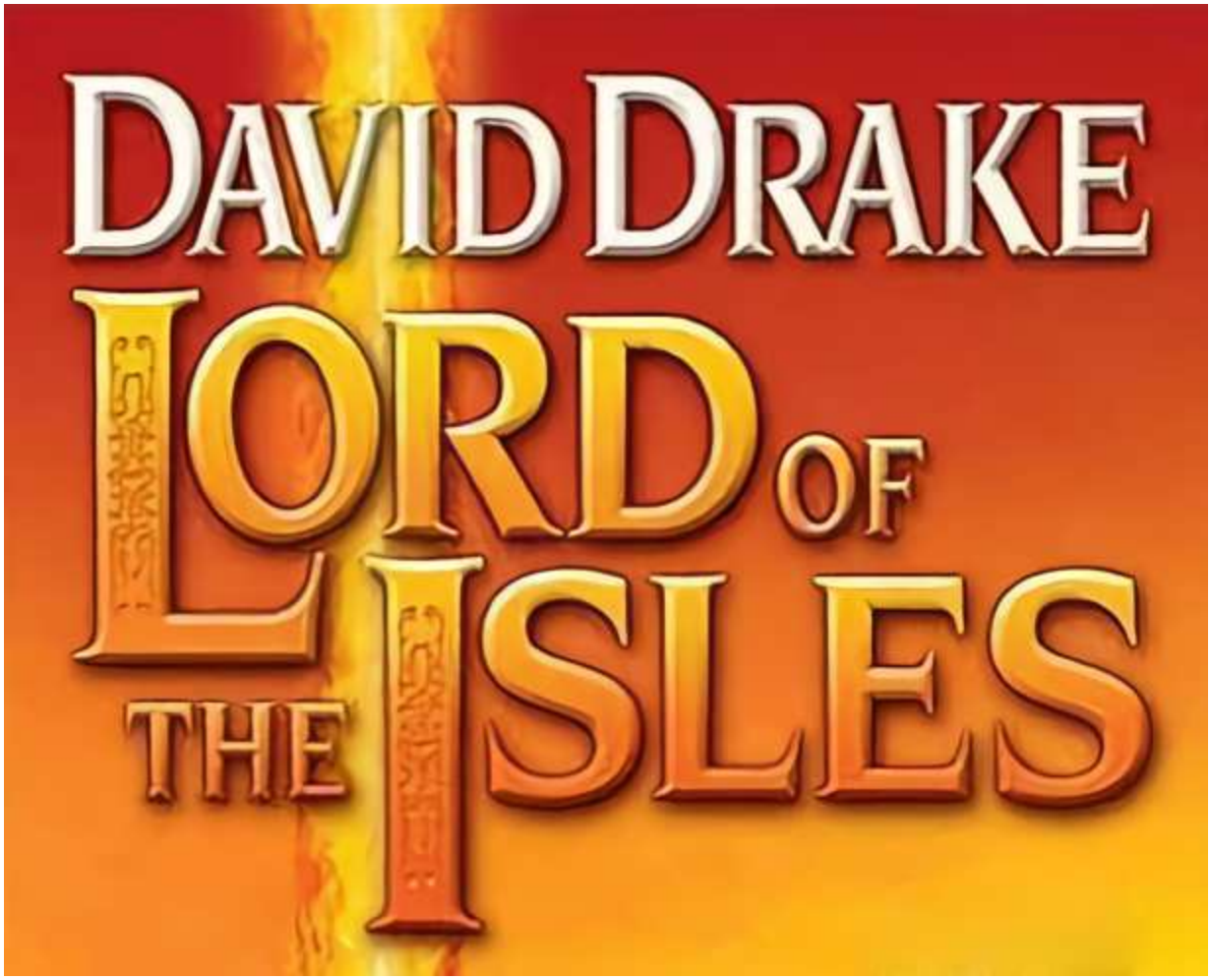


Lord of the Isles Jumpchain

Since the end of the reign of the Yellow King when the great continent sank and became the Isles there has been a cycle of magic waxing every thousand years, making all wizards several times more powerful, to the point that hedge wizards suddenly can destroy mountains and contact eldritch monsters from other dimensions. Even worse, the stresses twisting the world also affect ordinary people, making them much more susceptible to fall to lust, greed, fear, and anger. This has caused disaster after disaster and sent civilization backwards time and time again. The last time, a thousand years ago, the wizard known as The Hooded One sank the fleet of King Carus, last true King of the Isles, but the backlash of the spell also sank the island of Yole drowning all of its people, including The Hooded One.

