and antari have been warring for countless years over the rights to their underground domains. Each tribe is an individual entity, and each only interacts with the others in times of calamity, such as when warring with the antari. Scon do not build permanent dwellings, instead choosing to live in tents that can easily be packed and moved, leaving caves virtually unchanged by their presence.

Antari [free]

Antari are seven-foot tall albinos who inhabit magnificent underground cities in Mer's cavernous depths. Generally, antari are a private race, preferring interaction only with their own kind. They are expert craftsmen, known for intricately carved precious stones. Though they dwell underground, antari are expert seafarers, utilizing underground rivers and lakes much as others use the seas. They often attack ships from the tunnels beneath their islands and then quickly disappear back into them before any retaliation can occur.

Monkey Bird [free]

As the name suggests, monkey birds are an unusual species that combine aspects of primates and birds. They have squat, long-limbed bodies covered in fur, a toothed beak, prehensile, bird-like feet, and large, sensitive ears. Their fur is often brightly coloured and while they will often wear jewellery, accessories or decorate their beaks with war paint, most go about unclothed. While most monkey birds have large, feathered wings some, known as the Mobo, have tiny, non-functional nubs instead.

Sea Goblin [free]

Sea goblins come in a wide range of body types—fat, thin, short, tall—but all have skin a deep green in colour, long, pointed ears, red-orange hair, sharp teeth, and claw-like fingernails. These distinctive features give them a tendency to stand out in a crowd, and many other Merians view them with distrust due to their reputation as consummate pirates and bloodthirsty raiders.

Other [free]

Mer is an incredibly diverse world, with hundreds of minor races in addition to the six most common ones listed above. Corpulent slug-folk, the frog-people of Undaar, the pendulously-eared Banjamaarians, tusked orcin, and many, many more can be found in almost any port city.

If none of the common races listed above interest you, you may instead choose any race with roughly human-level abilities that appears in the TV series.

BACKGROUND

You may freely choose your gender and any starting age between 16 and 60. However, you may instead choose to roll to determine your age and/or gender to gain an additional +50 cp each.

For age, roll 6d6+10. For gender, roll 1d6 (1-2 male, 3-4 female, 5-6 nonbinary/other).



LOCATION

You may freely choose any location listed below to begin the Jump in.
However, you may instead choose to roll 1d8 to randomly determine your starting location to gain an additional +100 cp.

1. Janda Town. A bustling port city that boasts the largest collection of bars, gambling halls and undesirable individuals anywhere on Mer. Mercenaries and pirates of all races can be found here seeking employment and adventure. Janda's port is essentially a thieves' market, with most business conducted ship-side. As long you aren't concerned how the merchandise was acquired, almost anything can be purchased here for a steal.

2. Kalinda. Home to the largest fishing fleet on Mer, Kalinda was originally founded by fishermen who gathered here to harvest the especially bountiful waters. Eventually, the plentiful resources attracted merchants and the city now boasts one of Mer's largest open-air markets. Notably, monkey birds face especially brutal racism and slavery here, not even being allowed on the street unless leashed or otherwise secured.

3. Pandawa. For more than ten thousand years before any other Merian visited the shores of Pandawa, monkey birds occupied this land. Since the fall of Octopon, however, a flourishing and excessively cruel slave trade has taken root, preying on the local tribes, based out of the island's main port. Choose either Pandawa City, the slaver port, or Monkey Bird City, the largest monkey bird settlement.

4. Antar. The capital city of the Antari, an underground civilisation with their homes built among an extensive system of subterranean underground rivers and lakes. Antar may well be the wealthiest city on Mer, boasting the world's richest and most extensive gold mines. King Obric, one of the world's oldest monarchs, rules here.

5. Andorus. The once-beautiful home of a proud ecomantic tradition. Now, all that is left of Andorus is a barren land covered with stagnant pools of dark water and a deserted, ruined city around the skeletal remains of the once-great Viva Tree.

6. The Abbey of Galdebar. High on a jagged peak thrusting from the sea, the abbey is a holy place of old Octopon. It is relatively safe and quiet, isolated from the concerns of the world. King Primus' spiritual advisor, the dragon-like beast known as Alomar, still dwells here with his servants.

7. Banjamaar. A remote city on an island encircled by a near-impassable wall of flying boulders. The native Banjamaarians are a dying race, with only a few hundred remaining. Given their isolation, any outsiders entering the city are viewed with suspicion and distrust.

8. Octopon. The oldest and (once) greatest city on Mer, founded over 2300 years ago. Now, its harbor contains nothing more than the battered skeletons of ship hulls and dark water. The city itself is in ruins, streets covered with rubble, occupied only by scattered groups of vicious scavengers. A strange lighthouse on the nearby peninsula is the only relatively untouched and intact building.

THE PIRATES OF DARK WATER



PERKS

100 cp perks are free for their matching race or origin.

Other perks that match your chosen race or origin receive a 50% discount.

Noy Jitat! [free]

You give a whole new meaning to the phrase “swear like a sailor”! At a moment’s notice, you can let loose a stream of extremely colourful and inventive invectives that would make even an old, jaded sea salt blink.

Seafarer [free; or 100 cp]

You’ve earned your sea-legs and are reasonably competent in any and all ship-board activities, allowing you to fill essentially any role on a crew.

For 100 cp, you are instead an expert seafarer with a lifetime of experience. Your mastery is such that you could pilot a ship safely through treacherous shoals blindfolded, just by the feel of the ocean and the movement of the deck beneath your feet.

Comic Relief [100 cp]

You are quick-witted and can trade quips and jokes with the best of them, making you an expert at defusing tension or raising the spirits of your companions. In addition, when you wish to be you can appear completely harmless, to the point where others have trouble taking you seriously and will often significantly underestimate you as a threat.

