

THE GODS ARE BASTARDS

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The world is changing. Just one hundred years ago, a plucky adventurer could make their fortune, traveling through the untamed wild places of the world. Exploring new frontiers, delving into ancient dungeons, fighting against elves and orcs and centaurs and more.

But now, the Age of Adventurers is over, ended by the terrible fires of the Enchanter Wars. The thousand-year old Tiraan Empire has rebuilt and expanded. Arcane rail lines and telescroll towers have spread across the continent, connecting even the farthest flung reaches more closely than ever before in history. Only a handful of pockets of true frontier remain.

One such place is the Unseen University, run by one Arachne Tellwyrn. A three-thousand year old elf archmage, she has spent the last fifty years dedicating herself to, in her own words, “stamping out stupidity”. Her university attracts students from all over the continent and beyond, primarily those that a century ago would have been wandering adventurers but now need to be trained to fit into a world that is increasingly unwilling to tolerate the antics of their kind.

Now, in 1178, a new class will shortly be arriving at the University to start their four years of training. The class includes a half-demon with a chip on his shoulder, a pirate princess, a strangely intelligent pixie, a young girl possessed by an amnesiac archdemon, a drow ambassador-in-training, a dryad, and most shockingly of all, two brand-new paladins, called by the gods Omnu and Avei to serve as their hands in the world. The first paladins called in thirty years. This class will, in the years to come, end up front-and-center in many world-shaking events, as many dark conspiracies prepare to exit from the shadows.

Eight thousand years ago, a group of mortals ascended to become the current Pantheon of gods, overthrowing the Elder Gods in the process. And now, the stars and fields of magic are aligned to allow such to potentially happen again.

What will you do in a world that is both modernizing, and facing ancient conspiracies and horrors brought to light? Take **2000 CP**, and let’s find out.

Origins

Everyone comes from somewhere, and you are no exception. Choose one of the following options to determine how you fit into the world at large.

Adventurer (Drop-In): Huh. Maybe what I said above doesn't actually apply. You don't really seem to have much of a history, having simply rolled into town one day with not much save for your name. Maybe you were flung here from the ancient past, or maybe your history was wiped out for some reason and only you remained. Or maybe you just grew up as an orphan in some no-name town, and now you've made your way out into the world with nothing really to tie you back to anywhere. Still, this won't be as unusual as you might think. Random, nameless individuals suddenly making a splash in the world is nothing new. However, given how connected society is today, the splash you make may be bigger than you expect.

Fighter: You have been trained to fight. Maybe as a backstreet brawler, maybe as a soldier. Regardless, your first instinct will likely be to go for your sword or your wand when confronted with an obstacle.

Naturalist: You are not one for the cities, but instead are far more at home out in the wild spaces that still remain in the world. Whether in the forests or the prairies or the high seas, you are most comfortable out away from civilization.

Crafter: You are someone who contributes to the improvement of society and technology. You could be an arcane enchanter, working to make ever-better magical goods that society now runs on. Alternatively, you could be an alchemist, or a tinkerer, or a scholar of ancient ruins, seeking to replicate and modernize the legends of the past.

Noble: You were born into a high station in whatever society you come from, and you grew up around both wealth and power. From a young age, you were trained to navigate the complex network of politics and bureaucracy that now dominates the world.

Devout: You are dedicated to your god. Which god you are dedicated to is something you can choose below, but the fact is that you have dedicated yourself and serve within one of their temples or other religious initiatives, acting to further their interests on the mortal plane.

Schemer: You are the kind of person who pulls the strings from the shadows. Whether you have a plan or you see the shadowy plans of others, you work to position yourself as one of the players in the great games that manipulate all levels of society.

Race

You now need to select one of the following options to determine your race. You can freely pick your gender, and can either pick your age, or gain **+100 CP** if you roll for your age instead.

Human [Free]: Humans have risen to dominance on this continent, with the Tiraan Empire acting as the primary political force that the citizens of other races need to learn to work with if they hope to maintain any level of freedom. You lack specific gifts that other races might possess, save for the adaptability and drive to succeed that has pushed humans into their pre-eminent position. You can choose from any of the wide variety of different ethnicities that exist among humans, from tall Stalweiss to dark-skinned Punaji to Sifanese or Tiraasian to Jendi and more. Your age roll is 15+3d8.

Dwarf [100]: Shorter and stockier than humans, dwarves are built durable and can live a fair bit longer than humans, though they are also slower. They also have a racial ability to draw on divine magic, even without the auspices of a god, allowing you to gain *Aptitude* for Divine Magic for free. Your age roll is 15+3d12.

Orc [100]: Orcs are twice as strong and twice as durable as humans of a similar age, though they generally don't live all that much longer. They feel emotions more intensely, which has led to a culture that focuses heavily on honor and self-expression. At least, what culture remains after their homeland of Athan'khar was destroyed by the Enchanter's Bane a century ago. Since then, they have been a people in exile. Your age roll is 15+3d8.

Elf [200]: There are a few different subspecies of elf, but they all share some general traits. Specifically, they have immense longevity and dexterity, at the cost of physical strength and a slower healing rate. Their biology is also partially magical, allowing them to convert what they eat into magical power directly which is stored in their aura. This means they can stuff themselves with food, and then not need to eat, drink, or even breathe for days or even weeks at a time. Depending on your subspecies, you can gain *Talent* in one of the four magic systems for free. High Elves gain Arcane, Wood or Sun Elves gain Fey, Themnyrite Drow gain Divine, and Scyllithine Drow gain Infernal. Your age roll is 15+3d100.

Gnome [200]: Fairly short when compared to a human, gnomes have an array of natural advantages. They are very strong for their size, and their bodies are elastic enough to absorb a startling amount of damage. Their bodies can also heal at incredible rates, allowing them to actually regenerate lost limbs, as well as being impervious to most diseases. They are empathic, to the point of some of them being almost psychic, and are capable of controlling their own fertility at will. They also possess a tight-knit culture centered around adventuring, complete with their own secret language known as Patter, which sounds to most like a strange accent that drops in and out, but actually is an entire hidden set of meanings added onto whatever they are saying. Nowadays, they actually live in the various Great Dungeons, and their economy is based on the treasure they are able to extract from such places. Your age roll is 15+3d12.

Lesser Fey [200]: You are one of the fey, such as a pixie or tanuki. You have a strong natural magic and an innate connection to life and nature. You are generally unaging, but unlike elementals, you do have a mortal form that can die if damaged too severely. If you are a pixie, then you gain *Aptitude* for Fey magic for free, as well as an effectively bottomless well of magic to draw from. For other types of Fey, you can gain a *Talent* for Fey magic for free instead, but you are more limited in your personal well of power. Your age roll is 5d100.

Demon [200]: You are one of the more common sapient demons, such as a hethelax or a khelminash or a hthrynxkh or a baerzurg. Yeah, a lot of demon names seem to have some sort of feud against vowels going on. Your body has been adapted to survive infernal saturation, often with some sort of outlet, such as the hethelax's berserker rage, which burns off the corruption and allows them to function normally the rest of the time. Your body will have some sort of adaptation that can function like a natural weapon, such as the baerzurg's nigh-invulnerable carapace. You can gain a *Talent* for Infernal magic for free, and your age roll is 15+3d20.

Dryad [400]: You are one of the 'daughters of Naiya', a humanoid fey with all of the metaphysical qualities of a grown tree. You are monstrously strong, capable of putting the full weight of a tree behind any movement or strike. You are incredibly durable, and most would be afraid to injure you, because severely injuring or killing a dryad will see all of nature lashing out at the perpetrator. You are able to attune yourself to the natural world around you, allowing you to detect nearby life and other fey. For sentient life, you also have the special ability to literally detect someone's sexuality and sexual experience. You can gain a *Talent* for Fey magic for free, as well as the *Retributive Revival* General Perk, and your age roll is 15+5d20.

Vanislaad [400]: You are one of the so-called 'children of Vanislaas', more commonly known as succubi or incubi. Though, given your shapeshifting abilities, that distinction doesn't mean much. You were a mortal soul that was cast into Hell, and managed to impress Prince Vanislaas enough to be transformed. You are capable of shapeshifting, turning invisible, flight, and a moderate manipulation of emotion. Children of Vanislaas being loose on the mortal plane is considered a threat to an entire city, not due to their raw power, but due to the subtle damage they are capable of doing with their expert manipulations. They often find it difficult to focus enough to use magic, but you can take an *Aptitude* for Infernal magic for free if you select this choice, as well as the *Retributive Revival* General Perk. Your age roll is 25+10d20.

Vampire [600]: Whatever race you might have been before, you are now a vampire. An apex lifeform with a dizzying array of abilities, and few weaknesses, there are very few that would be willing to face a vampire in direct combat. You are monstrously fast and strong, capable of healing from most wounds in moments. You can transform into things such as mist or a cloud of bats, and while you will be weakened in direct sunlight, that merely takes you from 'insanely' to 'highly' dangerous. You do require blood to survive, especially if you exert yourself heavily, but your status as a creature of shadow magic means that you lack any sort of weakness to other magics. You can gain a *Mastery* of Shadow Magic for free. Your age roll is 15+4d20.

Dragon [600]: Dragons are among the most powerful beings in the setting, with even the gods needing to pay attention to their actions. Dragons can freely shift between their full form, that of a typical western dragon larger than a house, to a mortal form modeled on any of the mortal races of the setting. The hair and eyes of their mortal form match the color of the dragon's scales exactly, making it almost impossible to truly disguise themselves in that form. Dragons possess the typical breath weapon you would expect from them, and each dragon also has a deep affinity for a single type of magic. Blue Dragons use Arcane, Red use Infernal, Gold use Divine, and Green use Fey, but all dragons are capable of using at least a little bit of all forms of magic. You can gain a *Talent* for the magic appropriate to your chosen color for free, and an *Aptitude* for all other forms of magic for free as well. Your age roll is 3d8 * 100.

Demigod [800]: Demigods are a god's apex creation. A being that combines portions of themselves, and often portions of some mortal or group of mortals that the god found worthy. In setting, the two examples we have of demigods are the archdemon daughters of Elilial, and the Kitsune created by Naiya. You could be one of those, or some other demigod. Regardless, you will be associated with a given form of magic, and will be able to take *Mastery* of that form of magic for free, and you will find that many of the 'established rules' around that magic, or magic in general, doesn't quite apply to you. Your age roll is 15+10d20.