The only survivor of Yole was Tecnotris, a weak but skilled female wizard, whose protection spell kept her in suspended animation until the time was right. Now, as magic waxes again, she washes ashore near Barca's Hamlet, a small rural village where lives Garric or-Raise, the last direct descendant of king Carus and rightful successor of the Kingdom of the Isles, unaware of his origin and of the wizards who wish to use him to reach the throne of Malkar, a relic of supreme evil that would make the wizard who sits on it into a God-like being. Soon him, his foster sister Sharina, the half-fae siblings Cashel and Ilna, the wizard Tenoctris and the noble-born Liane will finding themselves fighting to bring the Kingdom of the Isles to its former glory, against the mad schemes of wizards, invasions by monstrous races from other dimensions and even the attention of tyrannical gods. This is the world you will be coming to, so have 1000 CP to prepare yourself.

Origin

Your age is 16+1d6 and your gender is the same as the last universe. You can pay 50 CP to change either or 100 CP to change both

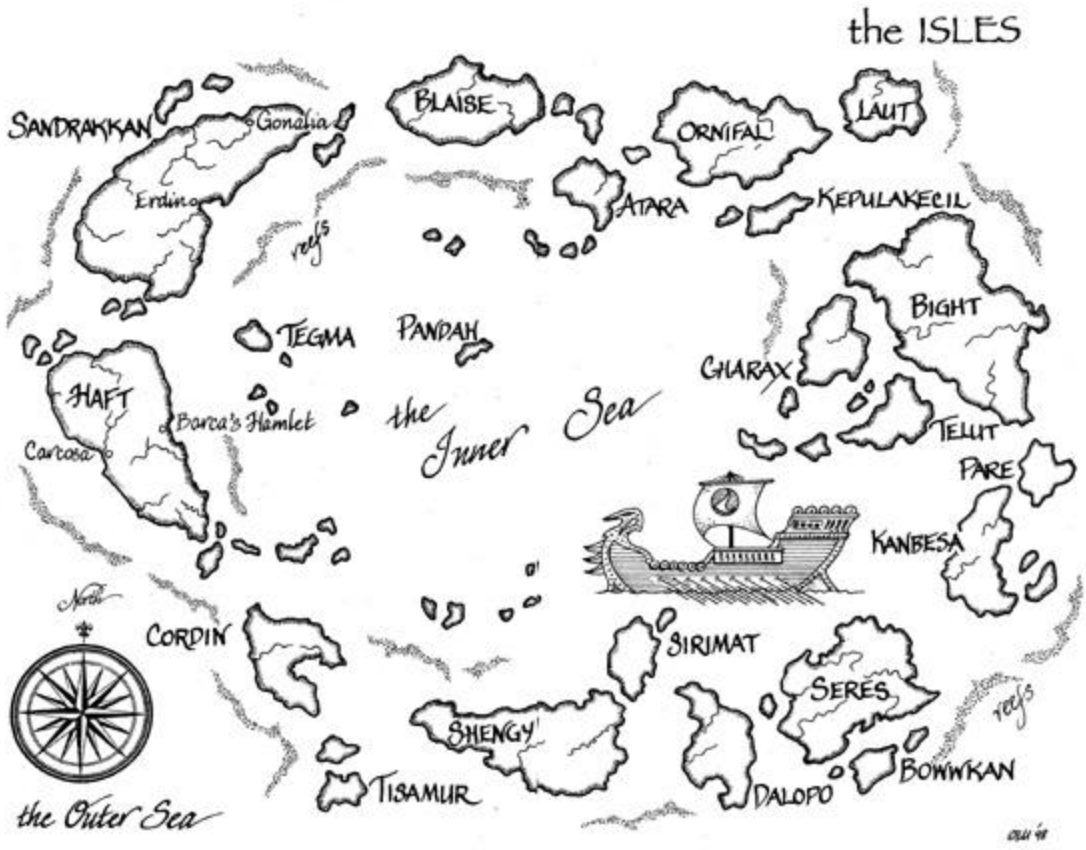
Background

Drop-In
You wash ashore on a beach near your starting location. You have no ties to anyone here or memories of this world but people will take you as a survivor from a sunken ship and not ask too deeply.