Magical Gifts [200 cp]

Whether through an accident of birth, a storied lineage or intensive study, you are magically capable in some way. You have a wealth of obscure knowledge about legends, magical creatures and artifacts, though it is up to you as to how this manifests—it could have been gained through careful research and study, through gossip and word of mouth during your travels, or it could be a magical sense that feeds you flashes of insight.

You gain access to the *Magic* section of this document.

RACIAL

Divers and Fishermen [100 cp; free Human]

You’re a fantastic swimmer, to the point where you could give Michael Phelps a run for his money. In addition, you can hold your breath for a surprisingly long time—almost three times as long as one might otherwise expect—and do not suffer any ill effects of ascending too quickly while underwater (i.e. nitrogen embolisms).

Honoured Elder [100 cp; free Kree]

You have a certain something about you that makes people listen. In general, other people will treat you with a bit more respect than they might otherwise, they are more likely to hear you out when you have something to say, and they will more often heed advice when it is you giving it.

Iron Stomach [100 cp; free Scon]

You have a voracious appetite that allows you to eat pretty much anything without suffering any ill effects—you could eat food that is off, rotten or even poisoned and the worst that would happen is a little bit of gas. Your prodigious stomach can digest and glean nutrients from basically anything. Even things that aren't traditionally considered "food" are now on the table, so to speak. Careful not to break your teeth.

Powerhouse [100 cp; free Antari]

You are an impressively-built example of your race, at the absolute peak of physical fitness and strength. Antari with this perk are easily strong enough to lift even an overweight human with one hand without much effort, while other races get a commensurate increase in strength.

Wings [100 cp; free Monkey Bird; exclusive Monkey Bird]

Like most of your race, you have a pair of brightly-coloured feathered wings. Despite the fact that your wingspan is fairly limited, you are fully capable of flight. Your wings are even strong enough that you could easily carry a full-grown human, gripped by the shoulders with your feet, taking them along for the ride without too much additional effort, though your agility would be limited while doing so.

Natural Adaptations [100 cp; free Sea Goblin]

Your skin is tough, giving you a degree of protection from daggers and other bladed weapons as if you were wearing leather armour. Not only that, but your fingernails are tough claws, easily able to gouge wood or flesh, and you are supremely competent in their use as weapons.

All Shapes and Sizes [100 cp; free Other]

You somehow manage to fit in regardless of how strange or foreign you may appear to the local culture. People will not question or remark upon your appearance, nor will what you look like ever be cause for panic or alarm (unless you wish it to be).

DROP IN

Fate's Favoured [100 cp; free Drop In]

You're just that bit luckier than average. This effect is more pronounced if the odds are stacked against you—the worse your situation, the more likely a small coincidence or happenstance will tilt the odds in your favour. This isn't always going to save you if you're cornered, but more often than not there might be a convenient rug to pull out from under your foes, or their aim might be off for just long enough for you to slip behind a shield.

Princely Charm [200 cp; discount Drop In]

You are a naturally likeable person and have a disarming sort of charm about you that earns you friends wherever you go. In particular, you're a passionate and moving speaker, able to much more easily convince people that your cause is a worthy one and you find it significantly easier to recruit people to work with you or forge alliances in pursuit of a particular goal.

Always the Quest [400 cp; discount Drop In]

You have the ability to utterly dedicate yourself to a task or the pursuit of a particular goal, such that nothing can detract from your single-mindedness. While focused in this way, as long as you continue to work directly toward your goal you cannot become bored, you will consistently perform at your peak skill level (i.e. you won't make mistakes or unforced errors), temptations and distractions pass harmlessly by, and your will to keep going is absolute and cannot be broken.

Hidden Heritage Revealed [600 cp; discount Drop In]

You can bypass any explicit requirements/prerequisites that would otherwise bar you access to something. Is there a specific qualification you need in order to be appointed to a role? Not for you. Need a special bloodline in order to learn a specific technique? Not anymore. Only the true king can draw the sword from the stone? Hail to the king, baby. Note that a cost is not the same as a requirement or prerequisite. All costs, training time investments, etc. must still be completed as usual.

This even applies to this and all future Jump documents—you automatically qualify for any perks or other choices even if you do not fulfill a mandatory prerequisite (e.g. in this document, the *Wings* perk is normally exclusive to Monkey Birds but you could take it as any other race, or you could ignore the requirement to have the *Magical Gifts* perk to buy things from the *Magic* section).

MERCENARY

Larcenous Ways [100 cp; discount Mercenary]

You have a natural gift for less scrupulous activities—you are light on your feet and find it easy to sneak up on people without making a sound, you don't have any obvious tells when lying, and most mundane locks pose little barrier to your lockpicking ability.

Street Fighter [200 cp; discount Mercenary]

Years of experience in actual fights—mostly rough and tumble brawls in taverns and the like—makes you a slippery and tough opponent in combat. You specialise in making sure that no one ever has a "fair" fight against you, constantly pulling out new and inventive dirty tricks to gain any advantage you can.

A Friend in Every Port [400 cp; discount Mercenary]

Whenever you travel to a community that you have never visited before, the name and location of one of the locals will enter your mind. If you pay a visit to this local, they will immediately feel a sense of kinship and trust with you, and will be willing to go out of their way to assist you.

What's more, if you are visiting the community for a specific reason there is a high likelihood that your contact will either possess the necessary information, skills and/or abilities you are looking for or, for rarer information or services, be able to direct you to where you would be able to obtain them and even be able to put in a good word for you. Provided you don't do anything that would preclude such, your contact will be happy to maintain a friendly and similarly helpful relationship going forward.

The World is Your Mollusc [600 cp; discount Mercenary]

The world seems to go out of its way to place exceedingly lucrative opportunities for fun and profit in front of you. Amateurs sitting a table over from you might be loudly discussing the rare (and easily stolen!) treasure map they happen to have, if you go to the docks with the intent to 'borrow' a ship you might an exceptional vessel under little-to-no-guard, a fugitive with a massive bounty on their head could practically trip over you, your captors will almost definitely lead you directly past their poorly-defended treasure vault, and so on.

