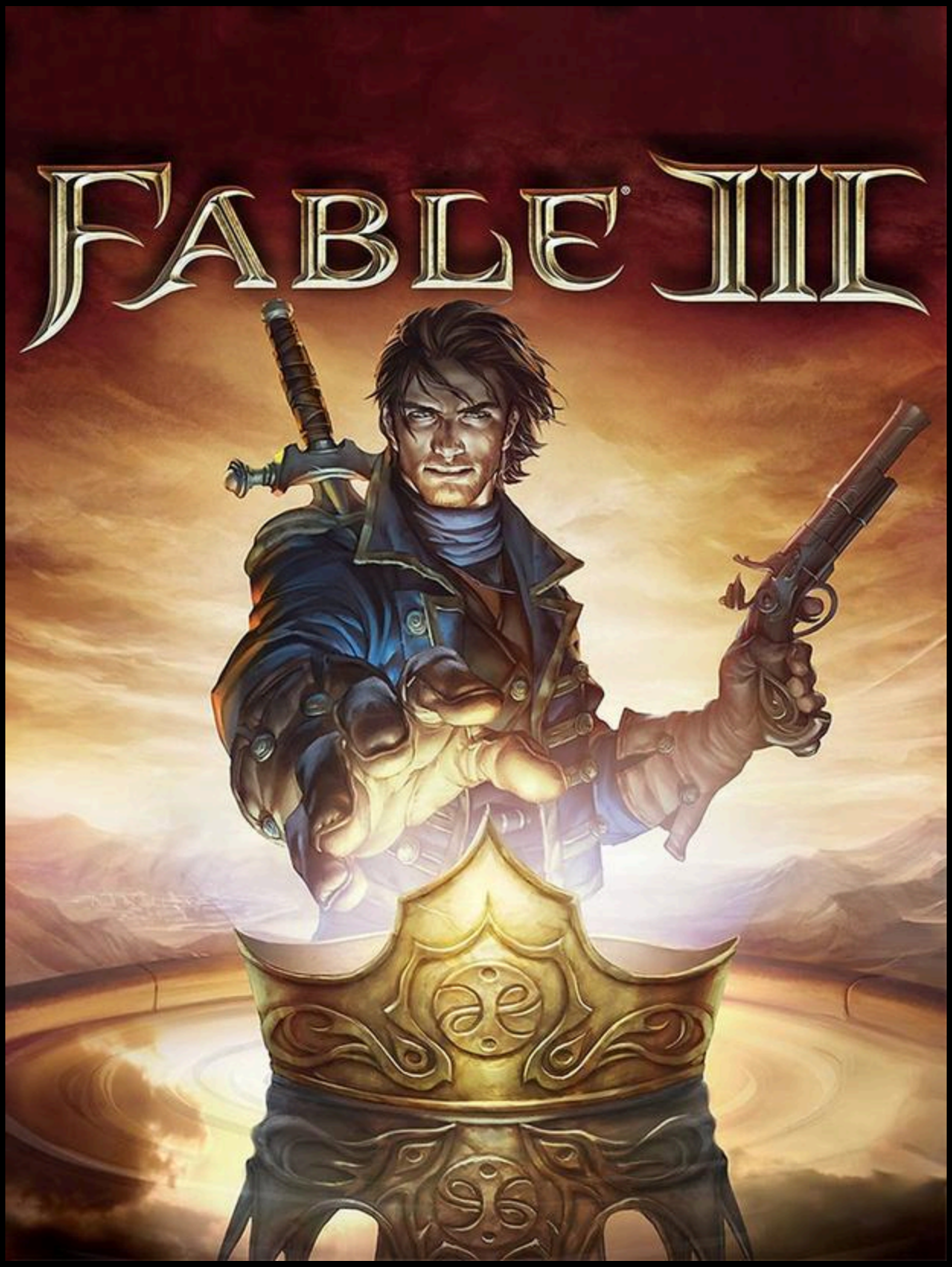

Fable 3

Story: And so our story begins, 50 years after the events of Fable 2. The kingdom is on the verge of revolution, threatening to undo Albion's unification. Sparrow, the old king and the Hero of Bowerstone, is dead, leaving his two remaining descendants in charge. King Logan rules as a tyrant in the hopes of preparing Albion for the coming Darkness, as told to him by the immortal seer Theresa, the mentor of Sparrow.