Halfblooded [Variable]: You are actually a mix of two races, not just one. You can pick any two of the above races that cost 200 CP or less. If one of those you choose is Lesser Fey, you can't have it be a Pixie. You gain a blend of the traits of both of your parents' races, putting you somewhere halfway between them in their various aspects. The cost is the average of the cost of both of your parent's races, and any of the freebies that were offered are instead shifted to discounts, though any magic *Aptitudes* that were given for free will still be free regardless.

Location

You will enter this world in the year 1178, at the same time that one Trissiny Avelea is boarding a railcar, bound for Last Rock. You can freely pick your starting location from the options below, or gain **+100 CP** if you roll for it.

1) **Tiraas**: The capital of the Tiraan Empire and the center of the Universal Church. Tiraas is a major player on the global stage, and all manner of interesting events will be occurring here in the coming years. You can start in any public area anywhere in or near the city.

2) **Last Rock**: A small frontier town whose sole attraction is Tellwyrn's University, perched atop a large mountain just outside of town. You can start in the town itself, or on the mountain, though be warned that Tellwyrn doesn't take kindly to trespassers with no proper business at her school.

3) **Sorasio**: A frontier town that has recently undergone quite a bit of an outlaw problem even after the original gang was eliminated by the Sorasio Kid. You can start anywhere here, or in a similarly sized town elsewhere in the Frontier.

4) **Veilgrad**: A old town that has been plagued with odd happenings throughout its history. Demons, necromancy, werewolves, and things even stranger. You can start anywhere within the city.

5) **Viridill**: A city and province that has historically served as the center of worship for the war goddess Avei, it contains many temples and sacred sites to her, such as the fortress city of Vrin Shai. You can start anywhere within the province.

6) **Ninkabi**: A city built within a canyon in the province of N'Jendo, filled with towering spires and twisting sewers and a wide variety of spaces in-between. It contains one of the few holy sites of the Eserites, and a hidden and sealed hellgate as well. You can start anywhere in the city.

7) **Calderaas**: The so-called Eternal City, which has been a center of learning and trade and human civilization on the continent for millenia. Even after joining the Tiraan Empire, the Sultanate of Calderaas still maintains power. Many noble families jockey for influence within the city. You can start anywhere in the city.

8) **Puna Dara**: A coastal civilization, bordered by massive mountains that make it largely accessible only by sea. The Punaji have raided the oceans for centuries, led by only those who can prove themselves strong enough to claim the crown. You can start anywhere within Puna Dara, or on-board one of their vessels out at sea. Alternatively, you could instead start on the scattered islands of the Tidestriders, one of their main rivals for dominance over the oceans.

9) **The Five Kingdoms**: The five kingdoms of dwarves, bound together by a set of loose treaties. They are conservative and logical, generally content to work on problems methodically rather than rushing in. However, they are in the midst of a depression as their exports to the Tiraan Empire cratered since the Empire began to receive large quantities of raw metal from the Drow of Tar'naris. You can start anywhere in any of the kingdoms.

10) **Tar'naris**: One of the main cities of the Themnyrite drow, Tar'naris and its sister cities serve as a seal to keep the Scyllithine drow from escaping to the surface.The shortage of resources underground has led to a rigidly structured civilization that limits public displays of emotion. Recent treaties with the Tiraan Empire has led to increased interaction with the surface as well as outside pressure to eliminate the slave trade. You can start anywhere within their underground domain.

11) **Elven Grove**: Many of the wood elves on the continent live in groves in the Green Belt. Each grove is a specially tended forest that the elves live in harmony within, with outsiders being politely but firmly rebuffed from visiting. You can start within any grove.

12) **Golden Sea**: A vast stretch of tallgrass with a nigh-endless shifting geography. The only true rule of navigation is that if one moves uphill, they will move closer to the center, while moving downhill will move towards the edge. If one moves sideways, they can end up anywhere. Landmarks will appear and disappear in a moment. You can start anywhere within the Sea, except for the center itself as finding the actual center of the Golden Sea requires one who has already been there.

13) **Deep Wilds**: The realm of Naiya, the Elder Goddess of Nature and the source of all fey magic. The Deep Wilds tends toward dense overgrowth, and is infested with all manner of fey creatures, many of which will take great delight in tormenting and killing unwary travelers. You can start anywhere within the Deep Wild.

14) **Sifan**: A glorious nation to the East, ruled under the auspices of the Kitsune of the Twilight Forest. It resembles an amalgam of many traits of Asian nations on Earth, held in a form of cultural stasis for milenia under the kitsune's rule. You can start anywhere within Sifan.

15) **Athan'Khar**: The once-great homeland of the orcs, it existed in a state of nigh-perpetual warfare with Viridill and N'Jendo. The warrior women of Viridill and the orcs of Athan'Khar in particular saw each other as worthy enemies, and thus, when the Enchanter's Bane was released and Athan'Khar was obliterated and its god slain,the legions of Viridill immediately turned on the Tiraan Empire and drove them from their borders. The land has become twisted, filled with maddened spirits even a century later. It is especially dangerous for any humans to enter within these twisted borders. You will start somewhere within the borders of Athan'Khar.

16) **Great Dungeon**: The Great Dungeons are, for the most part, massive edifices from the time of the Elder Gods, though some, such as Manor Dire, are of more recent origin. Regardless, each of the dungeons possess their own form of guiding intelligence which is capable of imposing its own rules over its internal structure that would require the power of a god to contest. Gnomes dwell in most such dungeons today, delving into them for supplies and treasure. You will start somewhere within one of these dungeons.

17) **Underworld**: A vast network of tunnels which extend all throughout the lower crust of the planet, and are inhabited by many horrors none of which are more terrifying than the Scyllithine Drow. A civilization dedicated to the goddess of light, beauty, and cruelty, death and torture are commonplace, often seen as more humorous than anything, with even the most demented and depraved acts being allowed within their society. You will start somewhere within the tunnels of the underworld, and it would be recommended that you escape quickly.

18) **Hell**: An alternate plane of existence, saturated with infernal energies, and filled with all manner of creatures that have been twisted to be capable of surviving such energies. There is no such thing as prey in Hell, only an endless supply of predators all seeking to kill anything they can find. Even the plants are actively hostile. While Elilial is the current Queen of Hell, it was Scyllith's domain before she was defeated and ejected to the Underworld. You will start somewhere in Hell, with the only saving grace being that if you arrived here by random roll, you will start somewhere close to one of the existing hellgates, giving you at least a chance to escape.

19) **Foreign Continent**: The majority of the story takes place on a singular continent, but there are many other continents spread out across the world, with their own civilizations and species, some of which may still as yet be unknown to most within the Tiraan Empire and its surroundings. You will start somewhere on one of these other continents.

20) **Free Pick**: You can freely pick your starting location from among the above options.

Religion

Belief in the Pantheon or one of the other gods is a guiding factor in many of the characters, and can come with some distinct benefits. Choose your membership in one of the various cults from the options below:

None [+200]: You have chosen to forgo a connection to any particular god.

Avei: Avei is the goddess of women, justice, and warfare. Her followers tend to be ardent feminists, and the province of Viridill has functioned as a center for her worship for millenia, boasting a standing army that has only been surpassed in modern times.

Omnu: Omnu is the god of the sun, peace, and agriculture. Several different sects to him are scattered around the globe, each with their own approach to his worship, but all of them seeking peace as their foremost virtue.

Vidius: Vidius is the god of duality, actors, and death. His acolytes practice the Doctrine of Masks, deliberately schooling their features to display on the emotions they wish to show, and are well-known for engaging in complex plots and political intrigue.

Eserion: Eserion is the god of thieves and defiance. Worship of him is only tolerated due to him being a member of the Pantheon, and the fact that the Thieves' Guild that follows him focuses on keeping crime under control. They considered it a doctrinal necessity to humble the overly proud.

Vesk: Vesk is the god of stories and bards. It is a common saying that when a bard talks about a hero, they mean "victim". Followers of Vesk work to recognize the narrative structures that people use to contextualize their world, and manipulate those elements to thereby guide the course of events.

Shaath: Shaath is the god of men and the wild. It is considered the pinnacle of manhood for a Huntsman to keep and provide for several wives, and the Huntman have clear distinctions about the proper roles for each gender. However, many of those doctrines are more invention than truth, introduced to the faith by a long-ago Grandmaster and distorting Shaath's worship in the modern day.

Salyrene: Salyrene is the goddess of innovation and magic. Four colleges form the backbone of her worship, one dedicated to each of the four types of common magic. It was one of her Hands that created the Enchanter's Bane, which destroyed Athan'Khar and the orc people, and she has since retreated from the world in sorrow over this act.

Izara: Izara is the goddess of sex and love. Her temples are open to all to come and find a willing partner, though many may find that what they truly needed was a listening ear and some kind words, rather than actual sex.

Nemitoth: Nemitoth is the goddess of knowledge. Her temples focus on the preservation of knowledge over everything, hoarding books to ensure that the knowledge they contain is never lost. Many of her followers would use their own bodies to shield rare tomes from taking damage.

Verniselle: Verniselle is the goddess of money and commerce. Despite popular misconception, she does not tolerate hoarders who gain wealth and never use it, as her doctrine is that money must flow. She often takes mortal guises to secretly conduct business in person.

Themynra: Themynra is the goddess of judgment. She is not a member of the Pantheon, but is the goddess of the Themynrite Drow, guiding them in a sacred charge to defend the world from the Scyllithine Drow that would seek to rise up and attack the surface.

Naphthene: Naphthene is the goddess of the sea, and discourages people from actively worshiping her. She is moody and capricious, so those who wish to remain in her favor simply do their best to avoid upsetting her, and then endure any foul moods that might disturb her waters.

Ouvis: Ouvis is the god of the sky and weather. Largely disconnected from day-to-day interactions, he rarely, if ever, responds to actual worship, only truly acting to punish people who seek to manipulate or control the weather.

Ryneas: Ryneas is the god of art and craftsman. Worship of him tends to be quieter and less dramatic than most other gods, and his followers tend not to be dramatically involved in most events, but are often called on to commemorate such events afterwards, as well as helping to decorate the temples of the Pantheon.

Khar: Khar was the god of honor and the orcs. He dwelled in Athan'Khar, and his orcs would routinely war against their neighbors in Viridill and N'Jendo. He was killed with Athan'Khar via the Enchanter's Bane, but may be slowly returning to life.