PIRATE

Do What You Want [100 cp; free Pirate]

You can selectively 'turn off' your empathy, conscience, morals, ethics and squeamishness at will, allowing you to indulge in whatever depravity you wish without guilt or revulsion. You will never suffer from any negative mental effects from taking actions while under the influence of this perk (e.g. you will not suddenly feel guilty after turning the perk off).

Fearsome Mien [200 cp; discount Pirate]

With a slight shift in your posture, you can become terrifying to behold. Just a glowering look or scowl is enough to trigger a primal sensation of fear in most people, and even strong-willed individuals will find you notably more intimidating and fearsome. Not only that, but affected foes are significantly more likely to cave to a demand for their surrender than they otherwise would be.

Rapacious Slaver [400 cp; discount Pirate]

Prisoners, hostages, kidnappees, surrendered foes, slaves—you're a master at making sure that once someone is your captive, they stay that way. As well as your own discerning eye for bindings and secured accommodations for your acquisitions, any attempt to free one of your prisoners is almost guaranteed to disastrously fail in the worst possible way. Extended periods of captivity wears away at the resistance of your prisoners, making them vanishingly unlikely to try to escape, and much more likely to following your commands and eventually break, giving you whatever you want.

Pirate Lord [600 cp; discount Pirate]

You are a truly masterful fighter, familiar with dozens of weapons and martial arts—all else being equal, you have skill enough to fight a dozen lesser warriors to a standstill. In addition, any crewed vessel under your direct command performs noticeably better than it would otherwise: its hull will be more resistant to damage, it will move faster, its weapons hit harder, and so on. Where you shine, however, is commanding a fleet. Any group of vessels under your overall command will coordinate and work together perfectly, their crews following your strategies at peak efficiency with no unforced errors. All vessels in the fleet also get a minor version of the performance boost effect as well—this isn't too noticeable on an individual level, but overall the small benefits will add up to make the fleet able to punch noticeably above its weight class.

MERCHANT

Service With a Smile [100 cp; free Merchant]

It doesn't matter if you're a bartender, innkeeper, trader, or courtesan—whatever your trade is, you're an expert at it and have a knack for putting your customers at ease and making their experience with you a positive one. Not only that, but happy customers will be much more inclined than normal to speak out about your services and recommend you to others, ensuring your reputation spreads quickly.

Heavy Drinker [200 cp; discount Merchant]

You have complete control over how much any imbibed, injected or otherwise foreign substance introduced into your body affects you. This allows you to dial a substance's effectiveness to whatever level you wish, from a minimum of 'no effect' to a maximum of 'twice as effective'. You could chug pure ethanol without getting so much as tipsy unless you wanted to, or you could exaggerate the effect of alcohol to make yourself a cheap drunk then snap to stone-cold sober in an instant. You could probably even drink dark water with no ill effects if you wanted to, but please don't. This includes things like poisons, drugs, nanites, or other similar substances that you may encounter.

Cardshark [400 cp; discount Merchant]

Whenever you participate in any sort of gambling or other game with an element of chance, you get lucky twice as often as you normally would. All else being equal, something that would be a 50-50 chance for someone else is a 3-in-4 chance for you.

Of course, only a fool leaves things purely to luck, and luck means nothing in games of skill. Accordingly, when playing any sort of skill-based game or competing in any sort of event or sport, people are incredibly unlikely to accuse you of cheating or to even consider that you might be doing so. You'd have to do something really outrageously blatant in order to be caught cheating at anything. Even so, if you can come up with a remotely plausible excuse people will generally accept that it was accidental and not deliberate.

The Art of the Deal [600 cp; discount Merchant]

Whenever you are negotiating payment, whether for selling goods, providing services, an employment contract, or organising a barter/exchange, you're able to easily put your thumb on the scale and get far more of a profit than would be reasonably expected. At the very least you'll be able to double your expected profits, possibly pushing things even higher depending on how relatively wealthy your opposition is. The person you're negotiating with may grumble, but even so the worst negative fallout you'll get is a grudging respect for your negotiation skills and ability to drive a hard bargain—no one will ever accuse you of having cheated them. In fact, you'll have no trouble spinning this into a positive to help cement your image as a successful and shrewd businessperson.

SERVANT OF DARKNESS

Lurker in the Dark [100 cp; free Servant of Darkness]

So long as you do not deliberately act against their interests or sabotage them, any master that you have sworn service to will be significantly more positively inclined toward you. If you desire it, this will allow you to easily become their most favoured servant. They won't kill you as an example even if you have failed them repeatedly, they won't send you on suicide missions, and you will have complete immunity to any normally-harmful manifestation of their power (e.g. if you serve the Dark Dweller, dark water will have no effect on you).

Tainted Power [200 cp; discount Servant of Darkness]

You can imbue an object with malevolent energy using a dark ritual. For mundane objects, this will generally increase the durability of the item or convey some minor effect that improves its effectiveness (e.g. a knife may become wickedly sharp). For objects that already possess some power of their own, their power receives a noticeable boost and, if applicable, gains a darker/corrupted 'twist'.

For example, a healing relic might be able to treat more serious wounds, but any flesh restored by it is pallid white or scarred and scabrous. This corruption is obvious to anyone sensitive to such things and may have visible effects depending on how powerful the object in question is (the glow of a magical artefact may shift colour, etc).

Anti-corruption effects can purge this tainted power from an object, but the effect must at least be as strong as would be required to negate the abilities of the original item.

Cult of the Dark [400 cp; discount Servant of Darkness]

With no more than a glance, you are easily able to discern the deepest, darkest desires of those around you and use that knowledge against them. You have a truly masterful ability to tell people exactly what they want to hear and use this to manipulate them into doing whatever it is you wish, even against their own obvious best interests. You can induce paranoia and distrust even in the most noble, turning them against their former friends and allies, each step they advance further into your web binding them closer to you until you are the only person they will listen to.

