

# Ultima



*GAMES BY RICHARD GARRIOT/LORD BRITISH, JUMP BY AHRIMAN*

In 1981, Richard Garriot & Ken W. Arnold released a game for the Apple II, Ultima, one of the first PC RPG games, and moved 50,000 copies. Heavily inspired by Dungeons & Dragons, the game inspired many imitators and is remembered as one of the progenitors of all electronic RPGs. It also built a twenty plus year franchise (far more if we count the *ongoing* MMO), as the games would grow with the available technology, from the original to Ultima IX: Ascension.

There is another world existing alongside the Earth you know, one of mystery, magic and adventure! Sosaria in the original games, it is called Britannia from Ultima IV onwards. The

strange moongates brought to this world Lord British long ago, and now a Stranger from our world to defend it! Again, after Ultima IV the Stranger from Earth becomes the Avatar, exemplar of virtue, and messianic figure in the religion Lord British creates. This is a world of swords and sorcery, intrigue and adventure and so, so many dungeons full of traps and monsters.

Gird your loins, grab your sword, and have **1,000 crown points** (cp) to get you started!



## **TIME**

*Pick a game to start in, or roll for +200 cp*

1 **Archaic Sosaria** - Ancient Sosaria before the games. Perhaps you will appear at the same time as Lord British, or partake in the knightly trials of Akalabeth?

## **The Age of Darkness**

2 **Ultima** - The world of Sosaria is in danger from the immortal sorcerer Mondain. A Stranger from Earth (perhaps you?) is summoned by the moongate to quest for the means to end his life.

3 **Ultima II** - Mondain is defeated, but his paramour, the sorceress Minax, emerges to make the world pay for his death.

4 **Ultima III Exodus** - Mondain and Minax are gone, but they have a vengeful 'son,' the hellish supercomputer Exodus.

## **The Age of Enlightenment**

5 **Ultima IV: Quest of the Avatar** - Sosaria has become the kingdom of Britannia. Lord British has derived the universal virtues of the true religion, but needs someone from Earth to master all the virtues and become the Avatar who can quest to the Stygian Abyss and retrieve the true scripture, the Codex of Infinite Wisdom.

6 **Ultima V: Warriors of Destiny** - Following an age of peace and prosperity, a vast new dungeon complex, the Underground, is discovered. Lord British investigates and goes missing for months. His regent, Lord Blackwood, is corrupted by the three Shadowlords (themselves spawned from the fragments of Mondain's Gem of Immortality) and becomes a tyrant, corrupting the Avatar's virtues. You must liberate these lands again.

7 **Ultima VI: The False Prophet** - Britannia is being invaded by Gargoyles from the Abyss, who have captured the shrines of virtue, and attempt to sacrifice the Avatar and storm Castle Britannia. Turns out, they're upset about their Codex being stolen and fearing a prophecy of doom without it. The quest to vanquish the fiendish invaders becomes a quest for peace.

8 **Worlds of Ultima: The Savage Empire** - The Avatar is transported to a new world, Eodon (which is technically a part of Earth?) where a corrupted moonstone has gathered Mesoamericans, prehistoric Africans and the lizardman Sakhra, along with giant ants, the Myrmidex who are multiplying out of control. The Avatar must unite the thirteen primeval tribes of Eodon to resist the ants.

9 **Worlds of Ultima: Martian Dreams** - The Avatar time-travels back to Victorian England, where a cannon to shoot men to the moon or mars is being displayed at an exposition, and through sabotage goes off, sending dozens of humans to the Red Planet. He accompanies the

rescue mission, and finds the ruins of a Martian civilization whose plantlike inhabitants have retreated into a dreamscape to survive the tainting of their soil. You must dive into the nightmares of the humans possessed by these Martians to free them.

**10 Ultima Underworld: the Stygian Abyss** - Baron Almric built a colony on the Isle of the Avatar, hoping to conquer the Stygian Abyss. The Avatar arrives just as Almric's daughter is kidnapped by the evil wizard and demon-cultist Tyball. Blamed for the crime, the Avatar is thrown into the Abyss unarmed to save the girl or perish in the attempt in this 3D dungeon crawler.

## **The Age of Armageddon**

**11 Ultima VII: The Black Gate** - A red face, the Guardian, taunts the Avatar that it will soon rule Britannia.. On returning to now-isometric Britannia, the Avatar finds after a long era of peace, the Avatar and his religion are forgotten, Britannia's people are feeling adrift and unfulfilled, and magic seems to be weakening, mages going mad and a string of murders he traces to a new cult, the Fellowship. Pawns of the Guardian, they are behind everything, in a mission to assemble a Black Gate through which the Guardian can cross over and conquer Britannia.