The soon-to-be Hero of Brightwall and sibling to Logan will oppose their brother because he is unaware of this plan, but also as guided by Theresa. Reaver, the still-living Hero of Skill from a previous era, now operates Reaver Industries, a business that has ushered in the Industrial Revolution, and which he stole. Starting in the country of Aurora to the west, the Crawler, a pawn of the Darkness, will make its way to Albion in roughly 400 days. Without extreme intervention, Albion’s six-and-a-half-million-strong population will die to the Crawler's “children” even if it's slain.

Intro: You’ll be spending 10 years in this world. You begin the day the game starts. There’s roughly 400 days before the Crawler and its children will arrive in Albion.

1,000CP (choice points): Choice points. Your purchasing power for below.

Origin: The forces of rebellion and the crown. Any origin may receive no history as a Drop-In. Your age is 18. You may change your gender to be male or female for free.

Rebel (Free)

The people do not know about Albion’s impending doom and view King Logan's tyrannical policies as unnecessary. Many of these same people are now trying to undermine his rule. Whatever your reason, you’re a rebel.

Soldier (Free)

Albion's standing army is not as loyal to King Logan as they are to its people, and for this reason they are often sent on needlessly dangerous missions. This will eventually cause a significant number of them to side with the Hero of Brightwall. Whether you turn against the crown, you're a soldier.

Mercenary (Free)

In times of disquiet, mercenaries make their living, but when left to fester they become akin to bandits. There's a number of renegade brotherhoods running around making life hard for normal people. Whether you're contributing to that, you're a mercenary.

Guard (Free)

Ravenscar Keep, the most secure prison in Albion, King Logan himself, and a few wealthy individuals besides are guarded by the most elite soldiers available. These guards could learn a number of important things if they just paid attention. Whether you're still employed by the crown, you're a guard.



King Logan; Elite Guard, Prison Guard Suit

Starting Location: Centered on the western side of Albion and Aurora. Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

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1. Bowerstone Castle - Previously known as Fairfax Castle, it was later purchased by Sparrow, the Hero of Bowerstone, who would become King after saving Albion from the Mayor of Bowerstone, Lucien Fairfax. Upper-class people linger about despite most of them living in the Bowerstone Market.

2. Bowerstone Industrial - The manufacturing center of Albion, its pollution has turned the area into an open-air sewer and a slum for the poor. The Elite Guard under King Logan have a barracks here, and the Bowerstone Resistance rebels can be found in a different part of the district as well.

3. **Bowerstone Market -** Bowerstone is the biggest city in Albion. Its main district is the market where the largest of its gates is located. Anything that you could need to buy can be found here. There's also plenty of jobs or quests to be done.

4. **Bowerstone Old Quarter -** Not to be confused with the Bowerstone Old Town to the north of Bowerstone Market. The district's economy is not as strong as the nearby Market, but it's not as poverty-stricken as the Industrial district either. There's a beach right next to it, and a giant metal vault door at one end.

5. **Mourningwood -** An area outside of Bowerstone with incredibly dense and tall trees. It possesses no Guard presence, but Bowerstone Soldiers can be encountered here from time to time fighting the myriad roaming monsters. Eco Warriors, isolationist hippies and the descendants of the Gypsies, can also be found here.

6. **Millfields -** Part of the greater Bowerstone area and what used to be known as Bower Lake. The lake itself is often considered the last piece of natural beauty remaining in Bowerstone. It's a surprisingly dangerous area, with the surrounding forests being host to a number of monsters.

7. **Brightwall Village -** Brightwall is a modest village surrounded by a temperate forest mountain range. The only way in and out of the village is across the prominent stone bridge which spans a steep river gorge. It's relatively wealthy from farming. The Brightwall Academy, the primary center of learning in Albion, is located here.

8. **Free Choice -** You should join the army with luck like this! You may pick any of the above locations to start, or the City of Aurora in the country of Aurora to the west. Aurora was a relatively peaceful desert country prior to the Darkness arriving.



Hero of Brightwall (King / Queen); Bowerstone Castle

Origin Perks: Heroes are lesser in this era, but they exist. Discounts are always 50%.