Elilial: Elilial is the goddess of cunning and demons, and while an ally to the gods during the fight against the Elder Gods, she ended up opposing them for unnamed crimes that occurred in the aftermath of their Ascension, and was banished to Hell as part of her rebellion against the other gods. Her followers, the Black Wreath, have plagued the world for millennia, destabilizing the mortal world, but also acting to keep 'unauthorized' demons from roaming free.

Naiya: Naiya is one of the two surviving Elder Gods, overseeing the domain of nature and the fey. She has created many daughters, specifically the kitsune, the valkyrie, and the dryads, as well as numerous other fairy creatures. Her mentality is largely diffuse, only arousing when one of her dryads is attacked, as is otherwise disconnected from the world at large.

Scyllith: Scyllith is one of the two surviving Elder Gods, and is the goddess of light, beauty, and cruelty. She was banished from Hell by Elilial and trapped within the Underworld. Her influence had led her worshippers, the Scyllithine drow, to construct a society built on casual torture, murder, and other horrors, and while she is currently dormant, the Scyllithine drow are constantly seeking to break out and bring that horror to the surface.

Vemnesthis: Vemnesthis is the god of time. He lacks a true cult, instead overseeing the Scions of Vemnesthis who act to prevent time from being messed with. The Scions are actually ‘recruited’ from those who try to mess with time, being bound to clean up their own mess, and prevent others from doing the same.

Calomnar: Calomnar was a god of the pantheon until he became tainted by Chaos, a force of true randomness that even the Elder Gods feared. Now, he remains adrift in Chaos Space, unless directly invoked via a few terrible artifacts.

Magic

There are four major types of magic available: Arcane, Fey, Divine, and Infernal. Each of these is powered by a specific ‘transcension field’, which acts as a buffer to turn your observations and desires into tangible effects, according to the rules of each type of magic. Remnants of other transcension fields still exist, lumped together under the aegis of ‘shadow magic’. You can pay the prices below to gain access to a type of magic at a given level. Your race or perks may have provided you with discounts or freebies. Discounts halve the price of a given level of magic, and if two discounts apply to the same level, you can take it for free. If two freebies apply at the same level, you can instead apply a discount to the next higher level. You can also turn a discount at one level into a freebie for the next level down.

The levels available within each magic are *Aptitude* [100], *Talent* [200], *Mastery* [400], and *Savant* [600]. *Aptitude* means that you have a basic innate capacity to perform that magic. *Talent* means that you have a semi-instinctive grasp of that magic, and will be able to learn to perform it far faster than normal. *Mastery* means that you have a great deal of training in that magic, and that you will have the innate capacity to use similar magics in future Jumps. *Savant* means that you have an intuitive mastery of that magic that puts most masters to shame, capable of performing feats that would be thought impossible with instinctive ease, and that you will have a similar mastery of similar magics in future Jumps.

As a final note, magic in this world is governed by what is known as the Circle of Interaction, dictating how certain magics are stronger against others and can feed on or disrupt each other. There is more information on it in the notes section at the end of the document, but as a free bonus, you can choose to have your magic maintain these effects after this Jump, allowing for things like your Arcane magic disrupting magic from divine sources in the future, or your Fey magic feeding on magic from devils and other infernal sources.

Arcane [100/200/400/600]: Arcane magic embodies the principle of intellect. It is associated with mathematics, independence, amorality, and progress. This form of magic is…of mysterious origin. The luminous art can be harnessed by any who know the basic method. It has no inherent risk or drawback, though the power of the arcane is limited by what a practitioner can gather, shape, and deploy—a capacity which must be gradually exercised over time to improve.

Fae [100/200/400/600]: Fae magic embodies the principle of organic growth. It is associated with empathy, creativity, rejuvenation, and nature. This form of magic was created by Naiya, one of the last Elder Gods and the matron of the wild. Ordinarily, fae magic is not directly accessible to mortals. Instead, the practitioner’s craft is a matter of forming connections with fae creatures and elementals, and nurturing them.

Divine [100/200/400/600]: Divine magic embodies the principle of order. It is associated with serenity, harmony, preservation, and the spirit of law. This form of magic is the gift of the gods of the Pantheon, formed by them from the energy released when the Elder Gods were destroyed.

The divine is accessible through the auspices of the gods, and allows for things such as healing, mind magics, and the creation of hardlight objects.

Infernal [100/200/400/600]: Infernal magic embodies the principle of chaos. It is associated with aggression, destruction, corruption, and mutation. This form of magic was created by Scyllith, one of the last surviving Elder Gods and the goddess of light, beauty, and cruelty. Though limited in its applications to binding demons and various acts of corruption, the infernal is unparalleled in effectiveness at the few uses it has, and is accessible to all intelligent beings who understand how to reach out and touch it.

Shadow Magic [200/400/600]: Shadow magic refers to the remnants of the transcension fields of the Elder Gods that did not survive to the present day. Numerous kinds of magic such as this exist, and can be used in a variety of ways that defy the rules of other types of magic. Often, shadow magic is used to supplement other forms of magic. Shadow-Jumping is a common application, using a form of shadow-magic to temporarily link to locations, and then using some other form of magic to cut a path between those points, allowing for teleportation across almost any range. There is no such thing as an *Aptitude* for Shadow Magic, so purchasing this requires starting with an *Attunement* for Shadow Magic, which is equivalent to a *Talent* in application and price.

Personal Transcension Field [600]: You have gained a connection to a fifth field of magic, one that is unknown to the rest of the world and which operates according to a set of themes and methods that you can choose now when making your selection. You will start out with a *Mastery* of this particular magic, and can share the methods for accessing it with others. This field acts as a storage space for incredible amounts of information, which you can meditate to access and interpret, and overall the magic has themes similar in scope to the themes of the other four main types of magic. It will also participate in the Circle of Interactions with the existing magics in some way, having a similar set of weaknesses and strengths as the other magics.

Perks

Perks are discounted to half price for the origin or religion associated with them. 100 CP Perks are free to their respective origin or religion.

General Perks

The Sorasio Kid [50]: Titles and nicknames that you have will spread rapidly, especially when connected to great deeds you have performed. People who hear them will tend to be more impressed by what you have accomplished.

Acceptable Snark [50]: You have an urge to snark, and even when it really isn't appropriate to do so, you can somehow get away with it.

Niche Knowledge [50]: You have a deep understanding of some niche and obscure form of knowledge, like 5th century pottery or traditional orc leatherworking.

Retributive Revival [300]: Once per Jump (or decade in longer periods), you can come back to life when killed. At the same time, whatever kills you will have an attack that is several times stronger than what took you down sent right back at them.

Origin Perks

Adventurer

An Adventurer's Education [100]: Back in the day, a true adventurer needed to have a well-rounded basis of knowledge to actually manage to survive for long in that profession. You have a similar education, knowing things ranging from how to forage for food to how to appraise treasure to how to identify a monster's weakpoints.

Unconventional Resources [200]: When you are out adventuring, you can't rely on having the exact right tools for a given obstacle on you at the moment. Instead, you have to make do with what you have on hand. You are adept at improvising, and using what resources you have access to in unusual ways.

Stumble On The Action [400]: An adventurer is no good if they only arrive when the dust has settled and everything is over, or if they wander right past the villain's lair. You have a talent for arriving at areas of importance or stumbling across important and portentious events, and doing so early enough that you will be able to help solve whatever crisis you've happened upon.

World of Numbers [600]: You can see the world in terms of forces, vectors, and other interactions. This doesn't rob you of your ability to understand other people or anything like that, but it does give you an astounding knack for controlling the battlefield around you, as well as making pinpoint accurate shots at nigh-impossible distances in quick succession. Can take an *Aptitude* for Arcane Magic for free.

Fighter

Rough and Tumble [100]: You are no stranger to pain and injury, and you are tough enough to take some serious blows and still manage to get up and keep on fighting. You also have a decent knowledge of dirty tactics and how to apply them in a fight.

Army Standard [200]: You have the equivalent of several years worth of training from some sort of military force. You are familiar with all modern weaponry such as battlestaves, small-group tactics, army logistics, general rules of engagement for most of the major forces on the continent, and all of the physical training that would come with a military enlistment.

Calculated Violence [400]: You might prefer to solve most of your problems with brute force, but you have an extremely deft hand for it, using precisely as much force as you mean to and no more. It is practically supernatural. You can strike someone with the exact force needed to render them unconscious, while ensuring that they absolutely won't suffer any lingering effects from the blow. You can deflect attacks with the absolute minimum amount of force needed to ensure they miss, conserving your own energy. Whenever you strike someone, it will do precisely the amount of damage you wish and no more.

The Hand Of The Jumper [600]: This is not the Perk that will make you the hand of a god. No, this emulates a more 'earthly' Hand, specifically, the Hands of the Emperor, magically empowered agents of the Tiraan Throne. You are now empowered similarly to them, being several times stronger and faster than is normal for your species, with absolutely perfect body control and intense combat instincts that can allow you to tear through trained soldiers like ripping through a paper screen. Even better, these instincts are completely under your control, acting according to your priorities.

Naturalist

Know The Land [100]: You have a deep and thorough knowledge of the lands of this world. You can recognize which forest you are in by a brief study of the plants and soil, and from there, can find your bearings and find water and food for survival. And even when in unfamiliar lands, you are able to quickly come to understand them.

Beast or Man [200]: While typically a feature of elvish shamanism, you have somehow developed this ability regardless of race or magical aptitude. You have an animal form, similar to that demonstrated by Mary the Crow. You are able to seamlessly transition between the forms, such that those watching can't determine when the switch happened, and you can also somewhat share traits between forms, such as allowing you to perch in impossible places.

Natural Stealth [400]: You have an incredible degree of personal stealth. This is not mere invisibility, but the capacity to meld your presence into your surroundings, muting the capacity for someone else to detect you even with esoteric senses. This ability is far, far more potent the more natural your surroundings are, though it is still at least somewhat useable, even when in urban areas.

Fast Travel [600]: You are incredibly connected to the natural world, allowing you to draw on incredible reserves of energy to bolster your stamina. This most dramatically manifests in an immense boost to your 'travel speed' while under your own power. To you, it will feel as easy as a light jog, and yet in less than an hour you could cross a major province, a distance of several days' ride on horseback. You will simply blur across the landscape, though this is focused on travel times, not reaction times, meaning that this doesn't manifest as any sort of 'superspeed' in combat. Can take an *Aptitude* for Fey Magic for Free.