**12 Ultima Underworld II: Labyrinth of Worlds** - a year after the Avatar destroyed the Black Gate, and stranded himself in Britannia, a feast is interrupted when the Guardian encases Castle Britannia in an impenetrable dome of blackrock. Investigating the catacombs, the Avatar finds a glowing gem that serves as a portal to worlds already conquered by the Guardian, a means to weaken him and find a way to destroy the dome.

**13 Ultima VII part 2: Serpent Isle** - Year and a half after Ultima VII, a scroll is discovered in the cult leader Batlin's things, directing him to Serpent Isle to carry out a backup plan to destroy Britannia. The Isle seems to be a pocket dimension, inhabited by exiled Sosarians who would not accept Lord British's rule, amid the ruins of the ancient Ophidians wracked by chaotic teleport storms. Here are bound three chaotic spirits - Anarchy, Madness, &

Wantonness, which possess your Companions and slaughter the locals. You must not only overcome them, but fuse them back into the cosmic Serpent of Chaos worshiped by the Ophidians, and release it to join the Serpents of Order and Balance or the universe will be destroyed.

**14 Ultima VIII: Pagan** - Following the plot of Serpent Isle, the Guardian traps the Avatar on the world of Pagan, where the clouds never part to show the sun, and the people are cruel and vicious. To return to Britannia, the Avatar must master the four corrupted elemental magics of Pagan and slay their avatars, the Titans, so he may become the Titan of Ether. If he can conquer the impossible platforming sections.

**15 Ultima IX: Ascension** - On returning to Britannia, and immediately losing the Titan of Ether powers, the Avatar finds spires of black rock have appeared near each virtue shrine and city in Britannia, between them dropping an antimagic field over all the lands. The Avatar must clear each shrine in turn. Also, Lord Blackwood has been revived to be the Guardian's evil minion. Finally, the Avatar seals himself in a magic dome with the Guardian before casting the dread Armageddon spell to destroy them both, ascending to a higher plane.

**16 Ultima Online** - The shattering of Mondain's gem in the first game created an entire multiverse of Britannias, from Felucca to Malas (where pvp is allowed) and Eodon. Ultima Online is one of the longest running MMORPGS of all time.



## **LOCATION**

*Pick one, or roll for +200 cp*

**1 Earth** - It's a world of hopes, it's a world of fears. A world of laughter, a world of tears. It's a- well, it's a world.

**2 Sosaria/Britannia** - A world of adventure! Swords and sorcery!

**3 The Stygian Abyss** - A world of adventure, traps and high-level monsters!

**4 Eodon** - A valley with thirteen tribes, including Prehistoric African and MesoAmerican, a tribe of lizardmen. And problems with giant ants.

**5 Mars** - The Red Planet, kinda gone downhill, so the plantlike Martians retreated into a dreamworld.

**6 Pagan** - A world that was never lucky enough to have an Avatar, one ruled by the cruel Guardian and the four Titans he empowered with one piece each of the blackstone obelisk. A world that has never seen the sun or moon or stars in living memory.



## **PROFESSION**

*Choose one.*

**Bard** - *The Bards of Britannia entertain the people with their ballads and tales of heroic deeds. Bards not only chronicle the deeds of valor, but perform them as well. The weapon of choice for a Bard is the sling, but they may use a crossbow at times. All armor save that of Leather is shunned by these minstrels, for they find metal harsh and too noisy for their sensitive ears. The Bard also dabbles in magic and makes a fine companion on a long journey.*

**Druid** - *The Druids are fierce fighters, especially when defending their beloved groves. They hold all trees to be sacred and their town of Yew lies deep in the woods. Druids are also impressive practitioners of the mystic arts and their knowledge of herbs is without peer. They may fight with different types of bows, although their preferred weapon is the mace. The Druidic philosophy forbids the wearing of metal of any kind, so Leather is their armor of choice. The Druid's knowledge of the ways of the woodlands make them invaluable as fellow travelers.*

**Fighter** - *The rigorous training involved in learning to become a fighter results in a stronger, more agile adventurer. The knowledge acquired during this period permits the fighter to use virtually every kind of weapon that might be found in Britannia.*

**Mage** - *Seeing what cannot be seen, hearing what no man hears, communing with beings not present... What ancient spirit possesses the mage that his mind constantly dwells on things not perceived by the common man? One never chooses to become a mage — one is born a mage, having from birth exhibited magical inclinations and abilities which defy rational explanation. A mage usually spends his early years studying the esoteric writings and diagrams contained in the libraries of the Lycaenum or poring over bottles and boxes of exotic herbs and minerals found in its laboratories.*

**Paladin** - *Paladins have a very strict code which they live by. They value this code above all things, including their own life. Paladins never steal or start petty squabbles. Because a paladin is so skilled and trustworthy, they are respected by everyone, and doubted by no one. They are a powerful and trustworthy companion on even the most perilous journey.*