Rebel

Hero Touched (100CP) (Free: Rebel) - One of the easiest ways to get a point across is to make physical contact with the other person. It could be shaking someone's hand, holding someone while dancing and then throwing them into the air, hugging or kissing a person spontaneously, or even grabbing someone by the throat to threaten them. Whenever you touch the other person you interact with, you're more likely to get the emotional outcome you were intending.

Guild Seals (200CP) (Discounted: Rebel) - While the blood of Heroes has become relatively diluted, Heroes would traditionally grow more powerful by gaining experience orbs from acts of Strength, Skill, or Will, and gain general experience orbs from defeating enemies. Unique to the Hero of Brightwall, they gain experience orbs and fame whenever they do anything that would award them experience orbs or fame. Whether it's doing Quests, defeating enemies, or interacting with people, you become more powerful and more well-known under the same conditions.

Weapon Morphing (400CP) (Discounted: Rebel) - A select few Heroes can Morph their weapons over time to exceed weapon augmentations, the now-lost art of stone cutting. Any weapon that you pick up can be advanced five stages whenever you wish, altering its markings, redesigning its handle, changing its body shape and potentially how it functions, giving it a new coloration, and making it have a purely cosmetic aura of some kind. A stage is final once it has been morphed, but it will temporarily revert to what it was before when wielded by anyone else.

For most weapons, this will just be a change in appearance and a noticeable boost in damage, but some weapons, usually weapons with a history, can unlock what are functionally three augments. There's dozens of potential augment effects such as being more deadly to specific targets, adding elemental damage, or healing its wielder every time it hits someone. The parameters for determining the changes in appearance, and or the unlocking of augments for weapons with a history, will depend on various actions, like killing certain enemies, casting specific spells, and sometimes just having tons of sex.

Royal Blood (600CP) (Discounted: Rebel) - It turns out that the old King Sparrow had three kids, because you're Albion royalty. This will be widely known, but if you're a **Drop-In**, then Theresa will discover it. You, like the Hero of Brightwall, are strong enough to break a sword in half with another sword, and are a crack shot with most ranged weapons. You're more resilient than a normal human, being able to jump down 20 feet onto stone without being injured, and are able to survive a few shots by and heal from the more common firearms.

You have the potential to use Will, essentially Hero magic, and will be able to spam the lower-level versions of Will spells as much as you want, but you don't start out knowing any and can't learn it inherently as previous eras of Heroes did. This makes you resilient to torture, and you can focus your mind to do most tasks you set out to do. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body. Included in this is the ability to manifest illusory wings and a halo or horns that others can see depending on how moral you are.

Soldier

Old Soldier (100CP) (Free: Soldier) - The oldest soldiers know how to fight with Strength and Skill. You are an expert at fighting in melee, and are similarly skilled with all forms of firearms, be they guns, cannons, or mortars. Breaking through enemy guards with Combat Flourishes and zooming in when aiming ranged weapons are your specialties.

Big Boulder (200CP) (Discounted: Soldier) - The emergence of proper Heroes has happened less and less, but some people still carry Heroic traits. You're as big and as strong as a normal person can be. You are 7 feet tall, can physically overpower anyone short of a Hero, and are able to survive a few shots by and heal from the more common firearms. As a bonus, you've been trained to make explosive grenades, the most potent of which hit as hard as a cannonball shot.

Aurora Eyes (400CP) (Discounted: Soldier) - Not even William Black, the most powerful Hero who has ever lived, was strong enough to resist becoming corrupted by the Void, where the Darkness, Crawler, and Shadows are from. You've become the closest thing there is to being immune to corruption, and nothing less than standing in the Void can corrupt you. You also possess the ability to remove corruption from others and yourself by using Will, essentially Hero magic, but you will have to train this for greater corruption. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body.

Jammy Git (600CP) (Discounted: Soldier) - The military is expected to fight anything from magic-wielding mercenaries to the seemingly endless undead Hollow Men. Firearms have done a lot of heavy lifting for non-Heroes, but the average person isn't any more durable than what they were. You don't have to worry about this, as you're the luckiest rifleman around, but not because these things miss you. You're unbelievably difficult to kill, and could take 724 wounds, hundreds of which should have been lethal, and just walk them off. It's possible that you become maimed only in the most extreme cases, but you'll know your luck is running out if that happens. You can still be killed, but there will be hundreds of close calls in between that final unlucky day.

