



Ravenwood – The Material Plane

Before Ravenwood was stolen away into the Demiplane, it resided in the land of Rumen Damg, on the world of Jahren. This jump allows you to explore the land where Ravenwood originated rather than the Demiplane it ended up. Despite being safer than the Demiplane, Jahren is a world of sword and sorcery, where dragons, dungeons, and grand adventures reside. You will have your fair share of dangers and adventure while in these lands.

You will arrive at least ten years before Ravenwood is taken by the Demiplane. Will you help Ravenwood prepare? Avert the eyes of the Demiplane? Or will you go off and have your own adventures? The choice is yours.

+1000cp

Age and Gender

The people of this land are exceptionally varied, you may freely choose your age and gender from adulthood (the racial equivalent to 15) to elderly (the racial equivalent of 80).

Locations

(Choose One, or Roll 1d8 to Gain +100cp)

- 1) **Ravenwood:** You appear in the central square of the titular town of Ravenwood. In time, it will be pulled into the Demiplane and plunged into the dark realm cultivated within. For now though, it is a peaceful place that relies on the cultivation of the ebonwood trees of the forest it is nestled within.
- 2) **Mirranai:** The family holdings of Erod Mirrah and his family, as well as a hub for inventors and artificers. The city also holds diplomatic relations with the fey of the ebonwood. The nobility here holds to the concept of noblesse oblige far more than others elsewhere in Rumen Damg.
- 3) **Ten Scribes:** A large city dominated by a massive library that acts as a repository for knowledge in a wide variety of magics, even necromancy, though the last are restricted. The city itself is mostly slums, but the area around the library and the institutions are where the nobility reside and spend their coin to maintain.
- 4) **Sunveil:** The capital city of Rumen Damg is known simply as Sunveil, a sprawling city that sits on a natural confluence of leylines. Several druids keep the city protected using a complex bit of geomancy and eases the minds of the people that live there.
- 5) **Marid's Fall:** A frontier town built in the distant south of Rumen Damg, just beyond a mountain range that has only recently been crossed. Beyond is a stretch of land where monsters great and terrible reside, and the settlers have begun to attempt hunts against the great beasts of these lands.
- 6) **Wilderkeen:** Across the seas from Rumen Damg lies the kingdom of Wilderkeen, as the people of Rumen Damg call it. The people there, consisting primarily of beastmen, call it Urdfen. It is far less developed, but the people are not savages despite what many believe, a result of the last war between the two nations.
- 7) **Mirrormoor:** The third and final continent of Jahren, an unwelcoming and cold place permeated with magic and stalked by great beasts. Expeditions here are common and have had mixed success in establishing a foothold against the beasts here. It is thought to be the home, or possibly breeding grounds, of the true dragons as well.
- 8) **Free Choice:** Choose any of the above locations for free.

Origins

Traveler / Drop In (0cp): A simple wanderer with no real claim to fame or infamy, lacking any connections but unbound by any obligations or allegiances. Your memories of this world are disjointed or missing entirely.

Peasant (0cp): One of the common folk found in any village, town, or city, working their trades and living simple lives with little in the way of conflict. You have memories of this peaceful life tending to your chosen trade.

Noble (0cp): A member of the wealthy aristocracy that actually has authority over the lands on which most peasants live and deals with the issues of their people. You have memories of noble education and the politics of courts.

Adventurer (100cp): Once something else, adventurers took up sword and sorcery to earn fame and fortune out in the wider world. You have memories of hunting monsters, rooting out dark cults, and delving into ancient dungeons.

Villain (100cp): A counterpoint to the adventurers, the villain is an individual that has been wronged, either in truth or in their own mind, and turned towards vengeance. You have memories of tragedy and rage.

Races

Only One of the Following Racial Options May be Taken.

Human (Free): The most populace race in Rumen Damg, humans are known to be fast learners, more proactive, easier to motivate, adaptable, and prolific. Human genetics are adaptable enough that they can successfully interbreed with nearly any other race successfully and with viable offspring, their children often maintaining the human penchant for learning and some of the best qualities of their nonhuman parent.

Elf (Free): The elves are the longest lived race in Rumen Damg, they are well respected for their experience even when young by their people's standard. Elves, outside of their longevity, are known for their level of grace, patience, magical aptitude, connection to nature, and greater than normal senses. There are also the dark elves, who are more magically capable and have more *sensitive* senses, but lack the connection to nature of their fellows.

Dwarf (Free): The dwarves of this land are, much like the elves, well respected due to the experience they gain in their long live, and their dedication. Dwarves are highly willful individuals with an equally stout body that gives them quite a bit of vitality. They are primarily known for their level of dedication, impressive memories, and ability to hold a grudge, though lesser known is their high resistance to poison and heat.

Orc (Free): The largest of the common races by a fair margin, orcs generally stand a full head taller than humans and hobgoblins, the closest in height of the other races. Orcs are often seen as savage and barbaric, however, their physical strength and endurance are well known and respected. Besides their physique, orcs are known for their appetite, their ability to survive and heal from even debilitating injuries, and their gut feelings that are usually right.

Halfling (Free): One of the most well liked races due to the simple fact they are so charming and kind natured, the halflings seen as simple folk that are always welcoming towards guests, even unexpected ones. Halflings are known for their easy charm and their incredible luck, which always seems to save the day for them. Lesser known is that they are quite athletic, despite appearances, have a resistance to curses, and a propensity for divine magic.

Gnome (Free): Gnomes, despite their similarity to halflings, are often less respected due to their propensity to tinker and cause mischief, but are often welcome for the laughter they can bring. Gnomes are able to go long periods without sleep or eating, have an amazing sense of smell, have incredibly dextrous and flexible fingers, and have a knack for knowing when danger approaches. This comes partially from a latent form of psionic potential.

Goblin (Free): Nearly as prolific as humans, the goblins are significantly weaker and are much less welcome in civilized lands than even the orcs. Goblins have a knack for remaining hidden, have an innate connection to stone and earth, are inclined towards the use of psionics, are faster than their size would suggest, and are heavily resistant to disease and poison. Hobgoblins are a larger variant that trade much of their psionic potential for physical prowess.

Kobold (Free): Kobolds are a type of lesser dragonkith that have only a bare minimum of draconic magic from birth rather than building it up like true dragonkith. However, this draconic magic gives them a greater affinity for thaumaturgy. Besides their magic, kobolds are known for their mobility, being quick and both skilled climbers and swimmers. They also have a knack for laying traps and having an awareness of their surroundings.

Hybrid (50cp): While not rare, hybrids of the common races are not very common outside of human hybrids, and those that do exist are often mistaken for one of their parent races. Hybrid races have many of the traits of their parent races, as well as some unique traits that come from the blending of their parent traits. A list of hybrid races will be in the Notes section of this document.

Beastfolk (100cp): An incredible rarity in Rumen Damg, the beastfolk are much more common in the wild and untamed parts of the world where they thrive. Beastfolk almost always appear as a mix of human and a single animal, similar to the hybrid form of a therianthrope, though the degree of blending does vary considerably. Because of this, they are incredibly varied and difficult to categorize at times. Despite this, they do have some common traits, namely a connection to nature that runs even deeper than the elves, instincts that blend well with their intellect to make them natural wisemen, and they are naturals with any natural power. Outside of these traits, they are mostly determined by the animal they resemble. One that has bear traits will be naturally stronger and larger, but slower, than one that has owl traits.

Khedgogh (100cp): Also known as mongrels, khedgogh are unique in that they possess blood from all of the common races in a cohesive enough fashion to result in a new race. The khedgogh are not considered a hybrid race despite their breeding since they always seem to breed true and are almost never sterile. In most cases, the khedgogh are rather unfortunate as, while they do possess an degree of hybrid vigor that keeps them from getting sick with most diseases, they often have some of the worst qualities of the races that make up their genetic profile, or the traits that are positive clash with others they have inherited, leading to the khedgogh looking rough and unappealing while also leaving them with chronic issues that drain them of their stamina or leave them in near constant pain. They do have an advantage in that they are highly mutagenic and take to most forms of empowerment quite well. They may also take the following perk:

- **Highbreed (200cp, Khedgogh Only):** A rare mutation of the khedgogh race, the highbreed carry some of the best traits of the races that make them up, combining them favorably, unlike what a normal khedgogh would have. Because of this, the highbreed are just as capable, physically, mentally, and magically, as their many parent races, making them quite powerful. This gives them a strong affinity for thaumaturgy, ki use, psionics, and even divine magic, though the one they are best known for is their use of Ki. A highbreed gains the Ki Cultivation perk for free. Additionally, the downsides of any race, gained now or in the future, are mitigated by this perk.

Lineages

Jotunbrud (100cp): It is easy to spot those with giant's blood in their veins, they are often far larger than a normal man, with a mottled, stony look to their skin, and are stronger than even their large frame would suggest. The titan-blooded, relatives of the normal jotunbrud, show none of these signs but are less strong and more agile. All jotunbrud are resistant to harmful magics, though titan-blood jotunbrud are more so.