**Ranger** - *Off the western shore of the mainland lies the fair island of the Rangers. Venturing far from their retreat at Skara Brae, they strive to improve the conditions of people throughout the realm, guided by the virtue of Spirituality. Rangers are well-versed in wood lore and fight fiercely with most weapons, but shun all but leather armor. They are also proficient magic users and faultless trackers in any wilderness.*

**Shepherd** - *Shepherds are drawn from fiercely independent rural peoples. Often forced to fight wild animals and hostile neighbors to defend their flocks, their simplicity and humility can be deceptive. They vary widely in their abilities; some are skilled in folk magic, others in combat, still others in stealth and woodcraft.*

**Thief** - *Whilst not a profession held in the highest esteem among those charged with maintaining the public order, thieving is a trade that often serves the adventurer well. Many of the explorer's finds are guarded by clever and devious traps that require nimble fingers and a dexterous hand. Larceny and the opening of locks comes much easier for the thief than for other mortals, for they who follow this occupation are endowed with exceptional agility.*

*Thieves are the only profession to not gain a free Virtue.*

**Tinker** - *The Tinkers of Minoc are both highly skilled artisans and superb fighters. They are generally suspicious of magic, believing that only hand-crafted artifacts possess true value,*

*and thus seldom use it. A Tinker may use any weapon, however, the double-bladed war axe is preferred. Tinkers will use any non-magical armor. A traveling party with a Tinker aboard need never fear for repair of any metal or wooden items.*



## **RACE**

**Human** - the default, boring option. Albeit the one that makes the most sense for an adventurer from Lord British's 'Earth.'

**Bobbit** - Half-heighted humans who generally go barefoot. No they're not hobbits, there are important distinctions, legal ones. Bobbits are naturally weak, but contemplative.

**Dwarf** - Stout humanoids who live underground.

**Elf** - Pointy-eared humanoids, greatly attuned to nature.

**Fuzzy** - A hairy people, even smaller than Bobbits. Very agile, though, and stealthy. Only really appear in Ultima 3.

**Gargoyle** - Humanoids from the Abyss, come in two varieties. Winged Gargoyles have a higher base intelligence, magical abilities and, naturally, flight, and generally assume positions of leadership. Wingless gargoyles, treated almost like children, have great brute strength.



## **VIRTUES**

*Following the Axiom of Infinity, Lord British was able to discover the Eight Virtues of Avatarhood, based on varying degrees of the three principles: those of truth, courage and love. The one who can embody all of these shall be the Avatar.*

**Honesty** (-100 cp, free Mage) Honesty is scrupulous respect for truth— the willingness never to deceive oneself or another. Your devotion to honesty lets your gaze pierce illusions, causes slanders against you to fail, while if you speak truth, those who hear it shall know it.

**Valor** (-100 cp, free Fighter) Valor is the courage to take actions in support of one's convictions, it is the cloak that protects the other virtues, that which is tested again and again. Your devotion to valor allows you to perform great feats of strength, survive grievous wounds. It strengthens you when protecting others, and gives you a nerve of steel that no timidity or hesitation may pierce.

**Compassion** (-100 cp, free Bard) Compassion is nonjudgmental empathy for one's fellow creatures. He who lives without compassion dies loveless. Compassion is the child's awe at the natural world and his love for all who live in it. Your love of the world, its wonders and people shall never dim, the good works you do shall be paid forward in an ever-expanding chain, and you shall understand the hearts of all men and beasts, able to reach out and touch them no matter how lost they feel.

**Justice** (-100 cp, free Druid) Wherein Truth is tempered by Love lies the secrets of Justice. It bears no moderation, for it does not shine in the fog of war. In reward, Justice shall give

temperament to your spirit. You have total control over your baser instincts, the wisdom to judge fairly all cases and to comprehend when you are about to make a grave mistake.

***Honor*** (-100 cp, free Paladin) The Courage to seek and proclaim your Truth, whatever the cost. You will often find yourself given missions or quests that align with your abilities, offer appropriate rewards, and may help you resolve issues you are working through. While you behave honorably, when you defend the innocent or act to uphold oaths, you find yourself acting with moral surety and increased strength and efficiency.

***Sacrifice*** (-100 cp, free Tinker) Where Love is gathered in the palm of Courage, people give selflessly of themselves for their brothers and sisters. The universe is so vast and ageless that the life of one man can only be meaningfully measured in what he gives. Your sacrifices are never wasted, for where you go you find friends and community and people eager to pay you back for any kindness done for them.

***Spirituality*** (-100 cp, free Ranger) To seek Love, Truth and Courage within yourself, and from those around you. Meditation brings enlightenment, you find your soul is strong, immune to efforts to subvert, corrupt, control or destroy it, and you can recognize these effects in others and help them resist. You are always learning, always growing, healing when needed, and becoming just a little better every day without limit.