Noble
You are a scion from a noble family, with all the training and expectation that comes from it.

Peasant
You are a simple peasant from a small village, maybe a fisherman or sheep herder. The child of a tavern keeper or mill owner at the most.

Wizard
You are a hedgewizard, or at least you were until a few months ago. But you can feel your powers growing and now may be the time to try and become a king's court wizard.



Location

The Isles are an archipelago of large islands forming a circle, with a few smaller islands in the middle. Roll 1d8 to see where you start or pay 50CP to pick.

1 - Barcas Hamlet on Haft
A small hamlet on the island of Haft, with a few farms, a few fishermen, a mill ann an inn. And sheep, lots of sheep, sheep being the main product of the region. It's a quiet place for now.
2 - Carcosa on Haft
A town in the island of Haft, it used to be the capital of the Kingdom of the Isles a thousand years ago. Now it's more of a ruin with a town growing on top of it, ancient castles and monuments dilapidated for stone to build homes and stores.
3 - Valles on Ornifal
Valles is the current capital of the Kingdom of the Isles, though for a few generations now their rule is mostly for show and in recent years, since King Valence's queen turned out to be a wizard, he cannot be said to even rule Valles.

4 - Erdin on Sandrakkan
The second richest city in the Isles and a center of culture to rival Valles. Twenty years ago the Earl ofSandrakkan tried to declare himself the King of Isles but was defeated by King Valence and his army.
5 - First Atara
The island of First Atara is a small and relatively poor island. It's leaders have taken the title of King of Atara for generations, and have gotten away with it mostly because they keep to themselves and do not bother their neighbours or the King of Isles. Their current King is a wizard of some power, but mostly focused on researching things and gathering knowledge.
6 - Seres
While the islands to the north and west share much of their culture and civilization, the islands to the south and east are different, both to the northwest and among themselves. The serians, for instance, are called devil worshippers because the statues of their goddess are always surrounded by statues of devils. It is not true, they worship a goddess of peace but they understand that to be a pacifist you need someone else to fight for you so their goddess hires demons to protect herself. Likewise the serians are pacifists and hire the cannibalistic savages of the Serian highlands in the middle of the island to protect themselves, along with toughs of whatever city they are visiting.
7 - Bight
A savage island surrounded by tall cliffs instead of beaches, it doesn't have any cities, only a few hunters that come from other islands to hunt the elephant sized lizards that live here, with their plates of horn sticking up from their spines that sell for good money inValles or Erdin. The island is too dangerous to colonize, having other more dangerous lizards and the Hairy Men, short but strong creatures that seem to be something between human and ape.
8 Free Choice
You're on a boat, a merchant trireme sailing to an island of your choice.

Perks

Perks for your origin are half-off, with 100 CP perks being free instead.

Drop-In

Long Strides - 100 CP
You grew up running in the meadows and forests of Barca's Hamlet, and you are good at it. Not only are you faster than most people, except maybe an actual trained runner, but you are extremely sure footed, you could run through an unknown forest without risk of tripping or turning an ankle, or run down a rocky hill through an earthquake without missing a step.

Jumper Does Not Bluff - 200 CP
You have a serious and stern mien, and anyone with a lick of sense will notice you aren't someone to mess with. Your glares can make veteran soldiers flinch, and your cruel smile can send a shiver down the spine of a psychopath. Your ability to instill fear is accompanied by a tongue as sharp as a good blade, capable of churning out dark threats, savage mockery and soul shattering but truthful put downs at a moments notice.

Free Spirit - 400 CP
Whether you are a seal hunter from Pewle, a dinosaur hunter stalking the isle of Bight or an expert sailor (and former pirate), you are a true man of the wilds, decisive, perceptive, and competent. You are agile, sneaky, really good at surviving in the wilds of different islands and even better at sailing. You could make a one man boat by yourself, sail it around the isles and survive in the most inhospitable environments around, hunting some of the toughest beasts and monsters in the Isles.