Cambion (200cp): Cambions are those with the blood of fiends, possessed of the destructive power of Demonfire. Most carry some marking of their demonic nature, such as small horns, unusual eye colors or pupil shapes, sharpened teeth or elongated fangs, vestigial wings, leathery skin with a reddish tinge or kohl black in color, elongated, claw-like nails on both their hands and feet, too many or too few fingers, or bony ridges just under the skin. These are not the only signs that can show, but they are the most common.

Nephilim (200cp): Nephilim possess some divine blood, either through an intermingling with a member of a divine host, such as an angel or archon, or through a very distant relation to a god or demigod. This gives them the Holy Aura used by most divine hosts. Nephilim are naturally attractive, their divine blood refining their physical forms so it is naturally more in line with the best they could potentially be, in terms of their appearance. The most common sign of this heritage is white, silver, or golden eyes and/or hair.

Dhampir (200cp): Carriers of an inert form of vampirism, either through an ancestor actually being a vampire, their mother being turned just before their birth, or infected with a mutant strain that remained dormant in their system. Dhampirs are physically stronger, faster, tougher, more enduring, and more agile than average members of their race. Dhampir are marked by elongated fangs and eyes that turn red when emotional. Such individuals have the ability to use blood echoes, a magic unique to dhampirs. Cannot be taken with Vampirism.

Moon-Touched (200cp): Much like dhampir, the moon-touched carry an inert form of a magical disease, therianthropy instead of vampirism. Moon-touched are enhanced in a similar way to the dhampir, however, the moon-touched are slightly weaker but possessed of a faster rate of healing. The key signifier of a moon-touched is yellow or orange eyes and shaggier hair. Such individuals have the ability to use moonlight, a magic unique to moon-touched. Cannot be taken with Therianthropy.

Dragonkith (200cp): The dragonkith are those with the blood of dragons flowing through their veins. More common than one would think, dragonkith is a term reserved for those that have active dragon blood. Due to the fact that dragons are often able to take on a human-like form, dragonkith rarely have any sign that they are actually descended from dragons. They have access to draconic magic, and purchasing this here means it is fully active without the need for danger or stress to awaken its more active uses.

Changeling (200cp): Born to a fey ancestry or having been raised by a fey themselves, the changeling is possessed of the same ethereal quality of the fey that mark them. Changelings often have exaggerated features, large eyes being the most common, and hair, eyes, or skin in unusual colors, often being multicolored. Changelings have access to the glamour used by the fey.

Umbral (200cp): One of the most unusual lineages, the umbral are born of spirits and the undead intermingling with the living, the most common being a near mindless spirit binding to an unborn child, but sometimes, a necromancer will birth an umbral as well. Umbrals are pale, have a barely there heartbeat, a reduced need to breathe, and a body that is a bit colder than normal making it hard for their presence to be detected. Umbrals have access to a magic known as ephemera.

Genasi (200cp): One of the most common heritages due to both the genie's propensity for intermingling with other races and the fact it can be magically replicated in the womb. The genasi have elemental essences infused into them before they are born and are easily identifiable as that element is obvious in their forms in many cases, though these can be hidden with effort. Genasi can use wish casting much like the genies themselves, but are unable to store it up in a vessel to improve their abilities further. This Lineage can be taken multiple times, once for each element of Fire, Water, Air, and Earth.

Clayborn (200cp): The clayborn, also known as the clay men or earthborn, are the result of an artificial creatures either being transformed into flesh and blood creatures or a homunculus siring or birthing a humanoid creature, an event that is a little more common than most would expect. Every clayborn has a rune on their foreheads, known as a Ghul'ra, as the only sign of their lineage outside of their innate magic known as The Crucible. The reason for the term clayborn comes from the first being a clay golem converted into a flesh and blood human, the children of which carried this lineage forward.

Troll Blooded (200cp): Most, if not all, troll blooded are near as easy to spot as the average jotunbrud, with ugly features and many gnarled bumps and protrusions covering their skin making them unpleasant to look at. However, troll-blooded have a potent life force that gives them great regeneration and immune systems, as well as an adaptable biology that lets them more easily develop their physical forms.

Vampire (300cp): You have been infected by the vampirism virus and are now a vampire. Choose a single ability associated with vampires or blood to base your particular strain of vampirism on, making that ability stronger or granting a new ability. This ability will be no more potent than the normal vampiric abilities. Cannot be taken with Lineage - Dhampir.

- **Elder Vampire (300cp):** You've been around for some time, making your vampirism more refined and powerful while removing some of the weaknesses of the vampirism. You may even have developed or acquired more abilities over time by absorbing the vampirism of other vampires.
 - **Ancient Vampire (400cp):** You've been around long enough that all the weaknesses of your vampirism have been neutralized and you've acquired many of the abilities of other variants of vampirism out there, with your abilities heavily refined over all that time.

Therianthrope (300cp): You have been infected by the therianthropy virus and are now a therianthrope. Choose a single animal up to the size of an elephant and no smaller than an ant, this is the basis on which your strain of therianthropy is built. No variant is particularly greater than the other, but their focuses vary. Cannot be taken with Lineage - Moon-Touched.

- **Chimeric (300cp):** You managed to hold out seeing the moon for a year after your initial infection, allowing the strain to maintain its flexibility in such a way you can incorporate the physical characteristics of creatures you consume into your therianthrope transformation.
 - **True Chimeric (400cp):** You have somehow contracted the special variant of therianthropy that allowed those infected with it to obtain the magical qualities of creatures they consume, much like an actual chimera.

Freebies

Mana Wellspring (Free): Every being with a soul has access to mana, the building block for thaumaturgy, and you possess the average amount of mana a normal adult of your race would possess, though no training in how to use it. Just having this reserve bolsters your health, recovery from injury, and allows you to learn the local methodologies of thaumaturgy. For each Thaumaturgy perk you buy, increase the reserves granted by this perk by a quarter.

Vitality (Free): Vitality, or vital essence, is one of the three main powers available in this world alongside psionics and mana, a byproduct of simply living. This power is what animates the living body and allows its user to push themselves or their other powers in a number of ways, at the cost of bringing them closer to death. It can also be channeled internally in the form of ki for those that actually learn to do so.

Psychic Potential (Free): The third of the trio of primary powers accessible in this realm, and the only one that is naturally locked behind an awakening of some sort, psionics are the power of the mind itself. This perk gives you the ability to awaken your psionic potential, but doesn't unlock it in and of itself. Once awakened, your will and memory are reinforced, making it harder to subvert your mind through arcane means.

Familiar Binding (Free): Binding a familiar is a common practice in the world of Jahren, granting the familiar some measure of safety while their master receives some benefit of their own so long as the familiar is bound, taking only a bit of time and magic to accomplish. More than this, however, every bound familiar produces a small amount of Bond Energy that can be used to use more powerful benefits their familiars may grant them.

Divine Magic (Free): Sometimes, a god will see fit to bless a mortal with some measure of their power, and even those unblessed are able to learn the rites of the gods. However, outside of this reality, the gods would hold little sway. With this perk, you will maintain any blessings, boons, rites, or other powers offered by a deity, so long as it doesn't require their direct intervention to perform it. Post jump, these become a part of you.

Natural Magic (Free): There are a few magics that are based on the native energies of this world itself that are separate from the innate abilities of the individual, things that can be learned by just about anyone given enough time and effort. You have the potential to learn and use the local version of alchemy, rituals, druidic magic, and necromancy, though this gives no knowledge or skill in how to utilize it directly. The powers from these magics do not replenish within the body and have external sources instead.

Patrons & Pacts (Free): Not all beings that empower an individual are a god or a familiar, some are demons, fey, or celestials that offer their power to mortals in order to gain agents in the mortal world and to receive the power of soulgilt in return, allowing themselves to grow in trade for the power they offer. This perk makes it so these pacts, much like the blessings of gods, will always work for you and, post-jump, become a part of you. You will also be able to form and benefit from similar pacts in future jumps.

General Perks

Aetheric (50cp): You have extensive knowledge the aetheric language, a language commonly used by Celestials and the Gods. This language has an empowering effect on divine magic when spoken in the right way.

Rites & Recitations (50cp): You are familiar with the rites or recitations of the gods and goddesses of this realm, you may spread this out as general knowledge of a wide array of rites/recitations or gain the full knowledge of a single god's rites/recitations. Additional purchases allow you to learn more rites and/or recitations.

Psychic Awakening (50cp, Free Erudite or Wilder): You have awakened your psionic abilities and can use the basic powers available to all psionics. Telepathy and a minor form of point blank telekinesis that makes them stronger and more resilient in some small manner. Additionally, they gain the ability to form psionic energy into physical constructs that can be used as tools, weapons, or shields.

Thaumaturgy (100cp): Choose one of the following: Sorcery, Wizardry, Witchcraft, Shamanism, Magecraft, or Enforcement. You gain the knowledge of and training necessary to properly use that methodology with your mana reserves. You can take this perk up to six times, choosing a different methodology with each purchase.