***Humility*** (-100 cp, free Shepherd) The recognition of the worthiness of all beings, and one's place among them regardless of past accomplishments or mistakes. You do not suffer from false pride, but understand your worth and abilities, what challenges are within them and which you must ask for help to face. You can see the worthiness and potential of others, whatever their misdeeds.



## **FRIENDS**

*No charge. Adventuring alone is the worst.*

**Old Friends** - You may bring in fresh Companions, each with 800 cp of their own to spend. However, Companions cannot gain more cp from Drawbacks.

**New Friends** - Anyone you happen to meet and enjoy the company of.

**Sir Dupre** - A paladin of the noblest sort. A fearless warrior, and a fine friend.

**Geoffrey the Giant** - A most formidable fighter, for most of the series, Lord British's bodyguard and captain of the guard at Castle Britannia.

**Iolo FitzOwen** - A world-famous bard and bowman, also from Earth. Lord British's most trusted friend and champion.

**Jaana of Yew** - A great Druid and experienced judge.

**Julia** - A hot-tempered Tinker from Minoc, was running a homeless shelter when you meet her in the game.

**Katrina** - A farmer and the sole survivor of Magincia, a city levelled by demons. Later becomes a shepherd and frequent companion of the Avatar, largely considered the most humble person on the Isle of the Avatar.

**Mariah the Mage** - A mage, scholar and eager adventurer who loves field research.

**Shamino Sallé Dacil** - The first friend encountered by Lord British when he entered Sosaria, and later a king over much of that world. Shamino is a master Ranger and woodsman.

**Lord British** - A man from Earth, driven to despair by the endless greed and cruelty of men, he found a silvery amulet and the moongate to Sosaria. As the Champion of White Light, he swiftly ascended to become king of Akalabeth, and later all the world which he renamed Britannia.

**The Avatar** - The protagonist, assuming you don't replace him. Kind of bland personality-wise, to make roleplaying easier, and a good fit for any class because... he could be any class. A paragon of virtue who lives between two worlds, being transported to Britannia, and sometimes stranger places, when needed.



## **SKILLS**

### **Adaptable** (free)

One thing Jumper has in common with the Avatar, you might find yourself at any time in wildly different places and scenarios. From Britannia, to Paga, Odeon, Victorian England, Mars. You speak the local languages, are immune to the diseases and generally have the skills to swiftly blend in to exotic cultures.

### **Aging Gracefully** (free)

Earthmen displaced to Sosaria/Britannia still age, but only one year for each decade. So it is with you.

### **Archery** (-100 cp, free Bard)

You're one fine shot with a bow or crossbow, and know all there is to know about bowry and fletching (the making of bows and of arrows).

### **Musicianship** (-100 cp, free Bard)

You'd be a poor bard if you couldn't sing, and play. You are skilled in most musical instruments, extremely so in one. You sing really well, with a long memory for songs.

### **Peacemaking** (-200 cp discount Bard)

Whether by calming music or diplomatic charm, you are an expert in deescalating tensions and ending hostility, bringing people together. Or at least making them stop hitting each other for ten seconds or so while you arrange the party for proper battle.

### **Provocation** (-200 cp discount Bard)

Alternatively, you're pretty good at raising an angry mob, turning people against each other, and sneaking off while they do your dirty work for you.

### **Bardic Masteries** (-400 cp discount Bard)

A bard's music is more than mere notes. Your songs can bring hope to the hopeless, fresh vigor to men whose strength was spent, You can grant superhuman fortitude, resistance to spells. Or, for enemies you can sap their strength, sow confusion and despair or just really ruin their ability to concentrate.

### **Mace** (-100 cp, free Druid)

I couldn't tell you exactly why the mace is the favored weapon of Druids, but it is. You are proficient in caving skulls in, or even fighting with one nonlethally, which is harder than it sounds.

### **Forest Dweller** (-100 cp, free Druid)

Druids live in and tend the wilderness. Insects do not trouble them, nor do thorns or thistles prick them. The poisons of nature hold no terror and their stride is unhindered through the thickest undergrowth.

**Animal Lore** (-200 cp, discount Druid)

There is nothing you do not know about the animals of Earth and Britannia, especially the taming, care (even veterinary medicine!) and feeding them. You can read an animal's moods more easily than a human face.

**Survivor** (-200 cp, discount Druid)

The wilds are a druid's home. Wherever you land, you know how to find food and water, which plants can be eaten and which cannot. How to hunt and scavenge, and build shelter. How to find your way around by subtle signs, that you are never lost. Your body is hardened to the sun and cold and long walks.

**Wisdom of the Wilds** (-400 cp, discount Druid)

You are intimately acquainted with the seasons, and can predict the weather for about a week, barring magical interference. You know the medicinal and other uses of every plant, fungus, mineral and animal part, and how to extract them without doing harm or depriving you of a future supply. Your perceptiveness makes you hard to trick with illusions, and you easily befriend nature spirits and smarter animals.