Fleshwarper [600 cp; discount Servant of Darkness]

Using a dark ritual, you can cause beneficial mutations in living flesh, shaping it for purpose. Broad, sweeping changes are significantly easier than small, detailed ones (e.g. it would take drastically more time and effort to grant someone the ability to breathe underwater by making complex, detailed changes to their lungs than it would to just cause them to grow large, visible gills). However, if it's possibly biologically, it's within your grasp—shaping muscle mass to increase strength and speed; adding, removing or changing limbs or tentacles; transforming skin into leathery hide or expanding bones for protection; giving the ability to breathe underwater; and more.

MAGIC

You may only purchase perks from this section if you have the *Magical Gifts* perk.

You may discount a single perk from this section.

Soothsayer [100 cp]

You have minor precognitive abilities, allowing you to divine some measure of the future. Your prophecies are vague, but always accurate. Due to their imprecise nature, however, you can still steer events in a direction you find more favourable while still technically fulfilling your predictions.

Beastmaster [200 cp]

Choose one type of non-sentient animal or monster native to Mer. You have a special connection to such creatures and find it extremely easy to befriend and train them. In addition, you can craft special armour from the hide/skin of your chosen creature—if someone wears this armour for at least an hour it merges with them, transforming them into a typical example of that creature.

This only changes their physical form; any powers, skills or abilities they may have are retained (though they may find them difficult to use depending on their new form). You can dismiss this transformation with a touch.

Purchases of *Merian Beast* in the *Companions* section are automatically discounted for your chosen beast (multiple discounts do not stack).

Bio-Transmuter [300 cp]

With access to appropriate reagents and a lab, you can hybridise new creatures through bio-medical transmutation. You can take essentially any two creatures and transmute them together to create a viable hybrid, selecting which traits of the originals you wish to have carry over. Not only that, but you can instead incorporate an object or other non-living matter into a creature when hybridising it, creating even stranger creatures—the resultant hybrid may even develop unique special abilities, in keeping with the nature of the object or material.

Bio-transmutation a science rather than a true magical discipline, though the effects may seem miraculous. Accordingly, it is not impeded at all by anti-magic effects or similar, though it is possible to hybridise magical creatures (in which case, their inherent magical nature would still be suppressed or affected as normal).

Ecomancer [400 cp]

Ecomancy draws on the power of nature itself, manipulating the elements, plants and animals directly. With this power, you can cause things to grow and blossom extremely rapidly, animate plants to entangle your foes, calm or control wild beasts, heal wounds or sickness with a touch, or even exert control over the weather and tides.

Generally, you either need to be very close to what you wish to manipulate, or there must be some synaptic connection to the object through which your power can travel (like the branches of trees, or roots of plants). All ecomantic powers require a great deal of concentration and focus, and the stress of excessive efforts can leave you weak and vulnerable.

Game Player [500 cp]

You possess extensive geokinetic and ferrokinetic abilities, with broad control over earth, stone and metal. You could raise a small island from the sea floor with a gesture, levitate rocks through the air and fling them with the force of a catapult, create minor localised earthquakes, or even manifest fully-formed metal objects as if from nothing (such as creating iron chains directly around a target's limbs).

Master Alchemist [600 cp]

Alchemy is the most common form of magic in Mer, though most practitioners do not reach anywhere near the heights possible for a true alchemical wizard like you. You have extensive knowledge of every single alchemical discipline, giving you a truly massive breadth and flexibility of power.

Your potion-making skills are second to none—at the low end you can make potions that create massive fog banks when poured into water, and with a little effort you can create ones that restore youth and beauty or even allow those that drink it to swap bodies.

Other alchemical effects that have been seen are the creation of homunculi-like creatures and powerful magical effects like creating a mist that can shrink down a ship and its crew small enough to fit inside a bottle.



COMPANIONS

Your Crew [50 cp each; or up to eight for 200 cp]

You may import up to eight companions to accompany you. They each gain an origin and 600 cp to spend on perks.

Canon Character [50 cp each]

Provided you can convince them to join you, you can take one of the locals with you when you leave as a companion. This excludes the Dark Dweller and beings of a similar power level.

Familiar [50 cp each]

Many of the locals have small familiars, such as Mantus's pet Memorrat, Slaggon's bioguide Roulette, or Garen's servant Rathmore. You can design your own intelligent familiar, completely loyal to you, with abilities in line with the examples listed above. They are a follower rather than a companion unless you specifically import them as one.

Merian Beast [varies]

Or perhaps you'd like something more substantial? You gain a non-sapient Merian creature as a pet. They are completely loyal to you and, while they cannot fully understand speech, they can obey simple commands to the same extent as an extremely well-trained dog.

- For 100 cp, you can choose a creature no bigger than a large horse, such as a dagron (wyvern-like flying reptile).
- For 200 cp, you can choose a stronger creature, such as a constrictus (tentacled, many-mouthed seaworm) or galquin (burrowing, tusked worm).
- For 400 cp, you can choose an extremely powerful creature, such as a feryx (large feline flyer that breathes stekka fog) or leviathan (massive ocean-going sea serpent).

This can be purchased multiple times—purchases discount subsequent ones of the same cost or lower (e.g. a 200 cp purchase will discount subsequent 100 cp or 200 cp purchases, but not 400 cp purchases).



ITEMS

50 cp items are free for their matching origin.

Other items that match your chosen origin receive a 50% discount.

Some items are free or discounted if you possess the relevant magic perk.

Seeing Orb [100 cp; free Soothsayer]

The magic imbued in this three-foot wide crystal orb can be activated by anyone with magical talent, displaying images pulled directly from their memory with a touch.

Transmuter's Loupe [100 cp; free Bio-Transmuter]

This monocular eyepiece allows you to easily discern the biological traits of creatures viewed through it. For example, you can easily judge precisely how tough a creature's hide is or how sharp its claw are, how well it endures extreme temperatures, or what chemical weaknesses its biology may have.