Priest (100cp): You have been granted a blessing by a god or goddess. Choose one of the gods from the [Ravenwood Patron Supplement](#), you gain their Priest blessing. This perk can be taken multiple times, choosing a different god each time it is taken.

- **Cleric (100cp, Requires Priest):** Choose a god or goddess you are a Priest of. You gain the cleric blessing of that god. This perk can be taken multiple times, choosing a different god each time.
- **Paladin (200cp, Requires Priest):** Choose a god or goddess you are a Priest of. You gain the paladin blessing of that god. This perk can be taken multiple times, choosing a different god each time.

Monk Training (100cp): You have learned how to use Ki, channeling your vital essence internally to augment your physical abilities through a number of processes and practices. You also gain improved body and breath control, skill in meditation, and enhanced focus.

Ki Cultivation (100cp): You have an additional reserve of Ki separate from your vital essence, which you can use without it fatiguing yourself. This additional reserve is equivalent to your base levels of vital essence and does not increase normally, however, you can use your normal vitality to supplement it. If your base levels of vitality increase, so does your reserve of ki.

Erudite (100cp): You possess the ego-focused form of psionics that allows you to construct pathways through your mind that can safely channel psychic energy to manifest specific powers or abilities. Constructing these pathways will narrow down and potentially lock out other psionic abilities based on the pathways and how they were built within your mind. While this does decrease the versatility of your psionics, it is by far the safest form of psionics and has little to no strain on your mind and body the way id-focused psionics does.

Wilder (100cp): You possess the id-focused form of psionics that allows you to directly channel your psychic energy through your mind to spontaneously generate the effects you are trying to achieve, at the cost of straining your mind and, through it, your body and soul. This strain will build up as your power is used and will be relieved as you rest. If too much builds up, it can cause actual, physical harm and lead to unconsciousness or even death. This form of psionics is far more flexible and potentially powerful than ego-focused psionics, but also more dangerous.

Savant (100cp, Requires Erudite & Wilder): You have found a way to meld both forms of psionics and become what is known as a savant. A savant's main ability allows them to deconstruct the pathways generated by erudite style psionics, allowing them to restructure their pathways and change their skill set using this method. Additionally, they are able to condense their psionic power into a bead within their mind that can be used to reinforce and empower their remaining psionic abilities.

Cultist (100cp): You have found a method to generate false divinity through the collection and processing of the belief and faith of yourself and others. False divinity can be used to empower divine magic or warlock boons, form rites, recitations, and ceremonies similar to those used in divine magic, and entice spirits into listening to you. It can also be used to sense, and potentially see, spiritual beings. Curses can also be created and cast using false divinity.

Warlock (100cp): You have been granted a boon from a supernatural patron. Choose a single creature from the Ravenwood Setting Supplement that grants a warlock boon, you gain that patrons boon. This perk can be taken multiple times, choosing a different god each time it is taken. Alternatively, you may choose to gain the ability to generate soulgilt on your own without the need for a patron.

Channeler (100cp): You are capable of forming pacts that bind a spiritual entity into your soul, nourishing the spirit and allowing its power and knowledge to flow through you and grant you an array of abilities determined by the spirit itself. You will start able to bind a single spirit at a time, but can learn to bind more. Additionally, post jump, you will be able to call upon any spirit you have bound before and can find new ones that you can potentially bind.

Spellknight (200cp): You've been trained as a spellknight. You are able to swap the state of your mana at will with only a few moments of focus. With time and training, you can potentially reach to the point where your mana is both dormant and active at the same time, allowing you to benefit from both states simultaneously. Your dormant mana also now gives a very minor sense for danger, malicious intent, and mental influences.

Kiln (200cp): You are what is known as a Kiln, a born wielder of Delfire. Delfire is the result of different forms of magic mixing and interacting, which takes the form of a small orb surrounded by an oddly colored flame-like aura. You are able to store these orbs of delfire within internal nodes you possess naturally, which allow you to channel energy into the orb and generate magical effects based on the orb and energy used to fuel its effects. Having even a single orb of delfire gives resistance to disease, poison, curses, and corruption, growing stronger with your delfire.

Alchemist (200cp): You have skill and talent in the use of alchemy, able to pick out the magical properties of various materials and combine them to form useful magical creations. While often associated with potions, this goes beyond that as you can create alchemical artefacts just as easily as potions, oils, and other concoctions. There is more to alchemy than simply this, however, you must find a teacher or figure them out the hard way.

Druid (300cp): You have formed a connection with nature itself that allows you to feel the flow of energies just below the surface of the natural world, as well as the same energy within anything found in the natural world. You can tap into these flows and alter how they flow to create areas that carry a certain, minor effect, draw the energies into yourself and use them to bolster plants, fungi, and animals, or use it in small amounts to produce minor magical effects. Having this energy slows your aging and can result in you taking on mutations in a process known as drift.

Necromancer (300cp): You have learned to manipulate and harness the power of necromantic energies for the creation of undead and powerful, spell-like effects that emulate the undead. With this power, you can create, bolster, and control undead creatures as if they were an extension of your will, implant commands and behaviors, create new abilities, or otherwise make your undead stronger and more to your liking. You can also use it to manifest the powers of several undead with enough practice, using them like spells.

Ritualist (400cp): One of the earliest forms of magic is now in your hands, you have a gift for the creation and performance of rituals to achieve potent magical effects. You can harness various energies through designed rituals and shape them into potent arrays that can imbue power, generate magical fields, induce transmutations, summon powerful beings, and much more. From quick and dirty rituals that use the sacrifice of a creature in battle to grand rituals that require years of careful construction and setup, you can accomplish great things, for now, however, you have not reached such lofty heights, but you can reach them, given enough time and practice.

Mastery (500cp/200cp): You have increased mastery with your various skills and have learned to combine them far more efficiently than you otherwise would have been able to. You have the equivalent of ten years of dedicated experience in using all abilities purchased in this jump, including how they naturally interact and mix.

If you have one of the following perks, you gain the associated benefit described below. Alternatively, you may spend 200cp instead of 500cp to gain the benefits of this perk applied to one of the following, instead of all of them.

- *Thaumaturgy:* You gain the title of Archmage. Your mana reserves are five times greater and grow at five times the normal rate. Additionally, your talent with thaumaturgy is increased significantly, to the point you could, potentially, develop your own methodology outside of the six currently known.
- *Monk Training:* You gain the title of Sage. You gain Ki Cultivation for free and double the reserves it offers. You are familiar with the Sage Arts and can use them with relative ease. Additionally, you are aware of your own physical condition and your physical conditioning is five times as rewarding.
- *Psychic Awakening:* You gain the title of Grand Psion. You can take five times the strain from your psionic capabilities and are five times less restricted from your mental channels than other psychics. Additionally, you are aware of any mental influences on you and your mental conditioning is five times as rewarding.
- *Priest:* You gain the title of High Priest. You gain the Rites & Recitations perk for free for each time you have taken the Priest perk, giving full knowledge of the rites and recitations of the gods you are blessed by. Additionally, you passively generate faith and can use it to enhance any form of divine magic you use.
- *Cultist:* You gain the title of Head Cultist. Your ability to convert belief and faith into false divinity is increased tenfold, and you yourself generate five times the amount of belief or faith as you normally would. Additionally, you no longer need to go through the motions for any rite you know and can instead will its effects into existence. You still must know the rite before you can do this, however.
- *Druid:* You gain the title of Chief Druid. You are able to generate your own natural energy, can influence and cause drift mutations in yourself and others, can see and communicate with nature spirits, and can reduce the effects of aging on yourself simply by having enough natural energy to forestall it.
- *Necromancer:* You gain the title of Dread Necromancer. You can now generate your own necromantic energies during periods of calm and no longer need food, water, sleep, or air to survive. Additionally, your life force does not deplete as long as you have necromantic energies unless you actively use it. You can choose if you are still a living being or are a form of undead.

Traveler Perks

Friends Along the Way (100cp, Free Traveler): You tend to meet a lot of people traveling as you do, ones from many, varied walks of life. You have a knack for making friends with people regardless of background or social standing, able to get around any prejudices they may have. Your background, race, religion, social standing, gender, and age never seem to hinder your ability to befriend people and you might even be able to help them get passed such prejudices. Only your actions will affect your ability to make and maintain these friendships.

Smooth Sailing (100cp, Free Traveler): Travel is not as easy as one might expect, unexpected impediments, foul weather, horrid conditions, bandits on the road... all of it makes travel more difficult and dangerous. For other people at least. You and those you travel with find that the roads aren't as bumpy, the seas less choppy, the weather is just better for your situation, and your supplies last longer than they rightfully should. Any impediment or hindrance you do face seems to help you avoid a worse one down the road and you will spot them well before they become a real issue. This doesn't help you avoid deliberate actions against you or those traveling with you, however.