Pattern Sorcery - 600 CP
You aren't a normal human, you are instead a halfling, born from the meeting of a mortal and a fae. From childhood you could understand the patterns of the universe, especially through the patterns of thread and cloth. Just from touching a piece of cloth, rope or similar, you can get an understanding and sometimes a vision, about what was used to make the object, who made it and how, and who used it, from the first to use it to the current owner. Your understanding of patterns also makes you a master weaver, spinner, knitter, embroiderer, knotter, and whatever other activity that can involve thread. You're also a master when using weapons made of thread, such as lassos, nets and whips.
But your true power lies in something that was taught by a being capable of seeing the patterns in fate and destiny. A greater demon or fae or something of that power has taught you to weave magic in your textile arts. You can weave patterns into cloth, such that they'll enspell those that see it. You can create a wall hanging that will make people sell the truth while in the same room, or that will make any onlooker feel in love with a certain person. You can quickly create a knotwork or small net with a few threads to create illusions in the mind of those who see it, or simply paralyze them, or make them obey you. You can make a shirt that makes it hard to fix

eyes on the wearer or that brings feelings of warmth and cheer to all around them. You can also make patterns to reflect a spell, or to break an enchantment, if you have some time to study the enchantment or the spells used by someone. You can also create patterns with thread and cloth to peer into the possible future, like making a cloth thinking where you should go to fulfill your quest and reading the pattern to get a feeling that “you should go west”, or “leave the city”, or “find a certain tree”.

Noble

Noble Bravery - 100 CP
You have been raised up to the standards of a court noble and perhaps even better than that. You have a deep knowledge of history, literature and philosophy, and can even read the Old Script. You have some knowledge of the natural sciences and medicine. You know how to navigate courtly life and play political games.
More importantly you have the courage, determination and willpower that a noble is supposed to have but most fail to show. You could face terrors that would send jaded soldiers into a panic, keep a polite smile when dealing with monsters and madmen, control your own rage and hate with an iron will and even help more volatile friends keep their temper in check with a quick word or subtle touch.

Ghostly Councilor - 200 CP
Like King Carus you are not alive. Instead you have been chosen to inhabit the body of someone in your family or your circle of friends and give them help and advice. In this form you are tied to the body of another, seeing through their eyes and hearing through their ears, though you can make yourself sleep if you want to give them privacy. You can communicate with them telepathically and hear their thoughts. During dreams you can talk to them face to face, and if they allow you can pull them into a daydream while their body mechanically does a task, in this daydream you can not only talk to them face to face, but also pull them into an imaginary tower or balcony allowing them to see from outside their body. You can possess their body while they sleep or otherwise when they allow and you can also lend them your physical skills. After this jump this becomes an alt-form.

Needs of the Kingdom - 400 CP
While a strong sword arm and powerful army are what keep a kingdom together, it is bureaucracy, economy, and intelligence that keep a kingdom alive. You are very skilled in all the jobs involved in the management of a kingdom. From making laws, to managing its commerce, to making sure the clerks and bureaucrats are working without corruption, you are an expert in making a kingdom run properly and efficiently. And while you might not have the skills of a spy yourself, you can create and manage a network of contacts, informants and spies to make sure your kingdom has the intelligence it needs when it needs.

Warrior King - 600 CP
You have the combined qualities of both Carus and Garric. You are a swordmaster capable of wading into a pit full of monsters and leaving a path of corpses wide enough for two men to walk side by side. Your strikes are so quick you can draw your sword, behead a man and sheath it again before most can blink. You are also as good as a tactician as a you are as a swordsmaster capable of defeating stronger armies by tactic and cunning, and drilling skill and discipline into a ragtag bunch to make them an elite fighting force in a very short time
You also have a regal and commanding attitude, that makes even the most stubborn bow before you and normal people quickly accept your authority. You are very good at reading people, knowing when someone can be trusted or not, and knowing how to get strong personalities to work. You are a wise and charismatic leader and especially good at communicating with a crowd and raising the morale of the populace or the army with your speeches.