Andoran Dirt Bed [100 cp; free Ecomancer]

This bed is filled with fertile earth from Andorus before the land was tainted and is suffused with ecomantic power. If an ecomancer lies in the bed, they will grow root-like appendages that draw energy from the earth. After a night's rest like this, an ecomancer will be fully healed of almost all injuries or ailments and will be fully recovered from any use of their powers.

Ecomantic Staff [200 cp; discount Ecomancer]

Made from a branch of the tree of life, the Viva Tree, this staff uses a crystal to channel ecomantic power. By using it as a focus, an ecomancer can vastly increase the area of effect of their ecomantic powers, giving them broad control of the local weather, tides, or similar.

Sunken Island [300 cp; discount Game Player]

With a gesture, you can cause this mile-long tropical island to sink below the surface of the water and vanish. With another, you can cause it to resurface in any body of water that can accommodate its size. All structures, fauna and vegetation will survive this process intact and undamaged in a sort of temporal stasis, though sapient creatures are not similarly protected.



Wizard's Laboratory [200 cp; discount Master Alchemist]

This fully-equipped laboratory is full of intricate glasswork and all the tools and common reagents necessary to accomplish almost any alchemical task.

Alchemical Amulet [300 cp; discount Master Alchemist]

Most feats of alchemical wizardry and many other magical traditions require physically making contact with your target in some way. However, this amulet and its twinned transmitter allow you to bypass that. Any magical effect that is cast or inflicted upon the transmitter will affect anything that is touching the amulet, regardless of intervening distance, allowing you to remotely affect distant targets with your magic.

Compass of Location [300 cp]

A gold and blue amulet with a shimmering sapphire centrepiece held in a glasslike cover. This item is mystically attuned to the Treasures of Rule and emits a thin, piercing blue light toward any Treasure within 500 miles. The compass points to the most direct route to the Treasure, though strong magical effects can interfere with its beam. In future Jumps, it will point to similar powerful artifacts.

Bell of the First Sound [400 cp]

This 15-foot diameter iron bell is enchanted with a powerful binding spell. If the bell is rung, it will draw in any being currently touching it, binding them in effigy to its surface. Ringing the bell a second time will set a bound entity free.

Anything short of an extremely powerful divinity can be contained within the bell. Purely mental abilities function as normal and they are still aware of their surroundings. A bound entity cannot physically move in any way, nor can they leave the surface of the bell using any powers or abilities.

DROP IN

Local Fashions [50 cp; free Drop In]

A selection of loose, light and colourful Merian outfits, suitable for all occasions. Anyone who sees you wearing these clothes will feel more at ease and be slightly more susceptible to being befriended or charmed.

Gazier Pistol [100 cp; discount Drop In]

This pistol-like weapon houses a gazier lizard in its glass barrel. Pulling the trigger provokes the gazier, causing it to exhale a cloud of greenish gas that engulfs everyone in front of it. The gas is a powerful soporific, with most victims passing out within a second or two of exposure. Normally a gazier is an expensive, high-maintenance weapon, but the one in this weapon does not need to be fed or cared for in any way.

Tuning Staff [200 cp; discount Drop In]

This two-pronged metal staff is imbued with a powerful magic. By striking the head against a hard surface, you are able to use it to create and direct fields of telekinetic energy. These fields are strong and precise enough to lift multiple people in the air at once to immobilise them as well as push, pull, or even throw those caught in its effect.

Lo-ack Flower [300 cp; discount Drop In]

This beautiful purple blossom possesses potent healing properties—its petals can heal even the most grievous injuries and cure all known ailments. Once you have used the flower, you will receive a fresh blossom 24 hours later.

MERCENARY

Spyglass [50 cp; free Mercenary]

A large, ornate spyglass with an adjustable focus that provides clear, sharp images up to 30x magnification, significantly better than any other found in this world.

Folding Glider [100 cp; discount Mercenary]

This one-man hang glider is made of sturdy bamboo and linen. Its ingenious design allows it to be folded up into a backpack-like package or set back in only a few seconds. It also has a minor enchantment on it that allows it to catch the wind better than would otherwise be expected, letting you gain height and speed more easily.

Weaponised Fauna [200 cp; discount Mercenary]

Merian fauna have a variety of useful properties that enterprising individuals can make use of. You have a collection of these creatures along with everything needed to care for them, including: ampheres (fish with clear stomachs that can be placed on your face to breathe underwater); glowfish (emits a piercing flash of light when agitated); octopuckers (cephalopods that can be thrown to entangle opponents with their tentacles and exude a paralytic agent); and sea urchins (small fish commonly used as throwing weapons).

“Authentic” Map [300 cp; discount Mercenary]

This impressive-looking treasure map seems to show the location of an infamous hidden treasure and automatically passes any test of its authenticity. Anyone interested in the treasure will be convinced that this map is their best way of obtaining it. Actually following the map, however, will lead someone on an extremely roundabout wild goose chase. If you trade, give away or otherwise lose the map you will receive a new one 24 hours later. The map updates itself to an appropriate format and treasure in each new Jump.

PIRATE

Signature Weapon [50 cp; free Pirate]

A vicious-looking melee weapon of your choice, with a personal design unique to you—possible weapons include a cutlass, spear, harpoon, hammer, staff, etc. Your signature weapon is unusually durable for its material, and if broken or lost will return to you wholly intact 24 hours later.

Mechanical Prosthesis [100 cp; discount Pirate]

A prosthetic limb that doubles as a weapon of some kind, like a mechanical steel claw, a peg-leg that transforms into a spinning blade, and so on. Regardless of the form it takes, it functions just as well as the original limb.