All The Sights (200cp, Discount Traveler): With everything you see on your travels, it would be a shame if you were to forget. Thankfully, you have a memory that can best be described as perfect. You never forget anything unless you actively want to forget, can call up any memory instantly, complete with emotional context and what you were thinking at the time, can sort through your memories easily and efficiently, and even filter out harmful components from your memories to avoid memetic or cognitive hazards. Your memories cannot be altered or viewed in any way without your explicit say so and you can sense and revert any such changes at any time.

Trinkets & Baubles (200cp, Discount Traveler): Your travels often have you coming across and collecting an array of useful trinkets, interesting curios, and minor artefacts. You have exceptionally good luck in finding such things, both out in the wild and in shops, even in mundane worlds you could find minor magical items in old antique shops. Any items you obtain or collect are protected by this perk. This doesn't make them indestructible, but it does mean that they will return to you within a week if stolen, destroyed, or lost. Consumable items, such as potions are not restored if consumed but will otherwise be protected normally. If you wish to leave an item behind for some reason, you can remove this perk's effects from the item in question.

Renaissance Man (400cp, Discount Traveler): Going so many places and meeting so many people, you have been exposed to a wide array of skills, magics, and abilities ranging from the simple to the complex. With all that exposure, it makes sense that you've picked up a few things. You can learn the basics of nearly any skill, magic, or ability with uncanny speed, so long as it is a learnable skill of course, giving a ten times increase in the speed of your learning, though this decreases the more you learn until you reach your normal learning rate.

Additionally, you are able to absorb some degree of skill with just about anything through osmosis and exposure, learning any skill at a slow rate so long as you are exposed to it.

Bringing It Together (400cp, Discount Traveler): With how much you are likely to pick up over your travels, it makes sense that you might be stretched thin with a wide, but shallow, array of abilities. However, you have the uncanny ability to synergize and combine abilities, be they your own, those of your allies, or from your equipment, to make synergistic effects that can make up the difference in the raw skill. This may even allow you to develop new abilities entirely by thoroughly combining those you already have.

Additionally, your skills and abilities, even those from equipment or allies, will never clash or cause you excessive or permanent harm, even if they would normally do so.

Peasant Perks

Ordinary Villager (100cp, Free Peasant): Maybe you were the town blacksmith or you were apprenticed to the old mortician or simply grew herbs for the local herbalist. Choose a profession that could reasonably be available in a medieval fantasy town, you have a lifetime of simple experience in the chosen profession. This perk may be bought multiple times to gain experience within multiple professions, purchases after the first being discounted for Peasants.

The Common Man (100cp, Free Peasant): As a peasant, you are often beneath the notice of those greater than yourself or that see themselves as above you in some manner. And if you are noticed, their estimate of your skill or power will be much lower than it actually is. Even those that have encountered you before will have a hard time judging your actual skill level. You can choose for this to not apply if you wish.

Perspective (200cp, Discount Peasant): Powerful people tend to lose a bit of perspective and appreciation for the simple solutions. As one of the people on the lower rungs, you don't have this issue and you never will. You don't get caught up in your head and can come up with simpler solutions to things. You are also able to recognize bad ideas or when you're getting caught up in something would lead to a bad idea. Basically, if you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Additionally, you find that you aren't subject to ennui nor will you lose that sense of wonder from what you experience, always able to appreciate the little things in life.

Spanner in the Works (200cp, Discount Peasant): Being so easily overlooked has its advantages, but you take this to another level. Attempts to predict or plan around anything you are involved in just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this and you can choose to negate the effects of this selectively if you wish.

The Quiet Life (400cp, Discount Peasant): There is something about living a more sedate and mundane life, a sort of peace that comes with it. Any place you decide to rest and relax in seems to come with a bit of luck, avoiding the notice of monsters, adventurers, bandits, and the like, as well as avoiding the brunt of most disasters. You also find that your own luck is improved by a fair margin, in the everyday sense. You won't be subject to random accidents or be subject to the negative whims of fate that would just ruin your day. This luck can even extend into combat to a degree, preventing strokes of bad luck like slipping on a stone when trying to defend yourself. This won't make up for a lack of skill, but will ensure bad luck isn't what ends you in the long run.

Folk Hero (400cp, Discount Peasant): Living a quiet life on the countryside isn't normally conducive to realizing your full potential, however, it has offered you an unusual advantage. You have a vast amount of untapped potential and latent talent just waiting to be realized, only needing a bit of pressure to come forward. When you are put under pressure or into a dangerous situation, this latent talent is pulled forward and you find that you very quickly start to realize your potential, as well as gaining a boost in creativity and ability to learn through experience. When not under constant pressure and allowed to relax, your talent and potential seem to grow ever so slowly, constantly pushing you to greater heights.

Additionally, you have the ability to help others to bring out their natural talents and realize their potential, just being around you seems to do so, helping to bring them closer to your level at a considerable rate.

Noble Perks

Noblesse Oblige (100cp, Free Noble): There is an implication to being a noble that many miss, they are nothing without the peasantry beneath them, and exploiting them will only lead to revolt. You are aware of the needs and desires of those under you (be it command, protection, family, or otherwise) at all times, able to process the information in the background of your mind to allow you to act on that information even when not actively thinking about it. This gives you a great deal of skill in managing groups of people under you and makes you a better leader overall, as well as making you more charismatic even with those not directly under you.

Educated (100cp, Free Noble): Nobles often have access to tutors and academies far more frequently than the more common folk, or even adventurers that have earned the right directly. As such, you have a deep well of knowledge in various topics, nothing particularly useful in battle, but knowledge of engineering, of mathematics, of geography and politics, of the sciences, and of the arts are all things you would know well, along with a great deal more. This also comes with a boost to your ingenuity and inventiveness.

Good Help (200cp, Discount Noble): Is often hard to find, between the politics, schemes, and cons that people will often run to get at the nobility or their fortunes, it can be a stressful endeavor. You needn't worry about such things. You are exceptional in reading others, easily picking out little insights from their actions and disposition, as well as seeing just a bit deeper than the purely physical. You also have the ability to tell, with a short period of observation, determine where a person's talents may lie as well as just how skilled they may be. This makes delegating a much simpler affair as you can easily find the best people under your employ to give a task.

Inspiration (200cp, Discount Noble): Nobles are well learned individuals that often have a lot of servants to cover their duties, leading to a glut of free time where they must entertain themselves. You are also possessed of a deep wellspring of inspiration that gives you an improved level of creativity and motivation, a near immunity to boredom, and heightened problem solving abilities. However, this isn't entirely metaphorical, you actually have a regenerating pool of inspiration in your mind that you can tap into to further improve the above as well as to temporarily refine your skills. This doesn't actually make you more skilled, but instead helps you to avoid pitfalls or mistakes that you may have made but that you'd not make normally.

Truly Noble (400cp, Discount Noble): Nobility are often the target of subversive elements and some are trained to help resist such influences. You have received this training and have taken to it to a greater degree than most. You are immune to corruption in all of its forms, you cannot have your mind subverted through magic, you are completely immune to possession, and are otherwise not subject to any sort of supernatural influence on you. You are also constantly aware of your own mind and soul, which makes it much easier to maintain your personality and sense of self even if you were to, somehow, lose all of your memories.

Additionally, you can recognize any attempts to subvert you and tell what they are trying to do, allowing you to play along if you so desire. You can choose to allow possession or influences to affect you until you decide to end them of your own accord, uninfluenced by these subversions.

By Right Divine (400cp, Discount Noble): Some of the highest of nobles are actually possessed of some clear advantage over others beyond just their influence and money, something that seems to almost grant them the right to rule simply by this advantage. You gain an additional 400cp to spend on Lineages and General perks. Such lineages and perks are guaranteed to pass along to your children unless you do not want them to. Additionally, you may choose to pass on any other physical, genetic, or magical abilities or characteristics you may have.

Adventurer Perks

Exceptional Individual (100cp, Free Adventurer): Be it strong, fast, tough, or powerful, adventurers are almost always exceptional in at least one aspect of themselves. Choose a single physical attribute, mana pool, vital essence, or psionic potential. Your capacity with the chosen attribute is improved considerably, being brought to near their peak of ability. This perk can be taken multiple times, choosing a new trait each time it is purchased, purchases after the first being discounted for Adventurers. Alternatively, you may choose a general boost that improves all of your base attributes by a small amount.

Adventurous (100cp, Free Adventurer): Adventurers are a varied lot, with an array of skills for an equally large variety of situations. You may choose a skill, skill set, lineage, or general perk. You gain several years worth of experience with the skill or perk selected. The more diverse and broad the skill set or power in question, the more diffuse the experience. You may purchase this perk multiple times, each time selecting a new skill, skill set, lineage, or general perk, purchases after the first being discounted for Adventurers. Alternatively, you may choose a lesser general boost to all lineages or general perks you possess as well as several useful skills for an adventurer.