**Bladeweaver** (-100 cp, free Fighter)

You are a master of throwing weapons. Knives, axes, javelins. Even things that were never meant to be thrown.

**Melee** (-100 cp, free Fighter)

You are skilled in fencing, swordsmanship and combat with axes.

**Unarmed** (-200 cp, discount Fighter)

A real fighter is never truly unarmed. You are skilled at wrestling, boxing, and brawling, with all the strength that implies.

### **Bushido** (-200 cp, discount Fighter)

You are extremely good at parrying, evading, counter-attacking like lightning. You can chain hits and gain in health and a damage bonus as long as you keep killing. Contrarily, if you adopt a defensive stance you will regenerate health slowly.

### **Tactics** (-400 cp, discount Fighter)

You can read a battlefield like a book, understanding how to place yourself for maximum advantage, exploiting terrain and chokepoints. You cannot be surrounded or flanked, and numbers are meaningless against you if there is no one among the enemy who could match you one on one.

### **Mage Sight** (-100 cp, free Mage)

To be a mage is to see the truth of the world, and many things hidden from other mortals. Many mages first understand what they are when encountering ghosts or spirits unseen by others, so it is with you.

### **Meditation** (-100 cp, free Mage)

Your mana capacity is quadruples, and you can regain mana over time. It happens a lot more quickly, though, with meditation.

### **Mysticism** (-200 cp, discount Mage)

You are well-versed in magic, knowing the secrets of runes and which reagents are useful for which spells. You can cast spells from the humble Help to the mighty Armageddon, and everything in between like Invisibility and Lightning and Time Stop. Just... assume you know and can cast any spell from any of the games.

### **Necromancy** (-200 cp, discount Mage)

As mentioned, conversing with the dead is the start for many a mageling. You are familiar with the darker side of magic, able to spirit speak, yes, and cast many dire curses, renanimate the dead, or summon evil creatures to fight for you. You can temporarily (or permanently) transform into a wraith, vampire, lich or horrific beast.

### **Spellweaving** (-400 cp, discount Mage)

You can combine your spellcraft with other mages, incorporating skills and magics you cannot yourself wield and creating something more powerful and complex than any participant could manage alone.

### **Honorable Bulwark** (-100 cp, free Paladin)

A Paladin stands where others cannot. You are immune to knockback and cannot be bowled over by the winds.

### **Defender** (-100 cp, free Paladin)

Paladins are great with a shield, and for many games were the only class that could use magic armor. You can use any magic items you like.

### **Charisma** (-200 cp, discount Paladin)

Paladins are beloved, not just in Trinsic, but throughout the world. People trust Paladins and accordingly, their word carries great weight. So is it for you, even in worlds where no one has heard of a Paladin.

### **Blessings** (-200 cp, discount Paladin)

Paladins are more resistant than most to hostile magic, and your resistance seems to grow the more evil or dangerous the magic is. Only mildly inconveniencing curses, or the mightiest of magics like Mondaine's Skull, the Black Sword or Armageddon will harm you.

### **Chivalry** (-400 cp, discount Paladin)

A Paladin is, above all, a holy knight. You can cast Paladin class spells such as Close Wounds, Remove Curse, Consecrate Weapon, Cleanse By Fire, Divine Fury, Enemy of One, Dispel Evil, Sacred Journey (fast travel), Holy Light and Noble Sacrifice (mass Greater Cure, Heal and Resurrection, but knocks you down to 1 hp).

### **Archery** (-100 cp, free Ranger)

You're one fine shot with a bow or crossbow, and know all there is to know about bowry and fletching (the making of bows and of arrows).

### **Slayer** (-100 cp, free Ranger)

Each Jump, or decade, you may pronounce yourself a 'slayer' of a broad category of beings, such as undead, demons, elementals, fae, repond (orcs/goblinoids and trolls), arachnids or reptiles. You more easily track and anticipate these foes, and any spells or attacks made against them are twice as effective.

### **Survival** (-200 cp, discount Ranger)

The wilds are a druid's home. Wherever you land, you know how to find food and water, which plants can be eaten and which cannot. How to hunt and scavenge, and build shelter. How to find your way around by subtle signs, that you are never lost. Your body is hardened to the sun and cold and long walks.

### **Tracking** (-200 cp, discount Ranger)

Through the darkest dungeon or trackless wilderness, you can find anyone given time and a description or item of theirs. Your tracking skills are peerless among the worlds.

### **Guidestone** (-400 cp, discount Ranger)

You always know exactly what to say to people. How to uplift them in times of turmoil, or when to give them some hard truth. Whatever the quagmire, you can show people a way forward. You also have a fine mental map and can always find your way back out of a labyrinth or dungeon.

### **Begging** (-100 cp, free Shepherd)

It's not glamorous, it's not for the proud, but you can look so pitiful that if you stand out with a begging bowl, you will at least secure enough for food and shelter for the day. Bonus, beggars are easily overlooked by guards and nobles, making it easy to get around even as a fugitive.