Arsenal [200 cp; discount Pirate]

A well-appointed arsenal of common Merian weapons, including swords, daggers, spears, harpoons, bows, and so on—enough to outfit a crew of a hundred ruffians. This also includes dart pistols (a one-handed weapon that shoots a single 12-inch, three-pronged dart) and rifles (two-handed weapon that shoots two 18-inch, multi-pronged darts). In future Jumps, your arsenal updates to include a selection of the local setting's most common weapons.

Smuggler's Cove [300 cp; discount Pirate]

This sheltered cove exists in its own folded pocked dimension—you may access it while sailing along any uninhabited coastline, sailing into the folded space and concealing your vessel. A single dreadnought or up to three smaller ships can take shelter in the cove at once. The cove is not visible from the outside, though the entrance remains accessible as long as you remain there and you may stay in the folded space for as long as you like. The cove has plentiful raw, simple resources that can be used to repair and resupply most seagoing vessels. The cove is also directly accessible from your warehouse.

MERCHANT

Bag of Gold [50 cp; free Merchant]

A hefty bag of gold coins, enough to cover enough standard supplies for a month's voyage for a crew of a dozen (or a single night of extremely heavy carousing and whoring for the same crew). Refills itself once a week.

Supply Crates [100 cp; discount Merchant]

A set of a dozen sturdy wooden crates. Any foodstuffs or other perishables placed in the crates will enter a suspended state where time will not pass for them—they will never go bad or rotten, and pests such as insects or bacteria will not touch them.

As a bonus, the crates start off packed to the brim with a dizzying array of Merian foods, from the simple to the expensive and exotic, including minga melons, draja fruit, viperion eggs, puca-luca pie, baruka bread, janda cakes and candy clams.

Fancy Liquor [200 cp; discount Merchant]

A small wooden crate containing a selection of 12 of the finest alcohols to be found in Mer, including wines, whiskies, rums and gins. As well as being excellent quality, you'll find that a bottle from this chest is pretty much always the perfect gift—anyone you'd like to butter up with a bribe or just perk up with a present will react positively to receiving just one of these bottles (even if they don't normally partake: it's the thought that counts, after all!). The crate refills itself, replacing any missing bottles, once a month.

Respectable (Or Not) Establishment [300 cp; discount Merchant]

A permanent address you can use as a base of operations. This is a good quality, moderately-sized building, with the specifics of the design up to you depending on what sort of function you want it to serve—it could be a shipping warehouse, shopfront, inn, tavern, brothel, etc. The building comes with all of the basic furnishings it needs to serve its intended function as well as a complement of local staff to keep it running smoothly even while you're absent. In addition to everything you might expect, your establishment has several hidden passageways and concealed entrances that only you know about. In future Jumps, you will always have a similar type of establishment, updated for the local setting.

SERVANT OF DARKNESS

Concealing Robes [50 cp; free Servant of Darkness]

This voluminous and comfortable set of robes comes in a colour of your choice. With the hood up, an unnatural shadow cloaks your face, making it significantly harder to discern your features.

Dark Water [100 cp; discount Servant of Darkness]

A heavy leviathan-skin flask safely containing a gallon of dark water. Pouring out the contents into a body of water will create a patch of dark water that will potentially spread for up to several hundred feet. Once emptied, the flask will refill 24 hours later.

In addition, you also receive a dark water pistol with a specially-treated glass reservoir—depressing the trigger will send a stream of acidic dark water up to twenty feet.

Energy Leech [200 cp; discount Servant of Darkness]

When fired, this pistol-like weapon sends a half-dozen seeking tentacles stretching out up to twenty feet. The tentacles are extremely tough and rubbery, their hide all but immune to mundane cutting weapons, and their strength is almost enough to crush a man. The tentacles siphon away the life force of anything they touch, draining a person rapidly of all vitality and causing death in a handful of seconds of contact. Leeches life energy is stored in the handle of the weapon, and is a useful power source to fuel any number of magical disciplines.

Chamber of Lost Souls [300 cp; discount Servant of Darkness]

This underground lair consists of a large cavern enchanted with layers of powerful illusion magic. You can make the interior appear however you wish, mimicking living chambers, a bright and sunny outdoor area, or the like. You are limited to affecting the environment and creating structures with the illusions—moving creatures are too complex for the magic here. The illusions are as good as solid to those who cannot see through them, though the illusions cannot cause harm directly. However, the lair also comes with several bubbling pools of deadly dark water, and you have complete control over all dark water present within the chamber, allowing you to set deadly traps with your illusions.

SHIPS

You have 1000 ship points (sp) to spend in this section. You may convert cp to gain additional sp at a 1:2 ratio.

You may purchase multiple ships. However, upgrades and add-ons are purchased for ships on an individual basis. Each ship type can have only a certain number of add-ons.

Alternatively, add-ons may be purchased separately to ships and added to any other property purchased in this document or added directly to your warehouse.

The specific appearance of your ships is up to you, though you should use the appearance of other Merian vessels as a guide when designing them.

SHIPS

Skiff [100 sp; discount Skiff Launcher]

A skiff is a small sailing craft designed for two or three people. Too small to have a real deck, cargo space, or even anywhere set aside for the crew to sleep, skiffs aren't intended to make long voyages on their own. Instead, they're more likely to stick to local waters or kept aboard a larger ship for deployment when needed. No add-ons may be purchased for this type of vessel.

Clipper [200 sp]

A clipper is a ship designed primarily for speed, typically with a narrow frame and oversized sails. Clippers ordinarily have only two or three decks and significantly less cargo space compared to slower vessels. The Wraith, Ren's ship, is an example of this class of vessel. A clipper may have up to two add-ons.

Merchantman [200 sp]

Merchantmen sit broader and heavier in the water than other vessels, their hulls shaped to maximise the amount of cargo they can carry. This makes them slower, and as they make tempting targets for pirates most merchant vessels will typically have one or more other ships escorting them. A merchantman may have up to two add-ons.