Just the Thing (200cp, Discount Adventurer): Adventurers often have to expect the unexpected, encountering a variety of strange scenarios and obscure creatures that may never have been seen before, it pays to be prepared. You seem to be able to pull something that you could reasonably have obtained and have on hand from your person, such as being able to pull a clove of garlic from your pack when fighting a vampire even if you didn't actually buy or collect it, so long as you could have done so. You won't be able to obtain anything rare or expensive through this perk's effects alone and the perk's effects can be overused stop working for a time. You are also able to pull any hand-held possession you own using this perk at any time, even when the perk has been overused.

Seasoned (200cp, Discount Adventurer): Living in a profession where danger is ever present has honed your instincts to a razor's edge by sheer necessity. You have a strong sense for when danger approaches and what manner of danger it may be, growing more intense and persistent the greater and more immediate the danger is. Immediate danger seems to slow your perception of time and improve your reflexes, while more distant ones may make you more perceptive of small tells and signs of conspiracy.

Not Dead Yet (400cp, Discount Adventurer): Adventurers are often exposed to incredibly dangerous or strange scenarios that should have killed them, but survived anyway through sheer willpower and grit. You have an incredible will that allows you to push through fatigue, near fatal injuries, impossible odds, and any sort of hardship you may face. Combined with the levels of sheer grit you possess, you are capable of fighting at peak efficiency even when on the brink of death, where just one more cut or strike will lay you to your final rest. Even then, once per jump (or once per decade), you can cheat death, pushing through an otherwise unlivable scenario so long as it is not literally impossible to survive. This is not a case of you being revived, but simply surviving on death's door.

Veteran (400cp, Discount Adventurer): The best of adventurers are those that have lived long enough to reach old age, in a profession where most die young, age is a sign of skill, or luck. You have an absolutely uncanny awareness of your surroundings and just how you can leverage it to your advantage. Your own abilities, the terrain, the people, the equipment you carry, and even your enemies, all of it is perfectly processed in the background of your mind and used to your advantage. You may even be able to leverage certain bits of information to gain a permanent advantage of some sort, whether that be obtaining a useful weapon from one of your foes, gaining magical materials that can be used to make something useful, or the fact that shedding infernal blood may be able to grant your weapons the ability to manifest demonfire.

Villain Perks

Kill Your Conscience (100cp, Free Villain): Those that follow this path are often cold and calculating, able to commit atrocities with seemingly no care or remorse, just calm impassivity. You share this quality and can effectively turn off your moral hangups for a time. You will still feel the remorse and guilt, if indeed you do feel them, but they will not stop you from pursuing your goals. While the effects of this perk are in place you can put on a mask of cold calmness, hiding your true emotions and thoughts on the surface level.

Master of Puppets (100cp, Free Villain): People are just tools to people like this, disposable pawns that are brought in and cast aside when their usefulness is at its end. You are a consummate manipulator, knowing just the right buttons to push and what to leverage to get someone to do what you want, be it blackmail, promises of glory, bribes, or any other such means. With enough time, effort, and manipulation, you could even make loyal servants out of people, borderline fanatical in their devotion. Strong willed individuals are unlikely to fall prey to this, but your ability to induce fear and be intimidating is enough to cause even those of strong will to pause.

Lusus Naturae (200cp, Discount Villain): There are two effects this perk can have. The first has no requirements and gives you an unusual stability in body, mind, and soul that makes you far more receptive to nearly any form of empowerment, temporary or permanent, with fewer complications or negative side effects. The second requires you to have at least one Lineage and allows you to access far more of the power available to your ancestor, doubling the power your lineage provides you, and potentially allowing you to emulate and gain the abilities of your ancestor, even granting you the ability to take on aspects of their form permanently if you work towards it. You can take this perk twice, once for each effect.

Wolf in Sheep's Clothing (200cp, Discount Villain): Many of the most insidious of villains are those that have an immaculate reputation, hiding in plain sight and known as a paragon on the surface, hiding the wolf beneath. You are perfectly able to hide your activities from the public eye, able to create and project a persona that is nearly impenetrable by any means and easily keep track of them. You can set up multiple such personas if you so choose. In fact, your more secret activities seem to be taken care of in the background, almost as if you could be in two places at once. You are also able to so thoroughly bury your true nature that mind readers can't pry into your true intentions, they only learn what you want them to learn, even if what you want them to learn is false.

Hell's Comin' With Me (400cp, Discount Villain): Many a villain has their generals, those they have invested in to carry out their wills, often gifted with power of their own from their master. You are able to act as something similar to a warlock patron, providing abilities based on your own to those you have chosen to patron. Your ability to act as a patron is based on your own personal strength, scaling up as you grow in power, and the gifts you are able to offer are based entirely on your own abilities. You can even gift copies of your perks to your warlocks, though this caps out at 1000cp worth of perks. Despite this being similar to a warlock patron, the power you gift does not generate soulgilt, instead, you gain a tiny fragment of the experience and training your warlocks undergo for yourself.

The Man in the Chair (400cp, Discount Villain): With such great ambitions, it can take a great deal of time and planning to achieve your goals, and a single disruption can spell ruin for your schemes. Fortunately for you, you are a master planner and can see dozens, or potentially hundreds, of steps ahead, as well as how to create contingencies within contingencies to keep your plan moving forward even if elements are disrupted. More than this, however, your plans are so complex and thorough that they can outright work around major disadvantages, such as your enemies possessing the ability to see the future or manipulate fate. You are even able to spot the webs of plots others may have and leverage them to your advantage without them ever knowing.

General Items

You receive a 500cp stipend for items only.

Welcome Package (Free): Just for entering the jump, you gain three sets of sturdy clothing, a set of reinforced clothing that can act as basic armor, and a waterproof cloak. On top of this, you gain a pack with basic necessities; trail rations, a waterskin, tablets to purify water, flint and steel, a coil of rope, a knife, a hand axe, and a lantern. You also gain a small pouch of coins, which is enough to live relatively comfortably for up to six months, or frugally for up to two years. These items are simple, easily replaceable (save for the coins), and designed for function over form.

Delfire Orbs (50cp): You gain an orb of delfire that will never extinguish itself and thus needs no fuel to maintain its existence. You can choose the effects the orb carries and whether it defaults to vitality, stamina, mana, or psionic power to fuel its effects. The delfire itself carries three or four effects that build on each other to achieve a more potent effect once combined. Delfire purchased here are of middling power, but another purchase can be used to make the delfire stronger in place of gaining a new orb. This can be purchased multiple times.

Kilns gain four purchases of this item for free.

Arcane Focus (100cp, Discount Thaumaturgy): Thaumaturgy is a complicated and intensive discipline of study, requiring a considerable amount of memorization and focus. Arcane foci help with this, refining the focus of the holder as well as offering small increase in mana capacity through the reserve within that can be used to power, but not construct, a spell matrix. These can take the form of a staff, rod, or wand, a sphere of crystal or metal, or an accessory of some sort, such as a ring.

Holy Symbol (100cp, Discount Priest): A simple symbol of faith, made of wood, stone, ceramic, or metal, with a form representative of your preferred deity or faith. Simply having such a holy symbol on your person increases the potency of rites and recitations performed by the holder by a small amount. Blessings from a deity are also easier to control with a holy symbol in hand.

An additional purchase can be used to convert the symbol into a holy seal, an imprint of the symbol onto the soul itself, manifesting in holy light when divine power is used. The effects are stronger because of this connection to the soul itself, as well as using your faith and belief to fortify your mind and will.

Psionic Crown (100cp, Discount Psychic Awakening): A circlet, crown, or helmet that is designed to focus and empower psionics, often through various crystals or geometric patterns. A psionic crown eases strain put on the mind, slightly reinforce the psychic pathways in the mind to let them handle just a bit more power, and increases the range at which any psionic power can be applied. It will also make constructs of psionic energy a bit tougher.

Token (100cp, Discount Monk Training): When it comes to ki use, sometimes, a small, sentimental token is all that's necessary to help with it. Whatever it is, this token will help to keep the mind calm and level, reduce the rate at which stamina is lost, and offer a small amount of physical protection. It will also act as a reminder and keep the holder motivated and patient.

Arcane Resources (200cp, Discount Alchemist): A fully furnished alchemy lab complete with an endless supply of the most common and uncommon materials necessary for the craft. It also has a chest that can easily store all of the equipment and keep them in perfect condition, even repairing damaged pieces, and can fold out into a workspace when nothing better is available.

A small lockbox inside the chest contains an assortment of rarer materials and will restock with a new, random assortment every week or so. Materials and potions stored in this chest will be perfectly preserved and not degrade in the slightest.

Materials useful for alchemy you find in future worlds are added to the supplies offered by this item.

Raggamoffyn Outfit (200cp): While a rarity, a raggamoffyn will sometimes part with one of their outfits, a potent magical item that offers a considerable benefit to the wearer. These outfits resize to fit the wearer, keep the wearer at their ideal, comfortable temperature, are breathable and comfortable themselves, and are both self cleaning and self repairing. They are also durable enough to act as light armor while being as light and flexible as normal clothing.