Mercenary

Pickled Ferret (100CP) (Free: Mercenary) - There's nothing stopping mercenaries from fighting in moral causes, but left to their own devices they don't really care. Despite this being known, they're still welcomed in towns and cities as patrons. So long as you or the group you're a part of isn't known as complete bastards, you'll generally be left unmolested in polite society by the law or otherwise.

Magic Stylist (200CP) (Discounted: Mercenary) - For centuries the arts of magically applying hairstyles, makeup, and tattoos has existed, and you have become a master at them. You can instantly grow people a beard and a full head of hair, beautify their faces with makeup, and ink them with a tattoo. This is more of a general magic power, but the tattoos that you do can redirect Will lines on the body, the physical manifestation of Will.

Will Commander (400CP) (Discounted: Mercenary) - The emergence of proper Heroes has happened less and less, but some people still carry Heroic traits. You're as big and as strong as a normal person can be. You are 7 feet tall, can physically overpower anyone short of a Hero, and are able to survive a few shots by and heal from the more common firearms. Your lineage is especially strong, having manifested the ability to use Will, essentially Hero magic, in the form of the spells Inferno and Force Push. You can throw fireballs with little effort, and can pound the ground to send others flying back. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body.

Spell Weaving (600CP) (Discounted: Mercenary) - Talented Will-users have the ability to cast different spells in both of their hands, but the most talented Will-users can weave different spells together for greater and combined effects. You're an archmage when it comes to the theoreticals of spell weaving, and are able to effortlessly combine spells you come across. You have the potential to use Will, essentially Hero magic, and will be able to spam the lower-level versions of Will spells as much as you want, but you don't start out knowing any and can't learn it inherently as previous eras of Heroes did. This makes you resilient to torture, and you can focus your mind to do most tasks you set out to do. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body.

Guard

Jumper Industries (100CP) (Free: Guard) - Having been around so much industry has let you learn how to run a business, and to a lesser degree, a kingdom. You are good at managing people, measuring various outputs or inputs, and generally know how to pitch a product. It's currently the Industrial Revolution, so there's nothing stopping you from being as ruthless as possible, exploiting everything.

A Demonstration (200CP) (Discounted: Guard) - Those workers of yours really are quite lazy, and it's about time you whipped them into shape. Whenever you make an example of someone, such as giving them a reward or punishment, the rest of the people related to that thing will work noticeably harder as a result. You could set up a whole reward structure to incentivize productivity if you wanted, but shooting someone dead works just as well to break up a union if you're involved.

Will Distiller (400CP) (Discounted: Guard) - Alchemy as a school seems to have both progressed and regressed in the last 50 years. Gone are the days of buying literal experience in a bottle, and arrived has purchasing spell equivalents that you can drink. Alchemists have managed to create reflex enhancers that speed up their consumer so much as to give the illusion of time slowing, and they've more distressingly created potions that summon bound shadow creatures to the user for a limited period. The effects of both of these grow more powerful depending on how magically strong the person is, with the individual speeding up for longer, or the type and number of summoned shadows increasing. You're practiced enough in alchemy to make these two potions. You'll also be able to make other things like tonics, medicines, and actual healing potions as well.

Faraway Cage (600CP) (Discounted: Guard) - You must be a fan of the Clockwork Island amusement park, because you've extensively studied its main attractions. To begin with, you know how to generate and harness electricity, build tesla coils for various effects, and can electrify specific things or areas to ward them off. Your speciality is building clockwork robots that are fully intelligent but who can have behavioral blocks. The three main robot types that you know how to make are Clockwork Dogs, which is a simple design meant to act like dogs, Mk. 2 Colins, which are humanoid robots that can outperform trained soldiers in combat but are weaker than the Mk. 1 Colins you don't know how to build, and Clockwork Beetles, which clean, build things, and can attack as a last resort. The greatest thing you've developed is a method to teleport robots in large bolts of electricity from one area to another several miles away, but that somehow does this by shooting them down from the sky.