### **Fishing** (-100 cp, free Shepherd)

Another handy skill for ensuring you can eat, and sometimes find treasure. You are both skilled and lucky in fishing, given half an hour you'll always catch *something*. You also know how to clean, prepare and preserve fish.

**Cooking** (-200 cp, discount Shepherd)

Not everyone can cast spells, but not everyone can cook. Not everyone needs spellcasting, but everyone needs to eat. You are a skilled cook, able to improvise even basic ingredients into delectable meals over a campfire, and able to work wonders with a proper kitchen.

**Overlooked** (-200 cp, discount Shepherd)

Shepherds are humble and rarely draw the attention of the powerful. Often, they prefer it that way. You are easily dismissed from the calculations of others, and raiders and monsters tend to overlook you if you aren't actively fighting.

**Taming** (-400 cp, discount Shepherd)

It is no small feat to domesticate the wild animals and sapient monsters, often taking generations. Yet you can achieve such feats in mere hours, and may find yourself the caretaker of a great many dangerous companions.

**Sneaking** (-100 cp, free Thief)

You are incredibly good at hiding and moving about unseen, as though you can tell when the guards are looking, and whether they're casual or alert. To be clear, you totally can.

**Snooping** (-100 cp, free Thief)

Curiosity killed the cat, and in Britannia it can certainly put you in hot water. Normally a thief must reach where there is a bulge and hope for the best, but at close range, you can tell what fills a person's pockets and pack, and which bits are where, the better to snatch them.

**Remove Trap** (-200 cp, discount Thief)

You are skilled in the finding and disarming of all forms of booby trap, an essential skill in a dungeon crawl.

### **Stealing** (-200 cp, discount Thief)

You're a master thief, skilled at picking locks and pockets both, with the agility to make a fine roofman. Have fun liberating the contents of others' pockets, or planting some incriminating evidence.

### **Ninjutsu** (-400 cp, discount Thief)

You have mastered the arts of the Ninja, from creating illusory doubles, to enhancing blows with ki, you may transform into a variety of animals for stealth or mobility. From hiding, you can leap impossible distances or deal devastating attacks. Finally, you have mastered the dreaded Death Touch, a pressure-point attack that kills the target after five seconds and works on anything with a humanoid anatomy. Assassin, spy or thief, you are one with the shadows.

### **Item Identification** (-100 cp, free Tinker)

You can quickly assess the function, craftsmanship and value of any item. And if the result is usually "I could do much better" well, that's the life of a Tinker.

### **Warm Welcome** (-100 cp, free Tinker)

A Tinker can find a warm welcome and a place to rest their head anywhere in Britannia, so valued are the skills they contribute to the community. Wherever you go, people are friendly, welcoming and happy to put you up for the night or share a meal with you.

### **Blacksmithy** (-200 cp, discount Tinker)

You are a master blacksmith, able to forge arms and armor superior to anything on the market.

### **Tinkering** (-200 cp, discount Tinker)

You are a master carpenter, potter, wright and general craftsman, able to make and repair all non-metal items if you have but the materials to hand.

### **Imbuing** (-400 cp, discount Tinker)

Canonically a controversial skill for Tinkerers, but you understand the secrets of how to enchant gear to make them work even better than mere craftsmanship would allow. The higher the base quality of the item, the greater the bonus you can imbue into it.



## GEAR

*Have +400 cp for this section.*

*You may discount any **two** items at each price tier up to 600 cp.*

*Discounted 100 cp items are free.*

### **Tapestry of Ages** (free!)

A tapestry showing highlights of the Jumper's adventures. Updates and expands as time goes on.

### **Rubber Duck** (free!)

A running gag, and a faithful bathtime companion.

### **Basic Equipment** (free!)

Some basic armor, leather for most origins, steel for Fighters and Paladins, a suitable melee weapon, all doubtlessly inferior to what you'll loot in your travels. A tent, bedroll, some basic tools for your trade, a tinderbox and a bag of caltrops.

### **Axe of Fire Doom** (-100 cp)

Studded with jewels, this axe summons a torrent of flames when swung. This poses grave risks to the wielder, if they be not fireproofed themselves.

**Axe of Life Stealing** (-100 cp)

An evil weapon found in the Abyss, this black axe steals life-force from the victim and transfers it to heal the wielder.

**Birds of Britannia Random Summoner** (-100 cp)

A talisman that, when gripped, summons a random bird. Needs half an hour cooldown after each use.

**Blade of Striking** (-100 cp)

The weapon of the dread sorcerer Malchir on Pagan, this longsword enhances the skill and precision of its wielder. (+7 dexterity)

**Bone Crusher** (-100 cp)

A gift from the Titan Hydros to the champion of Tenebrae, this divine warhammer deals double damage to the undead.