Warship [300 sp]

A warship is any vessel primarily intended for combat. The internal decks are usually well-balanced between additional crew (to allow for boarding parties) and cargo (to claim spoils of battle). They're typically quite fast, though a well-designed clipper is still capable of outrunning them, and generally have additional space set aside for armaments of some kind. A warship may have up to four add-ons.

Dreadnought [500 sp]

This category of ship is defined by its size—dreadnoughts are generally several times larger than even the biggest standard warship, and are essentially a small fleet unto themselves. The Maelstrom, Bloth's ship, is the only other known example of a ship of this scale. A dreadnought may have up to eight add-ons.

UPGRADES

Oars [50 sp]

The lowermost deck is opened up and reworked to allow rowers to help move the ship, making you less reliant on the fickle nature of the trade winds.

Opulence [50 sp]

Every part of the ship is simply better quality than it would be otherwise, either due to the skill of the craftsmen who made it or the pride taken in its care, enough that visitors to your vessel will take special note of it.

Internal Dock [100 sp; exclusive Dreadnought]

Part of your vessel's hull has been cut way to allow up to three smaller ships to shelter inside of it, allowing your dreadnought to essentially serve as a floating port. This has no impact on the speed or performance of your ship. Optionally, you can choose to have a gate or other barrier that can be opened and closed that allows access to the internal dock.

Glider Sails [varies; see text]

Your ship's sails are broader than normal and have a mechanism that allows them to tilt 90 degrees. In certain situations, this allows the vessel a limited gliding ability. All glider sails feature detachable mechanisms, allowing them to be separated from the ship and used as large hang gliders in a pinch.

- Skiffs can be outfitted with this upgrade for 50 sp. Skiffs are generally light enough that their gliding ability is quite pronounced, especially when deployed from the deck of a larger vessel via skiff launcher—a skiff with glider sails can sometimes fly a couple of hundred yards before touching down in the water.
- A clipper, merchantman or warship can be outfitted with this upgrade for 100 sp. Typically, these ships are heavy enough that they will glide only in the most extreme circumstances—sailing over a waterfall or similar—and only for a hundred yards or less.
- A Dreadnought can be outfitted with this upgrade for 50 sp, however this is not particularly useful as ships of this size are simply too heavy to glide at all.

Enhanced Hull [varies; see text]

An enhanced hull costs 200 sp for a Dreadnought, 50 sp for a Skiff, or 100 sp for any other type of ship. Choose one of the following options:

- An ironside hull has been reinforced with iron plates, making it far more resistant to damage. However, the added weight makes the ship slightly slower.
- A livingwood hull repairs itself slowly over time and sits significantly lighter in the water, making the ship faster than others of its kind.
- A leviathan hull is made from the bones and hides of dead leviathans. As well as being a fearsome sight, this makes the ship more resistant to the depredations of dark water.

ADD-ONS

Admiral's Quarters [50 sp]

While all ships typically have a well-appointed captain's cabin, yours goes a step beyond. Instead of a simple cabin, you have a relatively luxurious, multi-room apartment. Features include a large four-poster bed, a separate washroom, and a large meeting area with a full-sized dining table.

Smuggler's Compartments [100 sp]

Your ship has a set of cunningly concealed cargo compartments that allow you store trade goods out of sight and safe from inspection. The interior of your ship has been designed to disguise the presence of these hidden compartments, and it would take an exceptionally perceptive individual studying the vessel closely to notice anything off.

Skiff Launcher [100 sp]

Your ship has a set of claw-like docks on its upper deck that can hold one or more skiffs, allowing them to be deployed into the water at a moment's notice. Any skiff held in the launcher will not deteriorate or become damaged due to weather or other inclement conditions, resisting even hazards such as stekka fog. The number of skiffs that can be docked to this device depends on your ship size—one for a clipper or merchantman, two for a warship, or four for a dreadnought.

Skiff purchases are discounted for you. This upgrade can be purchased multiple times to increase its capacity.

Secure Cells [100 sp]

While most ships have at least a small brig capable of holding one or two prisoners, yours has a dedicated set of cells with heavy doors and high-quality locks that can be used to house a half-dozen captives in relative comfort. You also gain several hanging cages: uncomfortable metal-barred cages that are just big enough to allow a person to stand up in them. If your vessel is a dreadnought, you also gain a large 'general population' prison that can hold a score of people relatively comfortably as well as a sturdy rope-and-pully system that can be used to transport hanging cages to different areas of the ship.



Beast Pit [100 sp]

Your ship has a large compartment that can be used to house a large beast. The pit automatically adjusts to be a relatively comfortable environment for its occupant, keeping them fed and healthy with very little effort or maintenance required, and can accommodate essentially any individual creature short of a full-grown leviathan.

Ballistae [100 cp]

A set of ballistae (large, crossbow-like weapons) affixed to the ship's upper deck. They can fire five-foot bolts as thick as a man's forearm, with or without a trailing line. This is a highly accurate weapon with 360-degree firing arc, able to pick off individual targets up to a range of two hundred yards, up to a maximum range of twice that. The number of ballistae you get depends on your ship size—one for a clipper or merchantman, two for a warship, or four for a dreadnought.

Deck Catapults [100 sp]

A set of catapults that can be used to lob rocks, firebombs, sea suckers (cuttlefish-like creatures that exude a fast-acting acid that can eat through wood and bone in seconds) and other payloads at nearby ships. They are accurate enough to hit large targets like enemy vessels relatively reliably from up to three hundred yards away. They can be moved around the upper deck on wheels before being locked in place to fire. The number of catapults you get depends on your ship size—two for a clipper or merchantman, four for a warship, or eight for a dreadnought.

Siege Deck [200 sp; exclusive Warship or Dreadnought]

A raised partial deck that has a pair of impressively-large catapults affixed to it. These siege weapons are more difficult to aim, but can deliver significantly bigger payloads than their lesser versions at an increased range. Their firing arc is very small compared to other ship-board weapons, making them better-suited to stationary targets like coastal fortifications.