Male Warrior Suit

General Item: The bare minimum. All ranged weapons have been enchanted to have unlimited ammunition. All weapons have been fully ‘Weapon Morphed’. Similar items can be imported into like. Items that are lost or destroyed will be replaced after a week.

Hero Weapon (Free / 50CP / 100CP) - It may surprise you to learn that the quality of weapons now manufactured often exceed the legendary weapons of Heroes. Steel weapons are common, and master-equivalents or greater aren't very rare. Weapon augmentations and the art of stone cutting are however unheard of, but a select few Heroes can Morph their weapons over time to exceed augments. These weapons are noticeably better than steel, but not of master quality.

For free, you have a morphed sword or two-handed hammer. Your chosen weapon will reflect who you are and what you've done upon purchase. It will certainly look cool, but it's not even comparable to the best weapons available.

For **50CP**, you can also have a pistol or rifle of the same quality. While the melee weapons’ morphing is only cosmetic, it's possible for the firearms to take on a seven-pellet, shotgun-like spread. This shotgun effect hits incredibly hard, but you have no control over the form they will take upon purchase.

All four of these weapons may be acquired for a total of **100CP**.

Items: Your war gear. Suits can limitedly resize, and are dyed in the colors you'd prefer. All ranged weapons have been enchanted to have unlimited ammunition. All weapons have been fully 'Weapon Morphed'. Similar items can be imported into like. Items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Rebel

Warrior Suit (100CP) (Free: Rebel) - Rebellions are not always the most well-funded, and they often take whatever arms or armor they can. This suit of full plate armor is reminiscent of the equipment used by Heroes hundreds of years ago. It's resistant to the more common steel firearms, but it's relatively heavy. It makes you noticeably more attractive. You can get the opposite gender suit if you want.

Avo's Lamentation (200CP) (Discounted: Rebel) - A sister to the legendary Avo's Tear, this weapon was forged at the same time, but was lost for centuries. Avo's Lamentation noticeably outperforms a master longsword, and does even more damage against evil creatures. The sword was enhanced with shock magic, and it will electrify or even paralyze targets temporarily. You gain experience and fame faster when you wield it.

Holy Vengeance (400CP) (Discounted: Rebel) - The noble Marcus the Pure crafted this line of extraordinary pistols in his war against evil. He was forced to use one on himself after having impure thoughts one morning. Holy Vengeance is the second-most powerful short-range firearm in the world, despite only slightly outperforming a master turret pistol per pellet, because of its unlimited ammunition, seven-pellet spread, and it healing its wielder every time it hits a target. This makes spraying and praying a viable strategy. You gain experience and fame faster when you wield it.

Sanctuary Seal (600CP) (Discounted: Rebel) - This small metal disk fits in the palm of your hand, and in previous eras was known as a Guild Seal, in reference to the long-extinct Guild of Heroes. It would normally let its holder teleport using the ancient Cullis Gates throughout Albion, basically teleportation pads, but working gates seem few and far between now. When activated, the Sanctuary Seal will teleport its holder and guests to a small pocket dimension. It contains a main room with a map table, and four other rooms connected to it. There's an armory for your weapons, a dressing room for your clothes, a treasury that can fit an unlimited amount of gold and transfer money between other treasuries you own, and finally a compact but luxurious industrial-era living area with basic amenities.

The map table in the main room is the most important aspect of this place as it can be used to do many things. The first function of the map table is that it will change to copy any two nearby countries when you enter a Jump. The map can then enable you or anyone else in your Sanctuary to teleport to any of the major settlements or areas that it covers. The second thing it can let you do is see all of these places from a bird's-eye view, letting you track people or ongoing events, and even see how many followers you have. It can even let you buy and sell the buildings on it, or magically repair them if you own them but that has a gold price. The third and final thing is that it lets someone talk directly to the person holding the Sanctuary Seal when they're not in the Sanctuary itself, thus letting someone keep its holder updated with the goings on in the regions.

Soldier

Industrial Knight Suit (100CP) (Free: Soldier) - Always wanted to be an industrial-age cyborg? Well, now you can at least look like one. This suit of plate armor has steam-powered actuators that eliminate the weight of its brass and other metal. It's resistant to the more common steel firearms. It makes you slightly but noticeably more attractive.