Crafter

Eye for Detail [100]: You have literal eyes for details. Your eyes can act like a jeweler's loupe or similar examining device, making out impossible levels of detail when focusing on an object.

Assembly Line [200]: Traditionally, enchanting and artificing and similar crafts have been deeply personal affairs, with each piece made being handcrafted by an expert. Modern society, however, runs on automation, and you now have a strong knowledge for how to take these sorts of handcrafting approaches, and automate them so they can be cranked out by minimally skilled workers. This knowledge is especially effective on magical or magitech processes.

Behold! [400]: You are really, really, really good at alchemy. Easily the equal to Admestus Rafe, who is no slouch in that department (or any department, but we aren't talking about that, baby). Bottling spells, creating anti-death potions (which only temporarily stave off death, mind you), literally capturing lightning in a bottle. There is so much you can accomplish.

Knowledge of the Infinite Order [600]: You have a basic working knowledge of the Infinite Order and their machinery, and know how to fake credentials to work with it. You won't be building your own transcension field any time soon, but you have the grounding in the principles behind it, and you could conceivably build a terminal to hack existing transcension fields now.

Noble

A Noble's Education [100]: You have been given the training that any noble heir or scion is expected to have grown up knowing. You have knowledge of courtly etiquette and the rules of high society. Whether you will follow those rules is up to you.

Play The Crowd [200]: You are an excellent public speaker, capable of giving stirring speeches off the cuff, and being even more persuasive when you have time to prepare. You are particularly good at stirring different emotions in large groups of people, the larger the better, twisting the energy of the crowd to suit your ends.

Proper [400]: You have not gone through all of the training and deals of the Service Society, but you have somehow gained a Butler's sense for when things are Proper or not in your household or in regards to your areas of responsibility. You can determine when things are out-of-place or when timing or events are not lining up where they should, and feel where you need to go and how you need to act to get things back 'on-course'.

Who's Who [600]: You possess an encyclopediac knowledge of all the major movers and shakers in your country and its neighbors. Business moguls, noble heirs, politicians, courtesans, anyone and everyone that had a major role in society, you know their name, face, and a bit of their personal history, likes, and preferences. This focuses on those whose influence extends to wherever you are at the moment, updating as you travel to new locales.

Devout

Preacher [100]: You are not guaranteed to convert anyone with your preaching, but now you are certain to at least get them to listen when you speak about your beliefs. They can still choose to reject it, but they will at least do you the courtesy of hearing you out first.

Recognition [200]: Many individuals may fail to recognize the hands of the gods at work, or see their influence in mere coincidence. You, however, have a finely tuned sense that will tell you precisely when divinity is involved in events around you, and how much they are influencing things.

Living Your Ideals [400]: It is all well and good to talk about your ideals, but it is more important for you to live up to them. Now, you gain benefits when you live according to your code of ethics and ideals. The type of code you are trying to live up to determines the benefit, and how restrictive it is determines how potent the benefits you get are. A code that can boil down to ‘do what thou wishest’ would provide no real benefit at all.

Paladin [600]: You are a Hand of your god. A mortal empowered to channel their might and act in their name out in the world. However, Paladins or Hands have another, less-well-known role: They help to anchor the mentality of the god they are connected to, helping to shape the way their god manifests and preserve their sanity. You have a large pool of divine energy to call on, and can have a variety of divine gifts, such as protection from chaos effects. In future Jumps, you can choose at the start of each Jump to either remain as the hand of your god from this Jump (channeling their power, but only connecting to a mechanistic version of their personality), or become a paladin for a divine being that already exists in the setting. Can take an *Aptitude* for Divine Magic for free.

Schemer

Patience [100]: Truly successful schemes can take a long time to come to fruition, with a lot of groundwork to lay out beforehand. Luckily, you are extremely patient, capable of working for years, decades, centuries even, towards a goal without faltering.

Hidden Loyalties [200]: Are you a double agent? A triple agent? Loyal to one side, many, or only to yourself? You are very good at obfusticating your loyalties without actually losing people's trust. Even if you apparently directly betray them, there is a good chance you could come up with some reasoning for why you were actually working towards their interests.

Layered Plots [400]: Ordinary people's plans can fall apart when they meet the first unexpected obstacle. Your ploys, however, are far more robust. You are good at setting up plots and plans, such that failures just lead to future opportunities, and where even apparent victories for your foes still can end up advancing your own agenda.

Blind the Powerful [600]: It is well and good to plot and scheme, but it can all fall apart when some nigh-omnipotent being comes crashing through your layered webs like an angry wrecking ball. Now, however, you have a potent defense against that occuring. Put most simply, the more personally powerful a being is, the less they are able to think ill of you. For something like a god, they would be favorably disposed towards you, and virtually unable to perceive anything negative or bad about you, and they certainly wouldn't even be able to consider disrupting your plans. This scales with actual personal power, so, for example, an ordinary person wielding a magical sword would be far less affected than a personally powerful sorcerer. And be aware, crafty and self-aware beings can come to recognize the hole in their thinking, and could come up with ways to 'think around' the problem, so don't let this be too much of a crutch and get lazy in your scheming.

Religion Perks

Avei

Standard of Beauty [100]: Avei has been the standard of beauty for the world for millenia, and you are following in her footsteps. Put simply, you are really, really hot. Whether male or female, you will be an attractive member of your gender.

Squad Leader [200]: Legionnaires don't fight alone. You are brilliant at small-scale squad tactics, capable of synergizing the talents of those under your command, and you have the equivalent knowledge of several years worth of Silver Legionaire training on this subject, even if you have never been part of the Silver Legion.

One-Woman Army [400]: You are an extremely skilled fighter, to the point where even stripped of magic, you could hold off paladins with nothing but your swordplay. You can fight well with virtually any weapon even moments after first picking it up, can maintain your cool under pressure, and have skill in turning your foe's strengths, such as superior numbers, against them.

Omnu

Shoulder the Load [100]: No one is stronger than when they work for another's benefit. You gain a minor boost in strength and a major boost in stamina when working to aid others.

Sun Style [200]: You have a decent mastery of sun style martial arts, equivalent to a couple decades of daily training. It is designed to give you many ways to deal with a foe non-lethally, even those that are significantly stronger or faster than you.

Divine Nova [400]: Even if you can't normally call on divine power, you can call on this power once per day to summon a burning corona of Omnu's power around you for several minutes. This sphere can extend outwards from you for several dozen meters, and will burn your enemies and heal your allies. If you are capable of controlling divine power, you can use this corona to fuel your divine spells or abilities while it lasts.

Vidius

Doctrine of Masks [100]: Vidians are well known for their control over their expressed emotions. You have a mastery of your facial features and expressions and a near-photographic memory for other people's expressions, allowing you to literally memorize and assume at will specific expressions that will project a specific emotion or intention to those seeing you.

Presence of the Dead [200]: You can feel the spirits of the dead around you, and with focus, communicate with them. You can even temporarily allow them to become visible to others to communicate with them as well.

Soul's Return [400]: You can resurrect the recently deceased once per year. This will not only rejoin their spirit with their body, but will also heal it of any wounds or diseases and deage it by a year or so if it died of old age.

Eserion

Thief Training [100]: Locking picking, reading a mark, moving stealthily, planning a job. You have the basic training all Guild Apprentice's get in the various skills that are needed to become a successful thief, and in one area, you will find you have a strong natural talent.

Underworld Connections [200]: The faces of the cities may change, but their darker parts remain the same. You know how to locate the criminal underbelly in any city you find yourself in, as well as the best way to scope them out and then present yourself to merge in with them without making waves or getting rejected out-of-hand.

All Systems Are Corrupt [400]: Many of the strong have used the Thieves' Guild as a weapon against their fellows, planting evidence to cause them to attack one of their enemies. You won't be so easily led. You are able to literally sense corruption, especially the kind that Eserion would have you punish. It won't tell you precisely what form the corruption takes (Eserion expects his followers to do some things for themselves), but just knowing that there is something to look for ensures that you can't be conned into attacking the innocent, as well as knowing when a would-be employer is jerking you around.

Vesk

Instrumental [100]: What is a bard without an instrument to play? You can play a chosen type of instrument very, very well, and can pick up similar styles of instrument extremely quickly.

Quest Hooks [200]: The threads of a story are plain to see for those who know how to look for them. You can spot 'plot hooks' and various guiding points that can lead you to exciting stories, whether it is a certain person at a pub who you could talk to or follow, or a rumor you overhear that is actually true enough to lead you to something interesting.

Play a Role [400]: Every master bard is expected to take charge of their role in the world. You are able to step into a role, defining how you interact with the world, and get the world to react accordingly. The scrappy underdog, the wise mentor, the spoiled princess. So many potential roles, and even within the role, you will find power to control it, rather than it controlling you.

Shaath

Man Seeking Woman [100]: Modern Shaathism views the ultimate test of manhood being able to attract and keep multiple wives. Now, you have the knack for getting any romantic partners you might have to agree to share you with others.

True Hunter [200]: Whether it is through a snow-coated forest or a grimy city street, you can track any prey anywhere. Signs of the passing of the one you are following stand out clearly to you, and you find it easy to see through attempts to muddy the trail.

Wildshape [400]: You have the same blessing that Brother Ingvar would lead his reformists to gain. You can turn into a large golden fey wolf that can smell evil and unnatural things, travel extremely quickly over vast distances, and act as a powerful bane against demons.

Salyrene

Magics Senses [100]: You have a honed sixth sense of magic and its workings. You can see or hear or smell magic clearly, and can, with just a bit of study, work out at least somewhat what most pieces of magic are doing.

Just the Basics [200]: Every Salyrite is expected to have a basic aptitude for every form of magic. You have a basic grounding in every form of magic, even for magic you don't have aptitude for, and, whenever you encounter a new form or school of magic, you can nigh-instantly pick up similarly basic tricks with it, which can act as a foundation for learning it further.

Enchanter's Bane [400]: The Enchanter's Bane was a horrible misuse of magic, and most knowledge of it was destroyed. But not all. You have knowledge about magical superweapons like the Bane. How they were constructed, the principles that allow basic forms of magic to be scaled up tremendously, and how to develop defenses against them being used.