Peasant

Knack for Finding Friends - 100 CP
Wherever you go you always seem to find people that are not just willing to help you, but also capable of helping you. Whether that means a magical creature to guide you in other dimensions, or a skilled hunter just passing by, or the one really tough sailor and trustworthy in the middle of a mutiny, you can be certain that you will always have luck finding new friends wherever you go.You also have great luck finding people that just happen to have knowledge that you need or that have a grudge against your enemy and are willing to make common cause with you.

Gifts of Love - 200 CP
You are very attractive, whether you are a tall, beautiful woman or a muscular, handsome man, and not only that, but people find your personality attractive too. People tend to fall in love with you if they spend a few weeks alongside you or a few days if you rescue and protect them. Luckily for you, most of them will accept if you tell them you are not interested or that you already love someone else. But they'll still want you to be happy and even after finding a partner of their own they'll continue to cherish and treasure you and do anything in their power to help you. Only the most depraved or insane would try to force themselves on you or try to go after your loved one.

Two Legged Ox - 400 CP
You are built large and muscular, far more muscular than someone should get from farmwork, in fact you are more muscular than any blacksmith, stone worker or soldier you might meet. And while you look to be twice as strong as most men, you are even stronger than that. You are strong enough to pick a grown man in each hand and throw them several feet back,with enough force to shake the wall they hit. Strong enough to pull a young tree from the earth, roots and all. Strong enough to wrestle orangutans. Your sheer size tends to make insecure men lash out, so you also learned to become a good brawler and wrestler too, partly from getting in so many fights, partly to avoid killing the fools with your sheer strength.

Natural Magic - 600 CP
You aren't fully human, instead you are a halfling, child of a human and one of the fae. You have powerful magic though you don't channel it like a wizard. First you can see things that even a wizard can't see without a spell, like pixies, nymphs and bound demons, and you are very good at finding and opening the ways and portals to their demesnes. You also have a deep connection to wood, and can use any weapon with a long wooden haft, such as a quarterstaff or polearm, with almost supernatural speed and skill. You can also use a long wood pole such as a quarterstaff to channel magic, spinning it to gather energy and create shields and wards, call winds or pool it into one point of the staff for a blast. Or just gathering it into the weapon to be able to strike things that would usually be intangible or immune to physical attacks, or to break magical barriers, seals and curses. Lastly you can use magic to increase your strength, toughness and your healing speed, though that is more of an unconscious reaction, your abilities continually ramping up during a fight as long as you have the energy to keep increasing them.

Wizard

Words of Power - 100 CP
Until recently most wizards were simple conjurers and hedge wizards, you included, but with magic reaching an apex you know just enough to become powerful or cause havoc trying. You have the talent to use magic and some training to do it competently. You know the magical symbols and words you can use to create many effects, enough to know several dozen spells and be able to attempt to create your own.

Jumper the Wise - 200 CP
You are a scholar of the magic arts, with a deep pool of knowledge about the magical worlds, the magical creatures that can be found in this world and in others, the famous wizards and magical objects of history and about the theory and work of magic. You know hundreds of spells and are an expert at creating your own from the symbols and words you know.
Not only that but through your wisdom, innocence or pure willpower, you have become immune to the often corrupting or maddening energies that emanate from some magical items. And to the more human greed and ambition those items can cause, that would make lesser wizards overreach themselves in the pursuit of power.

A Jewelers Soul - 400 CP
Where most mages use the art from what they have read or been taught, you possess a gift for seeing and feeling magic itself. You see and understand the forces that have to be shifted, the interplay of energies and abstract powers, how they stay when in balance or at rest and how they might move when directed. Where other mages just pour energy into their spells, you can feel the planes of cleavage and fulcrum points, where a small push can cause the greatest effect. This allows you to know how much energy a spell truly needs, and in what ways it might go awry, and you can cast your spells with much more skill and finesse. With this ability even a relatively weak wizard could cast powerful and far reaching spells. You are also much better at sensing when other wizards are working magic and your ability to sense how the forces are

being shaped allows you to attempt to dispel or interfere with their magic, a feat much more powerful wizards than you would even believe possible.