Each outfit will also have a number of minor magical abilities, such as a set of scarves that can be moved to the wearer's will and have enough strength and dexterity to actually be used as additional limbs, the ability to conjure throwing knives, generating smokescreens, or augmenting a handful of skills or abilities. These effects are generally not particularly potent on their own, but offer a fair bit of versatility. Most will only have a max of ten such abilities, with fewer abilities making the rest a bit stronger.

This can be purchased multiple times, granting a new outfit each time.

Magelock (300cp): A recently developed form of enchantment, magelock allows an object to interact with various powers to change its properties in some fashion. The most common example is the magelock pistol that the process was first developed for, which can infuse the bullets within to have a variety of effects. It can even form bullets out of mana if you are lacking in ammunition. Other items have different, though similar, reactions, such as a sword that is normally dulled but forms a razor's edge when mana is streamed through it. This need not be a weapon, magelock shields, armors, and even mundane items such as lanterns, do exist.

Grimoire (300cp): A powerful artefact for anyone to possess, this thick, leather-bound tome is surprisingly light for its size, protected by a number of enchantments, and filled with information on the various forms of thaumaturgy. Studying this book and practicing what lies within would allow anyone to gain a solid grounding in most forms of thaumaturgy within a very short period of time, months, or even weeks, instead of years.

The true power of the grimoire, however, is that it is steeped in magic and has its own power reserve housed within the central ornament on the front cover. This ornament has enough magic in it to match a well-trained mage and can be used by the current owner of the grimoire to cast any form of magic that isn't completely internal. Mana spent from the ornament replenishes slowly, about half the speed of a normal mage. The ornament can be removed and used as a pendant that will accelerate the mana recovery of the wearer, but not the additional reserve.

The effects of the ornament improve with the amount of magical lore in the grimoire itself. Expanding on the information within requires expensive inks and careful wording to have an effect, but doing so will empower the ornament proportional to the added information, either granting a larger reserve or faster recovery.

Traveler Items

Maps, Charts, and Navigational Tools (50cp, Free Traveler): As the item says, you have an updating series of maps and charts in waterproof cases as well as a series of tools for navigation and exploration. These will keep up to date with your current location and what jump you are in. Navigational tools come with instructions.

Handy Haversack (100cp, Discount Traveler): A simple, sturdy leather pack that fits you perfectly and holds about five times what it appears to be able to hold and does not weigh you down any more than when it's empty. Whenever you reach into the pack, the item you are looking for is on top.

Wanderer's Cart (200cp, Discount Traveler): A rustic, sturdy wooden cart that is built to be completely enclosed and possessing a door to the interior instead of a simple cloth covering and flap. The interior of this cart is much larger than the outside proportion would suggest, with basic furnishings and an excess of storage spaces such as chests and barrels that will keep anything held within perfectly preserved. It also increases the quantity of everything you gained from the Welcome Package item ten times over.

The cart itself is drawn by a fairly robust magebred horse that is virtually tireless and will easily follow directions even without a driver to guide them. They cannot be taken as a familiar but hold a bond that allows you to summon them at will, even if they were to be slain, though it may take a few moments for them to recover enough to be summoned once more depending on how they were slain.

If you have the Home Sweet Home item, you can apply the effects of that item to your cart, which also expands the internal space of the cart several times over, effectively expanding it into a fully furnished tavern inside of your cart.

Traveling Partner (300cp, Discount Traveler): As a traveler, you've come across a lot of people and made quite a few friends, some of which have chosen to follow along with you. You gain an additional +300cp to spend in the Companions section of this document.

Dabbler's Guide (400cp, Discount Traveler): A collection of books, scrolls, and manuscripts of all sorts that explain little bits and pieces of a variety of magics, as well as how to start using them without the need for a teacher. Thaumaturgy, druidism, necromancy, psionics, ki use, religious rites, and much more are all explained within this collection with enough detail to allow you to avoid the pitfalls of self study and allow you to gain the basics. The collection also includes instructions for any magics requiring a specific type of lineage or quality, though it does not grant the ability to access those magics on its own.

Hidden in the pages of this collection, in obscure passages that will require considerable cross referencing and extrapolation from incomplete information, you may be able to find a way to acquire some of the lineage specific magics available in this jump, albeit in a weaker form.

This will automatically update each new jump with any locally available magic system, even if that magic system isn't explicitly called magic. This may include the acquisition of bloodline specific magics, similarly weakened to the above instance.

Peasant Items

Tools of the Trade (50cp, Free Peasant): You have a collection of basic tools necessary for any sort of mundane craft you have proficiency in, with the quality of these tools increasing with your overall skill level. The tools never need maintenance and will not break so long as they are used in your crafting.

If you have the Arcane Resources item, then you will also have tools necessary for any supernatural crafting you are proficient in as well, so long as they are not enchanted themselves. If you have the Basic Enchantments item then your tools will have minor enchantments that increase their efficiency.

Home Sweet Home (100cp, Discount Peasant): You possess a good sized home. A comfortable, cottage-style house in your starting location that is fully furnished and perfectly suited to you. The inside is always a comfortable temperature and level of humidity, it is largely unaffected by outside conditions, and comes with an extra plot of land around the actual house itself, enough for a small, family farm. The house is large enough to house five people comfortably and has a fully stocked pantry that refills itself weekly. It will maintain any upgrades made to it.

If you have the Arcane Resources item, the house has a dedicated workshop attached. If you have the Wanderer's Cart item, you can apply some of its effects to the house, expanding the internal dimensions without affecting the outside, increasing the capacity threefold, as well as adding a cellar with a preservation effect for stored items.

Hearth Fire (200cp, Discount Peasant): This seed of flame looks like the flame at the end of a candle burning with no fuel and giving off only a pleasant heat that allows it to be held in a person's hand. The seed gives off a feeling of warmth and comfort to the holder and those standing close to them, granting an increased resistance to disease, a slow reduction of stress, and promoted healing. By feeding the seed mana or placing it into a larger fire, the effects will spread proportional to the amount of mana used or the size and heat of the fire as well as rendering the fire harmless and contained so it won't spread if you don't want it to. It is possible you could narrow this effect and unlock new abilities given time. You can recall the seed of flame at-will.

Warding Eye (300cp, Discount Peasant): Superstition is a powerful thing, and many villages make little charms for good luck, to ward away evil, or to protect from harm. This is one such example, a simple pendant woven from thin wicker and wire that is surprisingly sturdy for its material. Simply having this charm in your possession allows it to absorb and disperse harmful supernatural influences of all sorts, as well as poison and disease, that would inflict the holder. The wire will heat up as it absorbs more and may cause the wicker to burn, reducing its effectiveness as it absorbs more, though it will fix itself as it disperses the power it has absorbed. Particularly powerful afflictions can overpower this charm to afflict the holder, but in a reduced capacity.

Comes with instructions on how to make the common form of warding eye, which lack the regenerative abilities yours is capable of. You can also make charms that have a greater capacity but only work for the one affliction.

The Ring (400cp, Discount Peasant): A simple ring. It has no inherent magical qualities of its own, though it will perfectly fit the person you give it to. When you give this ring to another individual, if they accept it, they will join you as a companion during your chain. They will automatically import into future jumps and will gain the same amount of CP as you do. You only possess the one ring, cannot duplicate it in any way, and it cannot be taken back unless the companion chooses to stay behind or return to their home jump instead of continuing the chain with you. Misunderstandings simply won't happen between you and the wearer of the ring, and they will be granted a high resistance to any form of temptation or corruption.

Noble Items

Signet Ring (50cp, Free Noble): A ring with a crest or symbol embossed on it. This ring cannot be stolen from you nor can it be recreated in any way, making it a perfect identifier for yourself. This effect will extend to messages sealed with the signet, making them impossible to tamper with without being noticed.

Noble Title (100cp, Discount Noble): You possess a title of nobility, about the equivalent of a baron or viscount, whether in truth or a forgery is up to you, that gives you a fair amount of authority and influence, especially within your own lands. In this jump, you will be seen as an authority figure that is able to mediate between various factions, both in terms of the peasantry and your fellow nobility, and contribute towards political matters.

However, as this title is only truly useful in this jump, in future jumps you will be able to further customize your origin and choose the specifics, gaining some level of advantage for your origin, even if you choose to be a drop in. Drop ins in particular can use this to gain a fake identity, possibly with some minor memories to help you fit in.

Information Network (200cp, Discount Noble): This is representative of a network of NPC-like entities that can perform research, gather information and rumors, start whisper campaigns and rumor mills against your enemies, carry and deliver messages, or otherwise spread information to or from you. The entities that make up this network will perform the tasks given to them then disappear until called again. They cannot cause physical harm in any way nor can they perform sabotage of any kind, they can only be used for the collection and spread of information.

Capital Expenses (300cp, Discount Noble): As a noble, you have some deeper than normal pockets and much easier access to rarer goods and materials than those of other backgrounds. You gain an additional +300cp to spend in the General Items section of this document.