Izara

A Listening Ear [100]: For all that Izara is famed for allowing anyone to walk in and gain a sexual partner, many people just need someone to listen to them. You are able to help people unload emotionally, helping them work through their problems just by being there for them and listening to them express themselves.

Horizontal Martial Arts [200]: To put it most bluntly, you are really, really good at sex. You will never leave a partner unsatisfied, and can always manage to keep things fresh and exciting for those you are doing it with.

Projective Empathy [400]: A gift that is somewhat shunned among Izara's faith, but which can be extremely potent in the right hands. You can sense the emotions of those nearby, and push emotions you are feeling onto others. This can include 'redirecting' an emotion you sense in someone into someone else. This ability can have a range of several hundred feet, but is most potent within line-of-sight.

Nemitoth

Deep Reader [100]: You have a talent for immersing yourself in a book. This allows you to both read books extremely quickly to gain a general overview of what the book is about, and immersing yourself deeper, to the point where you can extract information the author left out.

Preservationist [200]: Books and scrolls and the like do not last forever, but they can last far, far longer under your care. You know of dozens of methods to preserve fragile materials for a long time, and are very skilled in their application.

Nose for Lore [400]: You have a gift for tracking down fragments of near-forgotten or erased knowledge and pieceing them together. Happenstance will ensure that at least some bits of what you are seeking still exist, and as you piece them together, you can extrapolate what is missing extremely accurately.

Verniselle

Bean Counter [100]: You have a mental calculator that can allow you to perform various mental math extremely quickly and accurately. Comes with an instinctive grasp of various financial models and how to apply them to real world scenarios.

Valuator [200]: You can determine the value of an object by touching it. Not only that, but you also gain the context for that value. What markets would that value exist in, what factors could increase or decrease that value, etc.

It Must Flow [400]: The one most holy principle of true Vernisites: It Must Flow! Gold should not be hoarded, but instead spent to generate more wealth. And now, you will see very tangible benefits if you follow this principle. You can literally spend money to make money. The more you spend, the faster your money will come back to you and the better your returns will be. This won't completely mitigate foolish decisions, but even when an investment fails, the fact that you were willing to try will ensure that you will gain back that money relatively quickly.

Themynra

Understanding [100]: You can not be blinded by your own point of view. You are able to put yourself in another's shoes very easily, and understand their viewpoint impartially.

A Wider Duty [200]: The Themynirite drow can not survive while being selfish, they have to consider carefully how their actions affect others. You have an excellent grasp on the big picture of whatever society you are in, and how your actions can affect it in various ways.

Invoke Judgment [400]: You are able to call down Themynra's impartial judgment on a situation or dispute. Silver light will shine down on the proceedings, and a binding result will be imposed. All aspects of the situation will be considered, and all participants will gain a sense for the fairness of the judgment, making it far more likely to be accepted. You will also gain an insight into what factors led to the final decision, to allow you to better make such decisions in the future.

Naphthene

Drown In Drink [100]: You are immune to poisons, including alcohol. Thankfully, this does not come with a compulsion to drink constantly, and it can be toggled for those times when you do want to get drunk..

Seaworthy [200]: You have a mastery of all manner of sailing knowledge, equivalent to a few decades spent on board a ship.

Defy The Storm [400]: You can literally fight the weather and sea, forcing it to calm just by being strong enough. Swing your sword in defiance or stab a spear in the waves, and it will have a tangible effect on the weather, forcing it to calm down and forcing winds or storms to disperse. The stronger you are, the faster this effect can happen.

Ouvis

Go With The Flow [100]: You are like a cloud, drifting along without a care. You find it easy to let go of tangled and hurt emotions, allowing you to easily reach a state of inner calm.

Watch From Above [200]: You can close your eyes to gain a bird's eye view of your position from the sky. This viewpoint will be centered a couple of miles directly above you, looking down, and can zoom in somewhat like a telescope, allowing you to scan any part of the area around you that is visible from the air.

Weatherworker [400]: You have been given the nigh-unheard-of power to act in Ouvis' name, allowing you to manipulate the weather on the scale of cities without backlash. You can quickly call up or banish rain or snow or winds, and can precisely forecast the weather, with or without your intervention, for up to a few weeks in advance.

Ryneas

Beautiful Craft [100]: You are able to make anything you craft look lovely without any real additional effort on your part.

Invoke Emotion [200]: The best craftsman will leave a part of themself in every work that they make. You can literally imbue your emotions in your craft, invoking specific thoughts and feelings when it is viewed by others. Particularly well-made pieces, when accompanied by particularly strong emotions, can actually have tangible effects, such as joy causing healing or anger increasing the power of a weapon.

The Soul Of The Piece [400]: You can determine an incredible amount of information about an artist, their culture and background, while studying their work. This can include context about the subject of the piece as well, which can include details that it would be impossible to determine otherwise.

Khar

Honor Recognizes Honor [100]: You can feel how honorable other people are while speaking to them, as well as get a feel for what sort of code of ethics they follow if they are honorable.

Lessons In Opposition [200]: An honored enemy can end up being dearer to you than even a friend, as they can force you to grow in ways you never would have without their opposition. You can grow faster when you are struggling against a skilled opponent. The more skilled they are, the more benefit you will see when honestly striving against them.

Deathspeaker [400]: You are able to commune with spirits of the dead, especially those that died violently or are otherwise trapped or warped by trauma or magic, and help them vent emotions and gain some measure of peace. Spirits you have aided will likely be willing to aid you afterwards, potentially spying for you or helping to empower you in various ways.

Elilial

Defiant [100]: Even if the whole world should stand against you, you will not back down from what you know is right. You have an incredible ability to resist intimidation and endure hardship for the sake of opposing what you know is wrong.

Hidden Workings [200]: The Black Wreath is exceedingly talented at hiding their magic and actions, and you have a similarly potent skill. You can hide traces of your magic and abilities even from the eyes of the gods, and you will find that plans you make are similarly obscured from scrying or other means of divination.

Cunning Like A Fox [400]: If it is crazy, but it works, was it really crazy? Yes, but that doesn't really matter. You have a set of instincts (and a healthy dose of luck) that allows you to come up with crazy schemes which somehow pay off. It would be possible for you to arrange things to keep even Elilial herself off-balance, if you act both carefully and decisively enough.

Naiya

Green Thumb [100]: You have the blessing of nature upon your workings. You are very good at growing plants, and, if you feed some magic into plants while growing them, you can cause them to mutate in random, but generally beneficial ways.

Emerald Dreams [200]: You can access the dreamspace, a fey realm that connects together all dreaming minds. You could use this to spy on the dreams of your foes, send messages of warning to your allies, and if possessing potent enough magics, even use dreams as a method of targeting your spells.

Wrath Of Nature [400]: Nature slumbers, but is terrible in its wrath once awakened. Once per week, you can rouse nature against a target of your choosing. This will cause the earth to shake and break apart to try and crush and spear them, and numerous plants to spontaneously appear to attack them from all angles. This can last for up to an hour before subsiding, if they aren't slain by it first.

Scyllith

Beauty even in Cruelty [100]: To survive horror without breaking, you will need to find the beauty in it. You can now choose to find beauty in everything, even the most twisted acts.

Cutting Words [200]: You have a talent for cutting people down with words and phrasing, and you can always feel what words would be most damaging to a person you are speaking with.

Power Justifies Itself [400]: All morality must ultimately be imposed by strength of arm or it is naught by air. Thus, power is the only true morality. You have the ability to substitute your personal strength and power in lieu of justification for any act you undertake, causing people to accept when you do something simply because you had the strength to do it.

Vemnesthis

Temporal Sense [200]: You have a sixth sense that can detect the flow of time and when it is being disturbed, and your mind can retain memories from altered timelines, as well as gain brief insights about the near-future, such as gaining a flash of insight about danger moments before it would occur.

Nigh-Frozen Time [400]: You can safely speed up your personal time to the point where everything else seems to be frozen. While in this state, you can move about without harm due to friction or similar concerns, and will draw in objects or people you are touching to interact with at normal speed. You can maintain this state for a subjective hour per day.

Visions Out Of Time [600]: You are able to project your senses forward and backwards through time, allowing you to peer into the past and future, and you can do so in a way that even those with the ability to affect time can't detect. You can move this projection through space as well as time, though you have to see farther in the past and future to move it farther in space. You might need to look back an hour to be able to move your viewpoint into the next room over, and would need to look back months or years before it could move to neighboring cities.

Calomnar

Walking Through Chaos Space [300]: You can freely enter chaos space without disturbing its guardians, allowing you to travel safely and almost undetectably across vast distances in mere moments. This can be used to travel through time, if you do so carefully, but that will attract the notice of the Scions of Vemnesthis during this Jump. Chaos space will exist in future Jumps for you, and you can also enter similar spaces and travel through them safely.

Controlled Randomness [500]: Chaos ceases to be chaos when controlled, and yet it can paradoxically be both under your influence. You can influence truly random effects, starting with just tilting probability to make certain events more or less likely. Eventually, you could spend a great deal of effort to cause effects to simply spontaneously happen.

Items

Items are discounted to half price for the origin or religion associated with them. 100 CP Perks are free to their respective origin or religion. Location items will all automatically come with a connecting door within your Warehouse that can lead to them.

General Items

Bit of Coin [50]: You have a pouch with several coins in it, enough to pay for a week's worth of cheap meals and cheap lodging. The pouch refills to the same amount each month, and will match the coinage of whatever land you are currently in at the time. Can be taken multiple times, with each purchase granting an additional week's worth of coinage.

Rail Ticket [50]: You have a ticket for riding the rail system. It is a very rough ride, with little in the way of comfort, but those improvements will be coming shortly. Your ticket is good for passage between any two points on the system, and you will get a new ticket if used each day. This ticket will work for future transit systems as well.

Outfit with Pockets [50]: You have a comfortable outfit that has been outfitted with a 'pockets-of-holding' enchantment, as well as a general cleaning enchantment. You could hold a few trunks worth of items in your pockets, with no increase in weight or bulkiness.