Really Sharp Pair of Scissors (200CP) (Discounted: Soldier) - Hoping to cultivate a fearsome legend, blacksmith Harvey Bindle named this dastardly sword after the scariest thing he could think of. Really Sharp Pair of Scissors noticeably outperforms a master longsword, and does even more damage against humans. It heals the wielder every time it hits a target. You gain experience and fame faster when you wield it.

The Ice Maiden (400CP) (Discounted: Soldier) - The infamous assassin Scarlet Frost used the Ice Maiden to liquidate any men who stood in her way, and a few who were not in her way but had made inappropriate remarks. The Ice Maiden is the most powerful short-range firearm in the world because its seven-pellets spread has been enhanced with flame magic. When all seven of its pellets hit the same target, it's like being struck by a cannonball covered in napalm.

Perfect Soldier (600CP) (Discounted: Soldier) - King Logan charged Ernest Faraday, who single-handedly ushered in the Industrial Revolution, with creating a perfect soldier, and he succeeded. This is a suit of steam- and electricity-powered armor. It is completely resistant to the more common steel firearms, you wouldn't even flinch if you got dinged while wearing this, and even its glass visor / headlamp

could survive a few shots. It has an air-recycling system that allows it to be used as a diving or environmental suit. Its various actuators eliminate the considerable weight of the armor, and they increase the wearer's strength to Heroic levels.

Electricity is stored in the armor and harnessed by the two tesla coils on its back. It can release this electricity in waves or as throwable plasma balls. There's also a combustion-based jetpack on its back that enables it to jump 10 or more feet into the air, and this allows the armor to do a ground pound because of its weight. Perhaps the greatest of its abilities is to use a version of the Assassin Rush-like attack used by Heroes, instantly propelling the armor a couple dozen feet.

It will never run out of power or fuel, but it might require a moment to rearcharge.

Mercenary

Armored Monk Suit (100CP) (Free: Mercenary) - Sometimes it’s better to be discreet, but wearing a black-robed suit or a crimson metal mask that looks like your face isn't exactly subtle. This also comes with a cuirass and gauntlets of the same crimson metal. The mask, gauntlets, and cuirass are completely resistant to the more common steel firearms, you wouldn't even flinch if you got dinged while wearing them. It makes you noticeably more scary.

Souldrinker Sword (200CP) (Discounted: Mercenary) - No one knows who forged this sword. It is said to have been summoned from a black abyss by a necromancer. Its design is especially cool, and it looks like a sharpened spine attached to a cutlass hilt. The Souldrinker noticeably outperforms a master longsword, and does even more damage against humans. You gain experience and fame faster when you wield it.

Bloodcraver Pistol (400CP) (Discounted: Mercenary) - The Bloodcraver Pistol craves blood. It used to be called The Fury of the Poppy Seed Bun, but was renamed after the weapon manufacturer's marketing division got wind of it. The Bloodcraver Pistol slightly outperforms a master flintlock rifle, putting it at the bottom of the top five long-range pistols in terms of damage. It is arguably the best pistol because of its long range and its ability to heal the wielder every time it hits a target. You gain experience and fame faster when you wield it.

Will Gauntlets (600CP) (Discounted: Mercenary) - Those who aren't born with a lineage strong enough to channel their natural Will, essentially Hero magic, must use Will Gauntlets to achieve the same effects. This item consists of six sets of two gauntlets, one for each hand and containing a single spell, but know that most people are not skilled enough to use two at once. The spells that are contained within these are Fireball - fireball, Shock - lightning beam, Ice Storm - raining down ice spikes, Vortex - summoning a tornado, Force Push - telekinetically pushing things, and Blades - shooting magic swords. They are an extremely efficient way to access magic, and require next to no Will to spam the lower-level versions of these as much as you want. They will generally work with whoever you give them to, and their power scales with the wearer's magic ability.

Guard

Prison Guard Suit (100CP) (Free: Guard) - The Elite Guard of King Logan and the guards of Ravenscar Keep are some of the most well-funded soldiers in Albion, but ultimately they spend most of their time standing around, and their uniform reflects that. This relatively ostentatious suit of partial plate armor consists of a mostly ceremonial suit, but with a cuirass and plumed helmet. The helmet and cuirass are resistant to the more common steel firearms, and they weigh relatively little. It makes you slightly but noticeably more attractive and scary.