Heirloom (400cp, Discount Noble): You possess a rare example of an heirloom artifact, an item of power that will slowly grow with its use and the strength of its wielder. This item will grow as you use it, adapting to how it is used and growing steadily stronger as you grow in power and skill.

The heirloom, at its base, is a perfect channel and focus for any sort of magic, can be stored within a magical space bound to you or called back to you at will, can take on enchantments easily, will maintain up to three normally temporary effects placed on it, and will self repair over the course of a few minutes even if turned to dust or erased from existence, faster if you feed it power, any kind of power you have access to. Any powers it develops will grow slowly and steadily, getting more flexible as they are pushed and used.

If you have taken the Noble origin or either of the Basic Enchantments or Artefact items, the heirloom will already have a number of minor enchantments placed on it that have been expanded over generations as well as a few imprinted skills from the past holders.

You may import an item to gain these qualities.

Adventurer Items

Well-Crafted Gear (50cp, Free Adventurer): A set of finely crafted armor, a sturdy melee weapon, a ranged weapon, and a holdout weapon, all of exceptional quality. Additionally, the Welcome Package item is upgraded to consist of higher quality equipment than before, with some useful, though mundane, additions. Non-magical alchemicals, such as alchemist's fire or thunderstones, are also found in your equipment and replenish regularly.

Basic Enchantments (100cp, Discount Adventurer): Your equipment is not just of a higher quality, it is flat out enchanted. These enchantments are fairly simple, a sword that ignites at will, armor that is lighter than it has any right to be, rope that moves with your will or can extend several times its apparent length, rings that produce a protective barrier, a cloak that protects against the weather and hostile attacks. With an additional purchase, these enchantments become stronger and more varied.

Alchemist's Bounty (200cp, Discount Adventurer): On an adventure, potions are a common commodity, and many an adventurer will swear by them for the sheer ability to mitigate a dangerous situation if you have just the right one. You possess a simple chest, small enough to be strapped to the bottom of a backpack, that has a wide array of alchemical medicines and minor potions stored within, always seeming to have a decently sized stock. These medicines will speed recovery considerably, but are not proper potions and will not instantly heal wounds the way a proper potion would.

There is an additional compartment within the chest that has sixteen slots in it, each one large enough to store a single potion bottle. By default, each slot is taken up by a moderately powerful healing potion, disease cure potions, poison neutralizing potions, or stamina potions that give a temporary boost to stamina and mana recovery. Potions stored in this chest replenish twenty four hours after being used. You can replace any potion stored within the sixteen compartments by simply putting a new potion into the slot and leaving it there for twenty four hours.

Monstrous Compendium (300cp, Discount Adventurer): A large, sturdy, leather-bound book filled to the brim with lore about a wide variety of creatures both common and rare with an incredible amount of detail lifted from the firsthand experiences of your fellow adventurers. It includes common tactics, the abilities the monsters possess, and even some information on the magic that can be accessed from their remains and how to safely harvest it. It also includes information on the familiar bonds that can form and even some degree of what they can offer to someone willing to indenture themselves as a warlock.

Studying the pages of this book for a monster before going after it will give you a small boost to your abilities to track, interact, and combat the studied creature, an effect that will last for up to a week before you need to refresh your memories and the magic of the book.

The book has an infinite number of pages but never seems to grow any bigger, will open to the exact page you want, and will update to include creatures from each world you go into.

Fragment of a Dead God (400cp, Discount Adventurer): The last piece of a long dead god somehow fashioned into a simple pendant. These incredibly rare artifacts, when worn, provide a noticeable, though small, boost to every aspect of the wearer and their equipment due to the small amounts of divine power shed by it. The divinity within is too small to be of use for ascension, but it could be used to awaken a seed of divinity in someone that already has one. It possesses a tiny, regenerating well of power that can be used like life force to boost any supernatural power the wearer has. It has the same power as a year of a human life and regenerates completely in three month's time.

Villain Items

Variety Pack (Free, Villain Exclusive): Instead of a specific set of items exclusive to their origin, villains are able to pick one item of each price tier from the other origins to gain at a discount, with a single 50cp item for free. The villain may apply these discounts to an item of a lower value if they so choose (so they could use their 400cp discount on a 300cp item instead).

Companions

Familiars (Free/Varies): Any creatures taken as familiars can be taken as followers or pets after the jump ends for free, respawning after 24 hours if killed and keeping any upgrades made to them. This extends to any familiars you may acquire in future jumps as well.

If you wish to, you can spend CP to gain a familiar at the start of the jump instead of obtaining them in jump. For 50cp you can gain a normal, mundane animal of your choice as a familiar. For 100cp, you can gain a familiar with minor magical qualities, such as a magebred animal, a member of the Conspiracy, or a kabu. For 150cp, you can take a more powerful familiar such as a pesskla, a shinzo, or an aavarak. For 200cp you can take an exceptionally powerful familiar such as a fog king, dire hermit, or any familiar that can also act as a warlock patron. And for 300cp you can take a familiar on par with a chimera, a grimoire drake, a bombazine, or any creature that will grow stronger over time.

Patrons (Free/600cp): If you obtain the blessing of a god or goddess, you are able to take an echo of them with you on your chain, able to act in much the same way as the main god would, even being able to grow and develop as they gain followers. They have the same level of power, at a minimum, that they did when you left this setting and will not drop below it. This also functions for creatures that provide you a warlock boon, though they are rendered into a more spiritual and passive form. You can pick and choose if you want specific ones to follow you on your journey and can end their journey at the end of any jump if you so choose.

For 600cp, you may take a mortal avatar of one of your patron deities along with you. They have the same personality and are linked to the copy of the patron following, but are significantly weakened in their mortal form, though they carry all the blessings of their godly form, empowered considerably, know every single one of their rites, have access to all of the power offered by their Saints, possess several of their divine artefacts, and have the benefits of being a demigod even in this weakened form. This does empower the echo of the patron following you by a fair margin and gives them just a bit more influence as a result.

Allies (Varies): For 50cp, you may create or import a single companion with a free origin and 600cp to spend on perks and items. For 100cp you may create or import up to three companions instead. For 200cp you may create or import up to eight companions instead. You may optionally give your companions an additional 100cp for every additional 50cp you spend on this option. Companions may take Drawbacks that only affect them for their full CP value.

Canon Companion (50cp): There are a number of individuals that have unique capabilities within the world of Rumen Damg, and for 50cp you may take one of these individuals with you on your chain, if you can convince them to come along.

Personal Drawbacks

All Are Welcome In Wonderland (+0cp, Toggle): At the end of your time in this jump, immediately go to the [Ravenwood – The Demiplane](#) jump. You can choose to keep your background from this jump in place of gaining new memories with your origin, effectively making your choice of origin only apply to what is discounted for you instead of an origin of its own.

I'll Keep You Forever (+0cp/+50cp): The amount of time you must spend in this jump increases by five years. This drawback may be purchased multiple times, increasing your time here by an additional five years for each additional purchase. This drawback can only provide up to +400cp total, with a full jump duration of 50 years.

Optionally, you may choose to extend your stay further while in jump, remaining until you choose to leave or you die. If you die after your mandatory time period is up, it will not be treated as a chain fail and you will move onto your next jump as if you had completed the jump normally.

Nothing's Free (+50cp): You do not get the Welcome Package item, nor any upgrades made to it, until after this jump has come to an end. You may reduce the cost of Well-Crafted Gear or Basic Enchantments, after any discounts are applied, by 50cp.

This can only be taken if this is your first jump.

Jump Back and Forth (+50cp): You find that your ability to focus is rather fleeting, you find it difficult to focus on a single thing for long and are prone to bouts of boredom that tend to have you trying something else than what you were initially focused on, jumping from task to task. Other times, you may find yourself dragged into a period of hyperfocus where everything else around you is drowned out entirely. While this won't affect how quickly you learn or develop directly, it will spread you thinner and develop your abilities irregularly.

I'm A Little Unstable (+50cp): You have a bit of trouble regulating your emotions and keeping calm. You are quicker to anger and slower to calm down, but also easier to build up and tear down. This makes you prone to manipulation as your emotional state becomes more of a determining factor into your decisionmaking. This can be overcome with time and experience.

I Dare You To Try (+50cp): You have a much higher estimation of your own skills and abilities than reality, just a bit more arrogant and reckless than you were before. You are more likely to underestimate your foes and overestimate yourself, brag about your own abilities, and generally have the penchant for monologues. You can overcome this through some humbling, assuming you survive long enough.

You're Just Lazy and Apathetic (+100cp): You find motivating yourself to be a difficult task. Unless pressed or prodded by an outside motivator, you simply find yourself falling into a simpler, lighter routine than you may have wanted because you just can't bother to keep yourself motivated enough to do anything more intensive. This can be worked around if you have some sort of pressure to keep you motivated via external factors.

Lost the Will, Ran Far Away (+100cp): You have an abnormally strong response to fear, triggering your fight or flight response intensely and more easily, usually in the flight setting. You are a coward, you may not like this fact, but you find it difficult to push through the fear to face what is causing it. Only those with an exceptional will or something to truly fight for can overcome this. Even then, it won't be without hesitation.