Mask Of The Jumper [1000]: Undiscountable by any means. A replica of an incredibly potent artifact that the Class of 1182 might create in the future. This mask appears to be a simple and unadorned wooden mask. However, when worn, it allows you to take on the skills and parts of the appearance of any individual you have ever personally met, in this Jump or previous Jumps, up to the power of demigods or archmages on the level of Arachne Tellwyrn. It will come with some of their attitudes as well, though those can be pushed aside. Unlike the Mask of Adventurers, this Mask will not radiate like a beacon of magic when not being worn, but at least some measure of its power will be obvious to those capable of sensing such things when it is being used.

Origin Items

Adventurer

Adventurer's Kit [100]: A belt pouch that is larger on the inside, stuffed full with all the common odds and ends that an adventurer might need. Coils of ropes, ten foot poles, frying pans, bedrolls. All the little things you need when traveling out away from civilization for long periods of time.

Travel Wagon [200]: A large and well-made wagon, with sturdy wheels and a large cover. It is self-propelled via magic, and has traction and balance enchantments to keep it steady on all sorts of terrain. It also has environmental enchantments to keep the interior a pleasant temperature even when it is hot or cold outside.

Loot Chest [400]: A large chest that can store endless amounts of loot and treasure inside of it. Whenever you come across some unclaimed treasure, it can automatically collect your loot inside of itself, and when you defeat a foe, it will gain some treasure related to how difficult they were to defeat.

The Crawl [600]: Your very own Great Dungeon. A space from the age of the Elder Gods, with its own set of internal rules and guiding intelligence. Various treasures can constantly restock within it, often offered at the end of some sort of trial or test. The guiding intelligence is extremely fond of you and will be willing to rearrange itself at your request, though it would still want you to 'prove yourself' before it would give up some of its greatest treasures.

Fighter

Battle Wand [100]: A sleek enchanter's wand, capable of releasing a tight beam of energy along an ionized channel. It can be activated with a thought, even if you lack magical ability. On its own, it can fire a couple dozen shots before it will need a few minutes to recharge, but you can augment that with personal magic.

Personal Shield [200]: A palm-sized disc that can attach to your clothing and cover you in a strong personal shielding charm. It is attuned for energy attacks, but it could help blunt strong physical attacks as well. It is strong enough to take a few battlestaff blasts before breaking. Once broken, it will recharge itself after twenty minutes or so.

Fighting Golems [400]: A set of five training golems made out of wood banded with metal. They are human sized, and come with sets of blunted training weapons. They can move and fight like regular people, acting with up to roughly the strength of an orc and/or the speed of an elf. They can also be a backup fighting force for you, though the guiding intelligences for them are not tremendously complex, so they will be best used to back you up, rather than fighting on their own.

Training Arena [600]: A large arena with seating enough to host a few thousand people and amenities for keeping them fed. The main feature of this arena is the central area, which can be shaped to match various terrains, and where death and serious injury will be 'rewound', allowing for both training and 'harm-free' bloodsport. Animals matching the terrain can be temporarily replicated, but more complex foes would need to be brought in by you.

Naturalist

Foraging Pouch [100]: A belt pouch that is larger on the inside, capable of holding several cubic meters of stuff, with special enchantments on it that will keep harvested plants and animal matter fresh, and prevent it from getting damaged or squashed by external forces..

Self-Filling Map [200]: An enchanted map that fills itself in as you travel. It fills in details like elevation, water features, or physical structures, and can ‘zoom in’ to the level of showing a single square mile, or ‘zoom out’ far enough to show the entire continent at once.

Pet Jackalope [400]: A jackalope, or similar creature in size and ability, that is loyal and obedient to you. It is intelligent enough to follow your orders, infused with fae magic that increases its relative strength and stamina, and will heal from any injuries or diseases overnight, including death.

World Tree Sapling [600]: A large tree sapling that is actually an offshoot of the world tree grown by Naiya. Can be planted and grow anywhere, taking barely a year to grow to the point where it can rival small mountains in size. As it grows, it will become a wellspring of natural and cleansing magic, purifying the land around it and helping to eliminate corruptive influences in those that spend time around it. In future Jumps, it can be imported full grown, reduced to a sapling and regrown, or simply kept in a pocket space in your Warehouse.

Crafter

Magic Reagents [100]: A modest supply of inks, dusts, crystals, and other paraphernalia needed for some more complex enchanting and magical workings. This supply has enough for several dozen minor workings, or a few larger rituals, and restocks each week.

Toolkit [200]: A large case, filled with a variety of handheld crafting tools, both mechanical and magical. It can have several dozen more tools than the basic group it starts out with added to its contents, and all tools stored in it are kept clean and well-maintained.

Tome of Progress [400]: A large book aimed to help you with improving various forms of technology. Once per day, you can take a set of notes about some sort of technological or magitech device and stick it in the front of this book. The rest of the pages of the books will fill out with various potential improvements to the design. Pages closer to the front will have minor improvements that are more certain to work, while pages farther back will have wilder and more radical improvements that have a greater possibility of failure.

Technomagic Terminal [600]: A large mechanical device that is designed to tap into the various transcension fields that wrap around this planet, and through them interact with various pieces of technology from the Infinite Order. In future Jumps, this terminal can treat fields of magical or supernatural energy as if they were transcension fields, with regards to extracting information and potentially even altering the fields for wide-scale magical effects.

Noble

High Society Outfits [100]: A closet full of clothing that is perfectly tailored to fit you and which is always at the forefront of high fashion. Comes with shoes, hats, jewelry, and other accessories to complete whatever look you are aiming for.

Modern Carriage [200]: The latest and greatest in enchanted carriages, with top-of-the-line traction and shock-absorption enchantments, alchemical reinforcement, and the ability to self-drive and follow along roads if you need to take your hands off the controls for whatever reason.

Manor Estate [400]: A large manor, fairly small by the standards of the Great Houses, but still large enough to comfortably house several dozen individuals, with expansive grounds and warding enchantments that will warn against intrusion and can even drive off many mundane intruders. Comes with a discrete staff to help maintain the estate.

Ancestral Vault [600]: An extremely fortified vault, filled with an array of treasures accumulated over thousands of years of noble history. In addition to a large fortune in gold, gems, and other raw wealth, the vault can also contain a variety of magical items and rare reagents. Each year, a census of the vault's contents would reveal new or ‘overlooked’ items in some dusty corner of the vault.

Devout

Portable Shrine [100]: A small set of holy symbols and markings, packaged in a small pouch, which can be used to effectively bless and dedicate a moderately sized room to your chosen god. This makes prayers to that god more effective in that space, and can weaken those opposed to your chosen god when they enter the space. Can be set to a local god in future Jumps.

Paladin Steed [200]: A divine horse that can appear from nowhere when you need a ride. They are highly intelligent, can run faster and farther than any mortal steed, and will simply return to a heavenly stable to rest and recuperate if injured or killed, being ready to summon again within a day or two at most.

Holy Relic [400]: A potent artifact of your chosen god, brimming with raw divine power. It can function as a potent source of divine magic for enhancing divine casting, as well as burning those opposed to your god while enhancing healing in those aligned with them. As a blasphemous last resort, you could threaten to break the relic once per Jump to force your god to make a direct appearance at your location. In future Jumps, you can choose a local god for this relic to be attuned to, and thus which god would be summoned if the relic was threatened.

Elysium Bar [600]: A somewhat upscale bar which acts as a neutral ground for divinities and beings of similar power. You will always be able to find an entrance to the bar within a minute or two of you looking for one, and will always be allowed entrance to the space. You won't be harmed by any divinity you encounter while in the bar, though it is possible they could hold grudges after you leave. As you are gaining ownership of the bar, if you manage to impress any divinities that patronize it, whether via service or direct interaction, they can leave payment or gifts for you.

Schemer

Invisibility Cloak [100]: A magical cloak that can be activated to wrap around you and conceal you from sight and most mundane senses. You are still physically present, so don't bump into things, and particularly sharp or esoteric senses can still pick up on your presence.

Blackmail [200]: A set of documents detailing an embarrassing or damaging secret of a random person of influence and power. This could be anything from proof of infidelity to an old covered-up crime to a shameful relation with someone notorious. Every month, you will receive a new set of documents with a new secret, and once each year, you can choose what individual you will next receive documents about.

Escape Routes [400]: A set of concealed tunnels and passages that will automatically install themselves in any building that you spend a significant amount of time in, such as a residence or place of business. They will extend in several directions, allowing for a quick escape if needed, and can't be detected from the exits until used.

Orbital Gate [600]: A gate that can lead to an orbital station left over by the Elder Gods. The station is concealed from mundane detection, can allow for widescale monitoring of details across the surface of the planet, and contains several secure holding areas that can securely contain powerful and dangerous artifacts or individuals. Comes with several caretaker robots to help maintain the devices.

Religion Items

Avei

Eagle Medallion [100]: A small eagle-shaped medallion that acts as a symbol of Avei's attention. Provides a small boost to divine energy and makes the wearer more confident in battle.

Legionnaire Armor [200]: A set of Silver Legionnaire armor sized to fit you, including some potent upgrades that would be introduced later, including a battlestaff core in your spear and a potent shielding charm in the shield.

Training Grounds [400]: A set of training grounds equipped to train small squads in various manuevers. Naturally increases cooperation and teamwork of squads that use it, and vastly reduces the risk of training accidents of any kind.

Omnu

Simple Robes [100]: A set of simple and comfortable robes. When wearing these robes, you will find it easier to let go of material desires and emotional hurts.

Corrective Staff [200]: A plain wooden staff. Those struck by this staff will feel pain, but no lasting damage, and any lesson they were being taught at the moment of the strike will sink in a bit better.

Farm [400]: A large and productive farm that produces a variety of fruits, vegetables, and grains. If you wish, you can have the contents of the farm be automatically sent to nearby charities or food bank equivalents if you do not want to have it harvested for your own use.

Vidius

Personal Mirror [100]: A small hand mirror. You can have this mirror save expressions that you make when looking in it, allowing you to examine your own expressions and appearance closely to practice specific looks.

Shrine to the Fallen [200]: A large shrine dotted with burning candles. Any individual can be brought here, and can extinguish one of the candles, causing the spirits of someone they knew who is now deceased to appear in the smoke. The spirit can talk with them for several minutes before vanishing, and candles will reignite over time. The spirits summoned this way can choose not to respond and are not compelled to answer or act a certain way.

Valkyrie Scythe [400]: A large black scythe. When wielding it, you will have the skill to wield it without endangering yourself or allies nearby. Even small wounds inflicted by this scythe can be extremely deadly, and it is capable of injuring intangible beings and cutting into adjacent layers of reality if desired.