**Brightsight Lenses** (-100 cp)

A pair of charmed glasses that let you see perfectly well in the dark. The better to read without ruining your eyes.

**Cudgel of Entry** (-100 cp)

A tool of the famed warrior Dorstag. Does no special damage in general combat, but can smash open any lock and through any door making it an effective, if noisy, means of breaking in.

**Crook of Charming** (-100 cp)

In appearance, a humble shepherd's staff. This crook can damage one's will, and each time it strikes has a 20% chance of applying a *charm* effect on the target.

**Ethereal Ring** (-100 cp)

Once worn by the Gargoyle king Draxinusom, then sold to the mad sultan Martingo, this ring renders the wearer invulnerable to the ethereal attacks of ghosts and spirits.

**Horse (-100 cp)**

A fine mount that, with video game logic, never needs to be fed or brushed or cared for, and always appears when needed and vanishes when it would be inconvenient.

**Potions Pouch (-100 cp)**

A sack containing three health and mana potions, as well as one antidote, invisibility, underwater breathing and a potion conferring sixty seconds of invulnerability. These are replaced each morning.

**Smelter's Talisman (-100 cp)**

Gives you a 100% success rate on smelting ores and alloying metals.

**Woodcutter's Map (-100 cp)**

A map of your surrounding environs, that shows where to find the best timber, as well as species in case you're looking specifically for oak or maple or yew. Updates each day to reflect your new surroundings or the state of forests nearby.

**Galleon (-200 cp)**

Sooner or later, your adventures will require you to brave the high seas. Have a very well-appointed ship with an NPC crew to help you.

**Invisibility Ring (-200 cp)**

A ring that turns you invisible when twisted on your finger.

**Liche Potion (-200 cp)**

A potion made for the mage Horance, consisting of a mixed cure potion, an invisibility potion and essence of mandrake. This potion can restore the undead to proper life.

**Locator Devices (-200 cp)**

A handy high-tech compass thing, a bead of light on the rim will point you towards the nearest quest objective or Macguffin. Except when you're in a dungeon, then it points you towards the exit.

### **Magic Key (-200 cp)**

A skeleton key that can open any lock. This can save you a lot of running around.

### **Magic Orbs (-200 cp)**

A full set of magic orbs from Ultima IV. Each, when touched, can grant a permanent +5 to the relevant stat(s) but does damage as well. An orb can only be used on a person once. You have one each of: strength, dexterity and intellect, one for all three, and one for each combination of two.

### **Reagent Ring (-200 cp)**

Removes the need for any reagents in spellcasting.

### **Ring of Regenerations (-200 cp)**

Slowly recover health over time while wearing this ring.

### **Sceptre of Lord British (-200 cp)**

One of the crown jewels of Britannia, the sceptre can deactivate or allow passage through all forms of magic barrier or warding.

### **Artifact Armor (-400 cp)**

A warrior searches for new and better protection as if by instinct. Where invention flowers, forms of armament that defy the conventions can be found. Armorers continue to uncover protective properties in the treated bone and skin of nature's exotic creatures. These are combined with new materials forged in Britannia's smithies, and may include enchantments. This is the endgame armor set from Ultima IX, the sleeves increase mana efficiency, the leggings triple jumping distance, while the boots allow you to walk on air, the gauntlets increase attack power, the chestpiece lets you regenerate health over time, and the crown of radiance creates light for you in dark places. Also, they're just good armor.

### **Flux Analyzer** (-400 cp)

A complicated device from Serpent Isle, this miraculous machine can piece together and fully restore any destroyed magic item.

### **Flying Carpet** (-400 cp)

Now you can travel in style! Rapidly move anywhere on the map without needing a ship, a horse, or climbing gear. One rug seats nine.

### **Rudyom's Wand** (-400 cp)

For years the mage Rudyom experimented with ways to make the invulnerable blackrock malleable. He failed, but his greatest creation was a wand that makes blackrock *explode*. This wand damages things in proportion to their durability. Indestructible objects explode, mere stone and steel simply crack. If you use it on a person, it makes them sneeze. But it is a means to destroy that which cannot normally be destroyed, or needs annoying conditions and lengthy quests.

### **Talisman of the Fey** (-400 cp)

Allows you to turn into four different animal forms: a squirrel, ferret, Cu Sidhe (fairy hound, riding dog) or Reptalon (like a small dragon) and back.

### **Tome of Lost Knowledge** (-400 cp)

A wondrous book that contains all books that have been destroyed or lost to the ages. If the knowledge is otherwise inaccessible, you can find it here.