The Inquisitor (200CP) (Discounted: Guard) - Reaver used the Inquisitor to spread his influence throughout Bloodstone, a pirate town to the southwest. Any who stood in his way were ruthlessly dealt with. Keep Albion’s factory workers in line with a sword inspired by the age of industry. The Inquisitor noticeably outperforms a master longsword. Its wielder gains 1 gold coin every time it's used to hurt someone. It heals the wielder every time it hits a target.

Dragonstomper .48 (400CP) (Discounted: Guard) - Only six of these fine weapons were ever made. Reaver has collected five of them. You now possess the sixth. This Dragonstomper .48 hits arguably as hard as the most skillful and lucky master flintlock rifle in the world, making it the best long-range pistol in terms of damage. The pistol was enhanced with flame magic, and it will fire bullets that ignite targets. You gain experience and fame faster when you wield it.

Essence Extractor (600CP) (Discounted: Guard) - Some of the greatest alchemists have managed to distill the essence of both the living and the dead, and can then transform themselves or others into these things by drinking the resulting potion.

Using this machine, transforming potions can be created by first strapping a subject into it, and then flipping a switch. This process doesn't kill the subject, but it does temporarily weaken them. If the person who drinks the potion is defeated, they just transform back into whatever they were before. With enough testing, you will be able to alter the essence of existing things, such as making them split into smaller versions of themselves instead of dying, turning them venomous, or causing them to be immune to damage unless they're in the light.

Outside of the immediate uses of turning into someone else or gaining the form of a monster, magic and Will abilities are bestowed with the new body if the thing you're copying had them. These abilities are copied to the level of power they were extracted at, and this could be used to create an army of Will-using clones. What's more, it's possible for a person to hold the essence of multiple things at once, with an upper limit of three with the current design of this machine. With enough tampering, you should be able to create half-breeds that don't revert when defeated, and you can make it so they require regular doses to stay sane. If nothing else, it should be relatively easy to make yourself immortal using it.

A room containing this machine will be added onto your Cosmic Warehouse.



Industrial Knight Suit

Companions: Guest Heroes. Companions may not purchase others or take drawbacks.

We Can Be Heroes (50CP / 300CP) - One of your previously established or newly met collaborators. You may spend 50CP to import or create a companion with a purchase of this. Spending 300CP instead allows you to import or create eight companions to enter this world with you, but no more. They get an origin, their free perk, their free items, and 100CP to spend on whatever.

5-Star Dog (50CP) - The Hero of Brightwall would be much less without their loyal Border Collie. Following in their example, you too now have a year-old Alsatian (German Shepherd), Border Collie, Boxer, Doberman, Poodle, Red Setter (Irish Setter), or immortal Clockwork Dog companion of your choice. Whatever you pick, they can easily live for 25 years. They're trained in every way you can imagine, and they'll even do their equivalent tricks with your own Expressions. Their love for you is unconditional.

They've also been trained to function as a guard dog, able to leap through the air to rip throats out, and they will take a bullet for you if it comes to it. Their nose can literally smell treasure, and when they find a dig spot, a spade can materialize in your hands until it's dug up. They come with no collar, but they know their name instinctually. This purchase counts as a follower for Jumpchain purposes, and if they die, their soul will be returned to your Warehouse where they're free to roam around as a fully interactable ghost.

Cross-Dimensional Conception (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.



5-Star Dog (Clockwork)

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

See the Past (+0CP) - If you've been to a Fable Jump before this where the times can line up, you may take this option to make them connect. Roughly 50 years pass between the second game and this one. There will be a degree of timeline protection to make sure you don't Butterfly Effect things too much.

Who is the Hero (+0CP) - You may choose whether the Hero of Brightwall is male or female. It's established in the related book Fable: Edge of the World they're male, and that they marry a woman. Their dog is a Border Collie named Rex.

Caved In (+100CP) - After a traumatic experience, you have developed a near-crippling fear of the dark and enclosed spaces. Darkness makes you anxious, and being trapped somewhere without much room to fight can cause you to panic. Being in the dark and in an enclosed space will actually noticeably cripple your thinking.