Eserion

Trick Coin [100]: A large gold coin that you can summon and unsummon at will. Good for dancing across your fingers, or tricking a merchant into accepting before vanishing it.

Blueprints [200]: A set of blank sheets of paper. Once a month, you can cause the sheets to fill themselves out with up-to-date blueprints of a specific building, including secret passages and notes about things like guard patrols or little-used rooms. The notes will be more detailed the more reconnaissance you have performed yourself, and will include things you notice as well.

Casino [400]: A large and legal gambling establishment that can provide a significant revenue stream for you, and which has the passive effect of drawing in targets to lose their money at your tables that you would feel would be better off poorer. Does include some secret passages and storage areas underneath it.

Vesk

Instrument [100]: A well-made instrument of your choice. It is always in-tune, and sturdy enough to be a useful improvised weapon if you need to drive off a crazed fan.

Adventurer Pub [200]: A large tavern that is exactly the kind of place where adventurers would gather in all of the stories. Acts like a magnet for both adventurer-types and people with problems that adventurers might help solve.

Fiction Gate [400]: A large technological gate that can allow you to view a parallel world where the events of a popular fiction of your choice from the 20th or 21st century is taking place. Can be used to view the events of the story from any angle, and even allow you to enter the story. However, beware, as beings of power could potentially trace their way back through the gate. This gate will always connect to a generic version of the canon events, even if you Jumped into a version of that fiction in a prior Jump.

Shaath

Enchanted Bow [100]: A large and well-made bow, which can conjure an ordinary arrow whenever you pull back the string. Conjured arrows will vanish shortly after impact.

Ritual Sacks [200]: A set of ritualistically prepared sacks. Whenever a particular type of prey is placed within one of these sacks and hung in a tree, more of that type of prey will appear in the local area for you to hunt. This has a much greater effect if the prey in the sack is still alive.

Hunting Range [400]: A remote stretch of forested mountains which is teeming with a wide variety of wild game. You can always find your way here within a day, and the landscape within the hunting range can shift over time, providing you with a constant challenge for hunting.

Salyrene

Spell Scroll [100]: A scroll that has a basic-to-intermediate level spell embedded within it. Anyone can activate the scroll and cast the spell, even if they lack the potential to use magic. Once used, a new scroll will appear in your possession within a day, and once a month, you can swap it out for a scroll with a different spell.

Talking Sword [200]: An enchanted sword, built in the style of the High Elves, which possesses its own intelligence. It can move itself, though it takes quite a bit of energy to do so, and can sense magical forces very precisely, without disrupting them via the injection of subjective thought. This makes it a valuable aid in spellcasting.

Testing Tower [400]: A large tower, which is full of tests of strength, knowledge, and character. These tests can magically rearrange themselves to suit the skill level of those who enter, and it can generate enchanted items or similar prizes for those who pass through it, based on their performance. Any given individual can only pass through the tower once per year.

Izara

Comfy Bed [100]: A large and extremely comfortable bed that ensures a restful night of sleep when slept in.

Fantasy Room [200]: An enchanted room that can reshape itself, and provide simple tools or costumes to allow you and those you invite within to act out any sexual fantasy that you have.

Perfect Shatterstone [400]: A large stone, made out of a blending of all four schools of magic. It can be set to protect an area of up to a few city blocks. Any magic used within that area with hostile intent will backfire on the one who used it. This includes hostile magic that passes into the area, such as cast fireballs or mental domination spells placed on people who then enter the protected zone. This stone can also be manually shattered by you, causing any magic use within the area to be disrupted for a day or so, and potentially causing debilitating mental feedback to magical beings within the area. If manually shattered, a new stone will appear for you within a few days.

Nemitoth

Tome-Of-The-Month [100]: Once per month, you will receive a random ancient tome or book that was written in the past of this world, prioritizing books that have been lost or destroyed.

Secret Ledgers [200]: A set of records regarding a variety of crimes, atrocities, shady projects, or otherwise secret activities carried out by a government, corporation, crime syndicate, major religion, or other governing body of your choice. In each new Jump, you can choose a new governing organization to be the target of this set of records.

Grand Archive [400]: A massive library, filled to the brim with books collected from around the world. Comes with facilities for preserving and restoring old or damaged books. Adds a new wing full of books in each new Jump.

Verniselle

Nell's Contact Book [100]: A book filled with contact information for various merchants, shops, restaurants, and the like, all of whom provide excellent quality for the prices they charge.

Company Shares [200]: You have several shares in a fairly large, up-and-coming local company, giving you a voice in how the company is run.

Vernis Vault [400]: A small metal box, roughly two feet on a side. You can place any singular item into the box, and afterwards, draw an unlimited number of that item out of the box. A container and its content, like a bowl of candy or a wrapped package, can count as a singular item for this purpose. You can clear out the contents, removing the original item, but doing so will lock the box for two weeks before you can open it again and place a new item inside.

Themynra

Contract Scale [100]: A large scale. You can place a copy of a contract on one side of the scale, and it will judge how 'fair' the contract is. The fairer the contract is, the higher that side of the scale will rise.

Spider Box [200]: A large box full of spiders, used for Narisian punishment.

Underworld Garrison [400]: A large fortified garrison, stocked with a variety of weapons. It has the unusual property that it will automatically redirect any tunnel being dug upwards for several hundred miles around to instead come straight to it, forcing enemies burrowing upwards to go through it rather than bypass it. Alternatively, it can be set to defend a surface border, and have a similar effect on roads or travelers approaching the border.

Naphthene

Chum Bucket [100]: A large bucket of meat and offal. If spread in the water, it will attract a great deal of fish. Also provides an excellent tool for defacing a shrine, if you ever want to do that.

Mithril Weapon [200]: A large mythril melee weapon. Defaults to a rapier, but could take the form of a cutlass, spear, axe, or other melee weapon. Can cut through most magic, and even partially disrupt spells cast on you just by holding it.

Sea-Blessed Ship [400]: A large sea-going vessel, that will always be favored by the winds and tides, and which has the impact of storms blunted on it.

Ouvis

Weather Vane [100]: A large metal weathervane. Looking at it will give anyone a strong impression about what the weather will be like within the next half-hour or so.

Rain Caller [200]: A large decorated staff. When shaken at the sky, it will cause clouds to gather and eventually break into precipitation. When the shaking stops, the weather will gradually slip back to what it would be in unaltered.

Sky-Blessed Zeppelin [400]: A large skyship, which is always favored by updrafts, downdrafts, and prevailing winds to move swiftly through the skies. Does not require any fuel to actually stay aloft.

Ryneas

Masterwork [100]: A beautiful piece of artwork that represents the pinnacle of its artist's life and career. This could be a painting, statue, piece of jewelry, or something else, as long as its primary purpose is being beautiful and decorative.

Detailed Tapestry [200]: A large tapestry depicting a famous historical event. Studying this tapestry will uncover small and hidden details that can provide insights into the event as if the watcher was actually present. You can change the subject of the tapestry once per month.

Museum [400]: A large museum full of a variety of cultural artifacts, pieces of great artwork, and various displays about a variety of educational topics. The contents of the museum will gain new wings with each new Jump, covering cultures and history from each new world.

Khar

Undedicated Ak-Tra [100]: A chain of sharpened links, attached to a handle. You can dedicate it to the task of vengeance against a specific crime, making the chain seem to come alive to seek to wrap around the limbs of the target that committed the crime, and causing injuries caused by it to the target to be far harder to heal. Ritualistically destroy it when vengeance is fulfilled or abandoned, and you will receive a new, undedicated one within a day.

Orcish Boots [200]: A set of very comfortable leather boots, which can vastly improve the distance of your stride while worn, and which also help you to maintain balance and running speed, even over difficult and treacherous terrain.

Protective Band [400]: A simple band of woven leather, to be placed around your head or neck. When worn, it will protect you from all forms of mind-reading and possession, unless you specifically invite someone into your mind or soul. Even once invited, you can use this band to kick them out at any time.

Elilial

Suicide Syringes [100]: A set of a dozen pneumatic syringes and a refilling flask filled with a dozen doses of an extremely lethal and fast acting poison.

Black Wreath Talisman [200]: A small black talisman that allows the holder of it to 'shadow-jump', using a mixture of infernal and shadow magic to teleport across vast distances. Can be used with up to six 'set destinations', or via freeform teleportation. Freeform teleportation is much trickier and requires a lot of focus, while moving to a set destination just requires willing it. Destinations can be set when you are physically present at the given location.

Reliquary [400]: A vessel designed to hold a demon, such as a sucubus or djinn, or a spiritual or magical being of similar power. It is tied to your life and will, forcing the being bound in it to obey your direct commands. Binding a being is as simple as holding the vessel pointed towards them for a few seconds. The being within can come along with you as a pseudo-Companion, with you maintaining full control over what purchases they can take for as long as they remain bound within the vessel. If you release them in a future Jump, they can either remain a full Companion, or be banished back to their original world.

Naiya

Deep Wild Planter [100]: A large planters box, filled with a random assortment of plants taken from the Deep Wild, with a variety of magical properties. Harvested plants will be replaced with random new ones.

Spirit Whistle [200]: A whistle tied to a sylph, a spirit of the winds. Once per day, you can blow it, summoning the sylph, who can provide you with information that it has 'heard upon the wind'. The sylph is not bound to answer or obey you, and will leave if mistreated or disrespected.

Pixie Grove [400]: A massive fey tree, which has clouds of pixies playing throughout its branches. Pixies are sources of nigh-bottomless fey magic, but are also flighty and mentally dim. New pixies will be constantly born around the tree, and the various pixies will generally grow by 'feeding' on each other, draining the connection to raw fey magic from each other to enhance their own connection.

Scyllith

Whip [100]: A cruel black whip that causes spikes of intense pain when it strikes a target.

Decorator Kit [200]: A large trunk full of tools for painting, carving, tiling, and otherwise decorating an area. It will never run out of supplies.

Chamber of Hidden Light [400]: A chamber filled with uncountable spider webs, which act to conceal a beam of pure light at the center of the chamber. Drawing the webs aside and standing in the light will grant you access to extremely potent divinatory abilities. However, spending too long in the light can twist your personality, so moderation should be observed.

Vemnesthis

Time Viewing Mirror [200]: A mirror that is designed to peer through the fabric of time clearly, rather than via the murky voice of oracles, allowing you to clearly view events of the past or of possible futures.