### **Black Sword** (-600 cp)

Also called the Blackrock Sword and, on very rare occasions, the Shade Blade. Forged by the legendary blacksmith Erethian and the Avatar in the *Forge of Virtue* expansion pack for Ultima VII, the hilt is made of nigh indestructible blackrock, the blade ordinary but high quality steel, and set in the crosspiece is a soul gem containing the bound fire demon Arcadion. It is the most powerful weapon in Britannia. Besides having incredible damage output, the wielder can command Arcadion to instantly and silently kill anyone they can

see, though he will not dispose of weak enemies easily dealt with conventionally. He can also instantly refill your mana, create a huge firestorm and teleport you and party, but only to the Isle of Fire.

### **Gem of Immortality** (-600 cp)

Once the sun ruby of king Wolfgang, now corrupted and turned black, its power turned on itself. It makes the bearer immortal, invulnerable, and possessed of limitless magical power.

### **Lord British's Royal Crown** (-600 cp)

One of the crown jewels of Britannia, Lord British's crown renders him impervious to all magic. In fact, any spell not cast by a friendly in a fairly wide area is negated. Even the mighty Armageddon spell cannot harm the wearer of this ornate metal hat.

### **Orb of the Moons** (-600 cp)

A small black marble that lets you summon a red Moongate for fast travel, even between worlds. Sometimes it takes you through time as well, never at your direction, and always to adventure.

### **Time Machine** (-1000 cp)

Assembled from components across the length of Sosaria, and beyond, this device enables a small group of people to go back in time and rewrite destiny. Are you prepared for the responsibility that comes with this awesome power?



## **PERILS**

### **Shards (+0 cp)**

Ultima was the basis or progenitor for so many RPG games or mechanics or tropes. So feel free to supplement this Jump to any other, there is a whole multiverse here after all.

### **Thank you, Avatar (+0 cp)**

You may leave when you have resolved the main plot or threat of whichever era you land in.

### **A Whole Wide World (+100 cp)**

Alternatively, you could stay for another decade. This may be taken up to twenty times.

### **A Gremlin Stole Some Food! (+100 cp)**

Good luck keeping yourself provisioned, for gremlins are constantly nicking your food, and sometimes other supplies.

### **Bad Graphics (+100 cp)**

Parts of Ultima have... not aged well. We're not not cruel though, the graphics are no worse than Underworld, things might just seem a bit more pixelated or blocky than you'd expect.

### **Not Seen In These Lands For Many Years (+100cp)**

Good luck ever convincing anyone of your accomplishments and identity. Even the Avatar gets mocked and kicked around in these games. Credit often goes to other people and if you insist upon it, they will become angry.

### **Alcoholic (+200 cp)**

If Dupre, the noble Paladin, can day drink himself into a stupor, why not you? You find it difficult to function until you've had a drink or two, and difficult to function after the fourth or fifth.

### **Blackguard (+200 cp)**

You're a bit of a knave, aren't you? Well, you can still fulfil the Quest of the Avatar if you must, but it will have to be the hard way, by proving your virtue. You cannot benefit from any Virtues gifted to you or purchased in this document until the Jump ends.

**Outlawed! (+200 cp)**

You start in dire straits, hunted by the authorities. Can you escape? How far is their reach?

**All Alone (+300 cp)**

No Companions can join you in your adventures, but slumber away in stasis.

**Mobs of Murderous Children (+300 cp)**

One of Garriot's favored moral quandaries, what to do when children armed with knives come at you with murderous intent? Expect to be mobbed by murderous children at least once during your stay, and once a month should that be long enough.

**Overencumbered (+300 cp)**

Normally, a person's strength maps directly onto how many stones of weight they can carry before becoming overencumbered, but yours translates to pounds! A stone is eight pounds, so you better hope you have understanding companions, or get used to traveling light.

**Empty-Handed (+400 cp)**

Your equipment from past adventures is unavailable to you, your Warehouse cut off by a magic storm until you are prepared to leave.

**The Entire Saga (+400 cp)**

Forget picking the time and place you begin. Turn in any points you got from rolling them. You will replace the Avatar as of the original Ultima, and will remain through Ultima IX Ascension. You will live through almost all the games.

**What's a Paladin? (+400 cp)**

Your knowledge of the lands shall be great...ly diminished. You forget everything about the Ultima games, from the moongates to Lord British. You forget even most fantasy, sword & sorcery and isekai tropes that might help you.

### **World of Doom (+400 cp)**

Prepare to drown in random encounters and nonsense, and have to kill ten monsters just walking down to the bakery. And that's assuming you don't get dragged into a sidequest, which will also happen often.

### **Back to Level One (+600 cp)**

Your powers and perks from previous Jumps are gone, but you can still make use of knowledge and skills, so perhaps not all is lost.

### **The Evil Within (+600 cp)**

Supernatural corruption and possession happen a lot around here. If not the Banes, then the Shadowlords or something more common. You aren't directly possessed, but there's a definite darkness in you, a foothold for any entity to try and influence you, a crack in your armor nothing will fully patch over. Hopefully none of them realize your unique vulnerability, or you may become the monster.



**END**

*What now? Settle down, go home, on to the next adventure?*