Dagron Stables [200 sp]

A set of stalls, saddles and other equipment for taking care of and riding dagrons, though realistically any creature up to the size of a large horse can be held safely here. This includes a self-filling trough of food that is nutritionally appropriate to whatever creatures are housed here and a hatch to allow dagrons to fly out. Creatures held in this add-on will remain fit and healthy with very little effort or maintenance required. The number of dagrons that can be held in the stables depends on your ship size—two for a clipper or merchantman, four for a warship, or eight for a dreadnought.

You gain one free purchase of Merian Beast that can only be used to buy a dagron (this discounts further purchases of the 100-cp level of that perk as normal). This upgrade can be purchased multiple times to increase its capacity.

SCENARIOS

You may select a single scenario.

THE QUEST

Instead of your chosen origin, background and location, you self-insert as Ren, heir to the throne of Octopon, and must take up his quest. Your father, Primus, is currently approaching your lighthouse through storm-tossed seas, though his body will not last him much longer. At your back is the evil pirate lord Bloth, who will stop at nothing to get the Treasures of Rule for himself.

In order to successfully complete this scenario, you must collect all thirteen Treasures of Rule, use them to seal away the Dark Dweller and his dark water, restore Octopon to its former glory, and be crowned king as the heir of Primus.

If you are successful, you receive the below reward:

Octopon Restored

When you leave this world, the great island-city of Octopon and its inhabitants travel with you. You may choose for Octopon to appear as an extension to your warehouse, in which case it is surrounded by a small, bountiful sea that loops back in on itself.

Alternatively, if a Jump takes place on a world with a suitable ocean, you may have the city inserted there. You may make this determination on a Jump-by-Jump basis.

EXTORT THE WORLD

Or perhaps you think that Bloth has the right idea—why banish dark water entirely when you can turn the end of the world into a protection racket? At the very least, the Treasures of Rule would look fancy on your mantelpiece. You'll have to compete with both Ren and Bloth (among others) to obtain the Treasures, but that just sounds like a challenge!

In order to successfully complete this scenario, you must collect all thirteen Treasures of Rule (just to satisfy your own personal greed) and then use them to extort at least one settlement for protection from dark water.

If you are successful, you receive the below reward:

The Treasures of Rule

The thirteen Treasures of Rule you have gathered are now fully fiat-backed. They are potent artifacts that naturally dispel and counter magical corruption and darkness. Collectively, they may also be used to boost the effectiveness of almost any magical ritual by an order of magnitude. Binding spells and rituals, in particular, become singularly potent when boosted by the Treasures.

DARKNESS RISES

Alternatively, you may wish to commit yourself fully to darkness and choose to serve the Dark Dweller, the monstrous entity at the centre of the planet and source of all dark water. There exist those who would make potent allies for your cause—the alchemist Morpho and his Dark Disciples, who squat in the ruins of fallen Octopon, and the imprisoned dark beast Kiroptus—once they realise you serve the same master.

In order to successfully complete this scenario, you must kill the heir of Primus, destroy all thirteen Treasures of Rule, and ensure that the Dark Dweller rises to consume the entire world.

If you are successful, you receive the below reward:

Spreading Darkness

You gain full and complete control over dark water, able to direct it with a thought and rendering whomever you like immune to its effects. In addition, in future Jumps you may choose for an underwater fissure to appear through which a steady stream of dark water will leak. This provides the Dark Dweller with access to the world and the potential opportunity to devour it, should the spread of dark water go unchecked.



DRAWBACKS

Crippled [+100 cp]

You are missing an appendage/limb. This could be a hand, arm, foot, or leg. No regeneration, healing, or medical ability will restore the missing limb for the duration of the jump, though you are free to use a prosthesis.

Ego of Massive Size [+100 cp]

You just can't help yourself. You'll take essentially any opportunity to gloat or make sure that a beaten enemy knows exactly who trounced them. It's not enough for you to win, you've got to rub it in the loser's face. Kill them quickly? But then you wouldn't be able to show them how much better you are than they are!

Lubber [+200 cp]

Forget the *Seafarer* perk, you don't know the first thing about working on a ship. Not only that, but you're incredibly prone to getting seasick. Even if you power through and learn the hard way, you'll still always kind of suck at the more complex nautical tasks like directing a ship in battle or plotting a course.

I Want It All! [+200 cp]

Mer is a world of treasures. You just want your fair share... of course according to you your "fair share" is basically "all of it". You'll do almost anything for a meaty payday, almost completely unable to rein in your base greed. This makes you almost allergic to fair deals and a borderline kleptomaniac. You'll endanger yourself, your crew, and anyone around you if it means a chance at a bag of gold.

Complete Coward [+300 cp]

You'll back down, run away or even hide any time things get even a little dangerous for you in a personal sense. Anytime your life is on the line, you'll grovel, plead and do whatever it takes to get out of the situation. If you can't run and can't hide, you'll surrender instead.

Kiroptus [+400 cp]

The Bell of the First Sound has been shattered, freeing Kiroptus and empowering him to a level that makes him a competitive threat to you regardless of your current level of power. He is aware of your existence and has knowledge of your full suite of abilities, companions and items, and will stop at nothing to utterly destroy you. Obligatory scaling enemy drawback.

If, however, you're a servant of the Dark Dweller, Kiroptus has been transformed through a powerful purification ritual into a living Treasure of Rule, able to dispel and destroy dark water with a touch. As an incarnate Treasure, you will need to kill him in order to succeed at the Darkness Rises scenario.

THE END

Your ten years in this world are now complete. Choose:

Stay

Over the last ten years, you've grown fond of Mer. There's still so much for you to do and see in this strange, alien world.

Always the quest.

Return

Your quest is finally complete. Secure in the knowledge that you've done what you set out to do, it is now time to retire and return to your original world.

Move On

Mer is but one world. You intend to see many more before your journey reaches its end.

CHANGELOG

1.0 29/10/20 Original jumpable release.