Scion Armband [400]: An armband that can imitate the capacity for the personal timelines of Scions to be rewound. It has a limited span of time it can rewind, gaining roughly one hour of 'rewinding' for every year you personally experience, and starts each Jump with an hour ready to go on top of what you have saved up. It can be activated manually, or activated automatically in the case of your death, and it will be directed by your consciousness, separate from the state of your body, in how far back it rewinds time.

Spire Out Of Time [600]: You have the ability to access a copy of the citadel of Scions, existing outside of the course of time. It has numerous dwellings, each stocked with anything one might need to live. Fiction from across time is also included here. Time in the wider universe does not pass while you are here, giving you all the time that you might need to rest, recuperate, train, or perform other such activities.

Calomnar

Flute of Calomnar [300]: A flute tied to the powers of Chaos. When blown, it will immediately infect the surrounding area with raw chaos, causing random and totally unpredictable events to occur. The holder of the flute is protected from these events, and thus won't spontaneously turn into water or have their head vanish, but the rest of their surroundings will be affected. Reality will start to reassert itself when the flute is not being played.

Skull of Chaos [500]: The skull of a dragon saturated in raw chaos. This skull can be used to summon chaotic bone-dragons, undead creatures that exude raw chaos simply by existing. Up to two dozen can be summoned at once, they can be given directives by you, but will generally act on instinct to try and cause as much chaos and destruction as possible.

Companions

Adventuring Party [200]: You can create or import a group of four Companions. This can be taken multiple times. Each Companion gains 1000 CP to spend, and can pick their own Origin, Race, and Religion, though they will have to pay for higher value Races.

Invitation [100/200/400]: Each purchase of this grants you two invitations that you can extend to any individual in this world, allowing them to come along with you as Companions. When purchased for 100 CP, your invitations are limited to ordinary people, such as Sheriff Sanders or Rasha. When purchased for 200 CP, your invitations can extend to people of particular power and importance, such as the class of 1182. When purchased for 400 CP, your invitations can extend to anyone, even beings on the level of gods or Arachne Tellwyrn herself.

Butler [100]: You have been assigned a Butler from the Service Society. They consider it their life's purpose to assist you in any way they possibly can, and have enough physical prowess and martial skill to intimidate even the toughest opponents.

Avatar [300]: You have gained the friendship of one of the mysterious Avatars, artificial intelligences that were created by the Elder Gods to run their various installations. The Avatar can grant you access to the installation that they control, and will be able to bring that installation with them when they leave with you.

Scenarios

There are a lot of different plotlines running throughout the world. Now, you can pick from the following scenarios to entangle yourself in a given plotline. You can take as many scenarios as you want, but be aware that some of them may end up being mutually exclusive at points, depending on how you handle them, meaning that you may end up having to pick one scenario or another to abandon. Failure for a scenario just means that you won't gain its prize.

Freshman

You have been extended an invitation to join the freshman class of the University of Last Rock. You can choose whether this invitation is for the same year as the main cast, or for the year directly above them or directly below them. For this scenario, you will need to attend Last Rock for all four years, without getting killed or expelled. If you manage that, you will gain the following prize:

All Together: You can take all of the yearmates in your class with you as a collective Companion. This can include expelled yearmates if you wish.

One Last Adventure

You have been approached about joining one of the adventuring teams that either Antonio Darling or Pope Justinian are putting together. You can decide which team approached you. For this scenario, you will need to stay with the team and survive through the events of the story. If you manage that, you will gain the following prize:

Adventurer Society: In future Jumps, you can have the concept of career adventurers be seamlessly integrated with general society.

To Aid A God

You have learned that a god has been twisted by their cult, with their very mind being distorted by 'incorrect doctrines' and the ties of faith. By default, the god in question is Shaath, and you will be called to assist Brother Ingvar in freeing him. However, you can instead choose to have this be any active god in the story. This does not necessarily need to be the god you chose in the Religion section. For this scenario, you will need to assist in freeing the god and setting them back on the correct path. If you manage that, you will gain the following prize:

Bonds of Faith: Once per Jump, at the start of the Jump, you can invoke a similar 'twist' to a god's nature as befell Shaath. This can either be introducing a similar distortion, or correcting one.

Voices of the Dead

You have become a 'headhunter', a vessel for dozens, if not hundreds, of spirits from Athan'Khar, twisted into madness by the Enchanter's Bane. These spirits will drive you to hunt and kill, especially targets connected to the Tiraan Empire. For this scenario, you will need to retain your sanity and hide your nature as a headhunter from any large organizations, such as the Empire. If you manage that, you will gain the following prize:

Vessel of Athan'Khar: The spirits within you have calmed, and will now provide you with advice and with aid in your spellcasting.

Drawbacks

You can take as many drawbacks as you think you can handle to gain extra CP.

In Ages Past [+100*]: You will not be starting in 1178, but will instead be starting earlier. How far back you are starting will determine how much CP you get, but your Jump will still be ending in 1188, so you will need to survive until the present day no matter what. For +100 CP, you will be starting 50 years prior, at roughly the time when Arachne founded Last Rock. For +200 CP, you will be starting 200 years prior, at roughly the time when Principa Locke was born. For +300 CP, you will be starting 800 years prior, just a century or two after the Tiraan Empire was founded. For +400 CP, you will be starting 3000 years prior, during the final years of Third Hellwar.

Pulling a Gabriel [+100]: You have a tendency to speak before you think, and have a talent for, either accidentally or on purpose, framing your words in a way that would be highly offensive or insulting to those you are talking to.

Lawful Stupid [+100]: You believe in following the law, whether the secular law or the laws of your religion, and you will do so blindly.

Just Preachy [+100]: You have a tendency to go on self-righteous rants about various behaviors or people or other factors that you find to be morally or religiously offensive, and also will tend to proselytize for your religion, even when it is obvious no-one wants to hear it.

Passive-ist [+100]: You don't like to fight, or cause conflict, or argue with people. However, you also don't put much effort into avoiding those sorts of situations or trying to prevent them, and instead will just wish that they didn't occur.

No Standards [+100]: You are extremely promiscuous, and have only the very loosest of standards. Such as 'is breathing' or 'has skin'.

Emotion Mask [+100]: You find it extremely difficult to express emotion and open up to other people, and will often feel compelled to lie or deceive others to keep them from seeing what you are feeling.

Off-Cycle Language [+100]: Languages come in cycles, and yours is a few hundred years out of date. People might be able to understand you, but it will be difficult, and nothing you do seems to work at fixing the problem.

New-Fangled [+100]: You are very mistrustful of new technologies or innovations, vastly preferring the 'old ways', regardless of how effective or not those old ways might have been.

Cult Trappings [+100]: You are being pursued by a cult. They could want to kill you, trap you, arrest you, or convert you, but they just won't leave you alone.

Twinsouled [+100]: Your physical sex doesn't match your gender identity, and you will find significant roadblocks to trying to correct this or find those who understand it.

Scion Sentencing [+200]: Due to the impact your arrival will have on events, you have been sentenced to work with the Scions of Vemnesthis for 500 subjective years before your Jump will properly begin. This work will be boring and extremely tedious, and you won't even get to keep any memories you might gain from it until after your entire Jump is over.

Anth'auwa [+200]: You are a complete sociopath, showing absolutely no regard for the feelings and emotions of others, and those around you will recognize this in you and will often shun you for being a monster inside.

Jumper, No! [+200]: When you have a choice between a sensible plan, and one that is completely off-the-wall crazy, you'll go with the crazy plan pretty much every time. And even when you do choose the sensible path, you will find that your actions often cause headaches and complications for you that you didn't expect.

Infernal Infection [+200]: You have a serious infernal infection that can't be cured. While it won't kill you directly, it will cause you significant chronic pain and occasionally trigger you into blind, murderous berserker rages.

Amnesia [+200/+300]: You will lose all metaknowledge about the story and world when you arrive here. For +200 CP, this is only general knowledge gained prior to entering the Jump. For +300 CP, this will include all background knowledge of your local identity.

Vesk Quest [+300]: Several times throughout your stay here, you will end up swept up in a quest from Vesk, being sent to fetch some item or perform some great feat. This will happen anywhere from four to a dozen times, and the maxim of "when a bard says hero, they mean victim" will be in full effect during these quests.

Chaos Fount [+300]: Your nature as an outsider shines through, causing random bursts of chaos around you whenever you use an outside-context power or piece of knowledge. So long as you act only within your role within this world, these chaos events will be minimal.

Darker Timeline [+400]: You are not in the canon timeline, but instead in a timeline where things have taken a large turn for the worse. Maybe Ellial partially broke free, and vast swaths of the planet are now literally hell on earth. Maybe the Pantheon didn't cleanly defeat the Elder Gods, and some of them are still around and causing problems. Maybe the Pantheon itself split, with several different warring Pantheons being formed. Whatever the case, it will be a much harder time for you and yours in this dark new world.

Ending and Notes

Once your time is done here, you have the usual choice to **Stay Here**, **Go Home**, or **Move On**.

Changelog

Version 1.0 - Created

FAQ

Q. Can I be a male dryad or a female dragon or something like that?
A. Yes, but you should be aware that you will be an object of great scrutiny for being something so divorced from the norm.

Q. I thought gnomes couldn't interbreed with any other race?
A. I am choosing to interpret that as them choosing not to interbreed, as part of their whole 'secret Gnomish society' deal, using their ability to control their own fertility to ensure it. So, you can be an exception with Halfblooded if you so choose.

Q. What is the Circle of Interaction?
A. The Circle of Interaction dictates how the four main forms of magic interact with each other. Divine and Infernal explosively cancel each other out, as does Arcane and Fae. Then, Arcane can weaken and feed on Divine, Divine weakens Fae, Fae weakens Infernal, and Infernal weakens Arcane. If you take a Personal Transcension Field, your fifth form of magic will be fitted in with these interaction somehow, with some magic being good against it, and some being bad against it.

Q. Can I be part of more than one cult?
A. Yes, but not for the purpose of discounts.

Q. Why do Vemnesthis and Calomnar's perks and items cost weird amounts?
A. Because time travel and chaos are dangerous things to mess with, so it costs a bit more for the 'privilege', and in Calomnar's case, it is because he thinks having you pay awkward amounts once they are discounted is funny.