Wizard of Legend - 600 CP
You are a powerful wizard, even discounting the current waxing of magical forces you'd still be considered the equal of Romi, Anselem or ... You have the sheer magical power to work smaller spell just by waving your athame or wand and saying a few words, and using rituals and objects of power you can do things like feed an entire city, create pocket dimensions of your own, bind powerful demons and other spirits, use actual combat magic and at a level to fight magical creatures, raise armies of monsters or undead, control a mountain sized golem, petrify people and bring them back, heal injuries short of death, and many other things. A mage of your caliber can accomplish basically anything.

Items

Pick one 100 CP for free and a 50% discount on one 200 CP and one 400 CP items. You can import items into similar items.

A Trusty Knife - Free
You have a single knife, sharp, durable and always on your belt or pocket when you need it. You can pick one of these examples or something similar:
-A peasant's knife, of cheap iron and horn scales, a tool that can be used to whittle wood, pull a stone from a sheep's hoof or cut the sheep's throat without hesitation. Holding it gives you a sense that whatever you're doing is just a job, helping keep at bay any disgust, fear or anger that would interfere with what you're doing.
-A soldier's knife, durable and with a working edge, not so sharp it would dull at the first strike but still good for cutting throats and slipping between ribs. Almost as good as a buckler for blocking and just the right length to be used while dual wielding a sword on the other hand.
-A subtle dagger, small, but double edged, made of the best steel and as sharp as it can be. Very easy to hide and tends to take people by surprise even after they see you holding it.
-A Pewle knife, a foot long and with a deep belly to bring the weight near the point, the back of the blade is nearly an inch thick, enough you can use it as an improvised hammer.It can easily be used as an axe, billhook or spokeshave.
-An athame. A dagger covered in magical symbols, the athame can come in all sizes, shapes and even materials, it keeps some of the leftover energy from each spell cast making further spells easier to cast, though some wizards say that the extra energy can cause spells to take on unintended aspects. Athame can be made of metal, such as steel or silver, bone, horn or ivory, stone like obsidian or jade, wood or even molded amber with a spider or insect inside.

King Carus Sword - 100 CP
A straight sword, slightly longer and heavier than normal but perfectly balanced. The hilt and crossguard are made of a single piece of metal and the guard has a ring for the index finger, so when the wearer holds the blade he is always touching that metal. This metal imbues the sword with a few properties. First while holding the sword or touching the crossguard the user is immune to enchantment, illusion and other mental magics and much more resistant to magic in general. Secondly the sword is much better at cutting magical beings, even capable of cutting things that should be intangible or immune to mortal weapons, such as demons.

Paired Rings - 100 CP
One ring of sapphire and one of ruby, connected on a primordial level. A wizard can use one as a divination focus to find the other, even in other worlds or timelines, and they can be used to open portals to where the other is. Even without a wizard, if you give someone one of the rings, you'll be destined to meet them again, as fate and luck bend themselves to make it possible.

Board of Powers - 200 CP
A large game board, several sizes bigger than a chessboard, though its exact size and number of squares change from one moment to the other. It has several scores of pieces, each unique, each representing one person or group that might be important to the fate of the world. Schemers and their principal pawns, king and wizards and those who are fated to be important. The number of pieces, like the size of the board, changes from day to day, and so does the placement of the pieces. By focusing on a piece it can be used as a focus to discover who or what it represents, and by paying attention to the movement of the pieces you can glean into the many plans that might affect the course of the world and even gain insight into what future may come if these people are left to their own devices, and how to manipulate them into positions of your choice. Just keep in mind one of those pieces represents you, you are not a player in the game of fate, no matter how much of it you can see.

Cape of Shadows - 200 CP
A dark cape that flows less like cloth and more like a piece of darkest night. It can hide the wearer from all physical senses, and with some magic it can hide even from magical senses. In the hand of a powerful magician it can extend that power over entire armies.

Aegipan Blade - 400 CP
A blade of blueish gray metal with black edges created by the Yellow King. It is perfectly balanced for the owner's hand, sharp enough to cut through stone like it was clay, and so hard it cannot be dulled or broken by earthly means.

Lens of Rushila - 400 CP
A lens made from the cornea of a Behemoth, a gigantic being older than the stars. It is the greatest focus for divination in this and all the nearby worlds. With it a wizard can look at anywhere and anything in the cosmos and no wizard or demon can hide from it.