Prohibition Abolition (+100CP) - There is currently a partial Prohibition against alcohol in Albion, or at least there would be. People are now free to drink as much as they want, and due to their crushing reality, they will. You're going to have to put

up with a large number of people being noticeably disheveled and vomiting in the streets for the duration of your stay, and this will affect societal productivity.

Smokestack Sickness (+100CP) - The Industrial Revolution has brought relative prosperity to various countries, but it hasn't done much for the quality of the air. You've developed a sensitivity to many industrial fumes, and it heavily impedes your ability to live in many areas. Prolonged exposure to smoke and these common chemicals will cause your eyes to water, your lungs to burn, and make you have uncontrollable coughing fits.

Gnome Invasion (+200CP) - Due to a magical ritual, 50 garden gnomes will soon be given sapience, and then scatter themselves throughout Albion and Aurora. You must track them all down and destroy them before 10 years is up, or fail your Chain. They are completely immune to magic or magical detection, but they mercifully won't move from their spot once they find one, and they'll openly insult you once you get close to them.

Crime Spree (+200CP) - You've somehow managed to acquire a bounty of 15,000 gold coins without having committed a crime. Any guards will attack you on sight, and bounty hunters know that you're worth a small fortune. Even if you manage to become the ruler of Albion, there will always be plenty of people willing to collect the reward for your head.

Henry VIII (+200CP) - You must get married at least six times before 10 years is up, and then personally kill at least two of your spouses. These must be genuine marriages, and the deaths cannot be undone through resurrection or other methods. Failure to do this will make you fail your Chain.

Gone Forever (+300CP) - You've completely lost your eyesight and all other such abilities that would allow you the equivalent of seeing. Your remaining senses will still function normally, but you're going to have to learn how to navigate the world without ever seeing it. This might make you more vulnerable to the Crawler.

Tough Love (+300CP) - Protecting the people of Albion and Aurora from the encroaching Darkness will require an enormous amount of gold. You have personally become responsible for filling the treasury before the invasion begins, and failure to raise ten million gold coins will make you fail your Chain. All of the

money must be earned through your actions in this world rather than imported, created, or otherwise duplicated using outside methods.

Shadow Marked (+300CP) - The Crawler and Darkness more broadly has become aware of your existence, and for whatever reason, they've developed a personal interest in destroying you. Shadows will semi-regularly seek you out when it's dark, and will attempt to torment you with nightmares, hallucinations, and visions of terrible things. Destroying the Crawler won't free you from this drawback, as its remaining children will continue pursuing you.



Clockwork Beetle; Perfect Soldier

Endgame: Whether the Darkness has passed, 10 years has.

Edge of the World (Stay) - There's still more Darkness to scour in the world. You stay.

Blood Ties (Go Home) - You've not seen your family for many years. You go home.

The Journey (Move On) - Some adventures require waiting. You move on.



Clockwork Beetles

Notes: Damage calculations, and moral ambiguity.

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1. Theoretically, if you import a weapon with augmentations on it, they should stack with how Weapon Morphing works because the calculations are different.

2. Weapon Morphing can let firearms develop a Blunderbuss / Shotgun Spray, and this is grossly overpowered in the game because of how damage is calculated. In-game, the best fully morphed firearms with this effect can three-shot the strongest enemies, and that's when only calculating 3 of the 7 pellets they shoot. Given that all of the pellets would be calculated in real life, **Holy Vengeance** could likely two-shot, and **The Ice Maiden** one-shot. The ranged weapons in Fable 2 and 3 may give the illusion of being weak due to how they are named, but the best are basically pocket cannons.

3. The events of the books Fable: Blood Ties, where the characters Flynn and Page confront Reaver for financing the creation of human-monster hybrids, and some of the events of Fable: Edge of the World, when the Darkness invades Samarkand, a country to the east, where the Hero of Brightwall gets captured and which causes Reaver to become King of Albion, both happen in the Jump.

4. In Fable: Edge of the World, it is revealed that some of the policies suggested by Reaver helped to save Albion. In simple terms, this implies the Hero of Brightwall is morally grey.

5. Garth, the Hero of Will, is still alive, and he's in Samarkand.

Teach me to be a Hero.