You're Gonna Get What You Deserve (+100cp/+200cp): You are a known quantity in these lands, there is something that has made you, and your abilities, something the people know in some manner. This may give you some measure of benefit, however, this means your enemies know your abilities, your personality, your appearance, and they can exploit these traits for their own ends, and they most certainly will. You will also find tales of your exploits, good or bad, and any abilities you use in those exploits spreading with unnatural speed, making it hard to keep any of your skills or abilities secret.

With an additional +100cp, it is instead your exploits that put you in a negative light that spread, while the ones that put you in a positive light are simply unrecognized or suppressed.

Place and Time Always on My Mind (+100cp/+200cp): You are completely hopeless when it comes to directions. If you are going somewhere along a route you are not familiar with, you are extremely likely to get lost. Additionally, you have virtually no ability to actually read a map, always seeming to confuse you more than they help you. You will eventually find your way to where you want to be, but it will take a longer and be a fair bit more stressful.

With an additional +100cp, your sense of time is just as shot as your sense of direction. While this won't affect your timing in battle, it is unlikely you will ever find yourself on time for anything without someone being there to get you there on time.

This One Had Me Scared To Death (+200cp): You have had a life changing injury of some sort, maybe you've lost a limb or perhaps something has cost you one of your primary senses (sight or hearing), or maybe your lungs work at a reduced capacity from smoke inhalation. Each purchase of this drawback gets you one of these injuries, to a maximum of four purchases for a total of +800cp.

Alternatively, for 50cp, you can lose your sense of smell and taste or make yourself color blind. This does not count towards your maximum number of purchases. You cannot choose to be color blind if you are truly blind.

I Am the Theriac (+200cp): You are suffering from a long lasting, magic resistant poison or disease that has rendered you permanently sickly. Your physical abilities are lessened, especially in terms of endurance, you get sick more easily compared to before, and you are less resistant to poison. Even if you should be immune, you are now vulnerable instead.

Deeper Than The Grave (+200cp): You are no longer one of the living and have been reanimated as an undead creature. While this doesn't really affect your physical or mental abilities, you are no longer able to use any form of druidic magic, are vulnerable to control from necromancers, cannot benefit from healing magic designed for the living, and do not heal naturally. Additionally, the undead are viewed as monsters by most people in Rumen Damg, and unless you have the ability to hide your nature, you will likely be attacked or chased out of any town you go into that doesn't have a necromantic inclination.

So You Can Try to Tear Me Down (+200cp/+400cp): You have someone that is against you for some reason, maybe they see you as a rival, or they think you some sort of counter to their plans, or maybe they just don't like you. Whatever the reason, they have set themselves up to be a constant thorn in your side, maybe not an outright threat to your life, but enough to make your life a bit more difficult and making it harder to achieve your goals. They don't want to kill you, per se, and in turn, you can't cause any permanent harm to them without severe consequences, possibly setting someone worse against you.

For an additional 200cp, your rival is instead a nemesis, someone actively seeking to end you. They are just as strong as you and will grow at a similar pace to you, but won't gain power just because you do, they will be working towards it, and if you find ways that work better, you will pull ahead. The reverse, however, is also a possibility.

This can be purchased multiple times. You can mix and match the rival and nemesis levels.

Deliver a Smile Through the Tolls (+300cp): You have been afflicted with the curse of interesting times, a twist of fate that will constantly find you caught up and drawn into events and happenings that will make your life far more hectic than it has any right to be. You will have only brief periods of time where you can relax, but the moment you lower your guard or find some measure of peace, something else will come up and pull you into it. You will find little peace in your time here.

Born and Raised on the Slaughter Docks (+300cp): Your origin only provides you with the discounts, instead, you have a history of poverty and living on the streets with next to nothing. You begin the jump with nothing but the clothes on your back and none of the items you purchased, barring the Welcome Package, and you begin in a slum for your location. You will have the chance to find the items you purchased in jump, but if you don't, you will receive them at the end of the jump. What items you do have from your Welcome Package are shoddy and of poor quality. This also comes with a persistent stigma that you are a thief or not to be trusted, though you will be able to change the opinions of people based on your actions.

When I Was A Young Boy (+300cp): You are a novice in your field, your skills are simplistic and basic, untrained and untested. Your in setting age is set to the equivalent of 15 and you do not gain access to any perks that were not free to you until the end of the jump. You will be able to train up your abilities and skills, as normal, and will have a level of talent equivalent to what the perks you purchase would represent. You still receive your racial bonuses, lineages, and items unless another drawback would remove them.

The Sting of Loss Beats in My Chest (+300cp): Even if you were to be a drop in, you have memories of tragedy and trauma in this world, loss and pain have made their mark, with all that entails. You suffer from the consequences of trauma, whether that takes the form of PTSD, depression, an addiction, severe insomnia, or a form of phobia is up to you, and this is not an exhaustive list, you can choose nearly any form of mental condition. This drawback can be purchased multiple times, each time making the memories worse and applying a new consequence to the trauma.

I've Been To Hell And Back (+400cp): And now it is a part of me. Or you, in this case. You have been exposed to a form of corruption and it has integrated into you, whispering thoughts that push you towards a path you otherwise would not have taken or emphasizing certain traits you already have. These whispers are quiet and so unobtrusive that you may just think they're your own thoughts, but they can shift your thoughts and make it easier for you to be tempted into doing something you normally wouldn't. The farther this goes, the more your form will change to reflect this new nature, until you resemble something inhuman. Without a strong will, sense of morals, or the ability to monitor yourself, this will eventually result in you losing your humanity and sense of self, and if this happens, your chain comes to an end.

Find Salvation Only When You (+400cp): Obey. You have been enslaved, complete with a seal that enforces obedience on you to your owner. You can interpret the orders given to you to your benefit, but you must in some way obey the orders given to you, regardless of what it is. However, if you are able to prove your worth to your owner, they may deign to free you from servitude, though this will take years. They cannot order you to kill or harm yourself in any way, but can give you orders that will put you in danger.

We've Never Seen a Fight Like This (+400cp): War is on the horizon, jumper, and there is very little chance of you being able to avoid it as this war will be one of the largest in the history of Jahren, stretching to every corner of the world. As time progresses, other creatures will begin to join the fighting, picking sides. Celestials may join up with one faction once another starts contracting infernals, another will have the fey fight alongside them as the war begins to encroach on their domain. At the culmination, the gods themselves will begin to fight alongside those they align best with.

You can either choose to join the war effort or avoid it, but either way, your time here will not be a peaceful one and be defined by the war efforts or your own efforts to avoid them.

I Watched Them Fall Away (+400cp/+600cp): You remember nothing of your time before this jump, only having the memories offered by your origin, with only the bare minimum necessary to function if you choose to be a drop in. If you are a Drop In, you gain an additional +200cp from this drawback. If you take this drawback, it will apply to your companions as well, granting them the same CP value. They will still have memory of you and know you are connected in some fashion. You, and your companions, will retain your sense of self and personality, even with your lost memories.

When You Think All Is Forsaken (+600cp): You are reduced to your body mod, lose access to powers, items, and perks from previous jumps, and cannot access your warehouse. If you take this drawback, it will apply to your companions as well, granting them the same CP value.

Notes

For Details on Locations, Notable Characters, and Races/Creatures, see the [Ravenwood Setting Supplement](#).

For Details on the various Magic Systems and Sources, see the [Ravenwood Power Source Supplement](#).

For Details on the Gods, Goddesses, Pantheons, and other Patrons, see the [Ravenwood Patron Supplement](#) (WIP)

On Familiar Pricing: If you are unsure where a familiar would fall in the pricing scale, fanwank. Seriously, it is an arbitrary ranking system to work with and a benefactor will have to weigh in on it in most cases, that is what I consider Fanwank territory. If your benefactor has to weigh in on a question, use whatever is narratively appropriate for your jumper and their chain.

If you take the second version of Lusus Naturae and Hell's Comin' With Me, you can choose to instead be the creature your Lineage comes from. For example, if you were a Nephilim, you could choose to be a Sandman, with all the abilities and power that entails. If you have multiple Lineages, you can choose one as the main and the rest will accent it. If you have the Moon-Touched or Dhampir lineages, you can swap them out for the Therianthropy or Vampire lineage. If you do, you gain a discount on the higher tier purchases. This becomes an alt-form post jump should you wish it to.

For those curious about the drawbacks and why they're underlined... each of them links to a song that the name of the perk came from. Each and every drawback is a line from their linked song. Just a bit of a fun easter egg for anyone that actually took the time to read the Notes section. *For those that do... well, a little extra for doing so. You get a free Soundtrack perk that can play any song you've ever heard and will play new ones every now and then that fit your tastes. Can be turned on or off at will and you can make it so others can hear it. If you go to Ravenwood – The Demiplane, this will give you Rhythm for Free.*