Companions

Companion Import/Creation - 50 CP each, 300 for eight
Create or import a companion with 600 CP to spend on perks and items. Companions cannot get drawbacks or buy companions.

Companion Invite - 50 CP
If you want to make sure someone will stick around for ten years to become a companion you can pay 50 CP here. This will guarantee a chance to save them if they were supposed to die, or that they'll be able to send an avatar with you after becoming a god.

Blood of Carus - 100 CP
Like Garric you are part of King Lorcan's direct bloodline and the ghost of one of the kings of old is now your constant companion. This can be a copy of king Carus or you can come up with a king of your own. The king is a master tactician and strategist, a skilled fighter, and he has good advice on economics, politics and diplomacy, though it mostly boils down to "I did this, it was a disaster, don't do that." The king will be the first to admit he was a good warrior king but not a good diplomat or manager. This kingly ghost sees through your eyes and hears through your ears, but he can notice things you don't and pay attention to different things than you do. He can possess your body if you allow him, or when you are asleep, or your mind or soul has fallen prey to an attack. After this jump he remains a ghost unless you import him or grant him a living body in some other way, but he will be allowed to move freely instead of sharing your body.

Drawbacks

Illiterate - 100 CP
Entering this jump has erased your ability to read, write and do math. In fact you can barely count higher than your fingers, and you would need some physical method to keep count of how many tens you have counted. And something in your mind stops you from learning if you try, which is okay since you really don't see what is so important about being a scholar like that. If you are a wizard your training was through verbal instruction and you won't be able to create your own spells until after this drawback is lifted, though if someone coaches you in what words you need to say you can cast the spells for them.

Old and Frail - 100 CP or 300 CP
Your age roll has been changed to 70+2d8. And not only are you particularly old for a world like this, you are also very frail. Not sickly, necessarily, but thin as a stick, weak and easily tired. For 100 CP this is your baseline but if you have the magical power to waste you can assume a younger form (or if you have some OCP, though your alt-forms are also old and frail without some way to change your age). For 300 CP you cannot change your age and will remain weak and frail for all of ten years.

Explosive Temper - 200 CP
You have lost control of your temper, with any small insult being likely to set you off, causing you to kill, or at least hurt, whoever set you off. It wouldn't be so bad if you were a complete psychopath, but you are aware enough to understand that what you do is evil and to feel guilty and ashamed afterwards. For an extra 100 CP you have a whole array of things that get on your nerves, such as people not being good at their jobs, or being braggarts, showing too much initiative and not waiting for your orders or not showing initiative and needing to be ordered about. These things are not enough to make you explode all the time, but enough that you spend your whole time irritated and annoyed. Worst, you are not a hypocrite and whatever you find aggravating on others also annoys you when you do it.

Pawn of Fate - 200 CP
It's nice to have companions and friends and... they're gone. Or you're gone. Or everyone is gone, in their own little adventures. Anytime something important seems to happen, you and all your friends get separated, sometimes alone, sometimes in small groups. Sometimes people take up their own sidequests, sometimes they're randomly thrown into another dimension and have to find their way back and one or two are saddled with keeping the main plot going. Some people might get kidnapped and have to find their own way out, while anyone that goes to save them ends up taking a detour through three different Hells for no discernible reason.

Tortured by Demons - 300 CP
In a magical accident you started opening a portal into Hell, or one Hell at least. Luckily you or someone else managed to interrupt the spell before you were dragged off. Unfortunately your legs were already inside the portal when it was closed. Being crippled would be bad enough, if your legs weren't still alive, continually being tortured and regenerating. You can feel them, being slashed and broken, cooked and gnawed on by filthy teeth. Every day, every minute, every second of pain.

A Plague of Wizards - 300 CP
Across the series the heroes would have to defeat several wizards before the pacification of the Kingdom. But now there are many more mucking about, from power mad fools, to ambitious conquerors to the pawns of dark and strange powers,enough that you will have to have your own adventures to save humanity from disaster. Even after the Change the magical forces will continue at a high point for the full ten years of your stay instead of the two years of the original story.

Outro

Your time in the Kingdom ends, your drawbacks are lifted and you have a choice to make.
Stay: Stay in the Kingdom and help king Garric rule the new continent.
Go Home: Go back to your original universe.
Go Forward: Go to the next jump.