

The Age of Discovery Trilogy

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Jump by dragonjek

Version 1.0

Mapmaking isn't something people in your modern era give much thought to. With your ability to view the whole of your planet from space, with your ability to cross oceans and continents in mere hours, the land holds no great secrets for your kind.

But what about in another time? What about in another world?

To a medieval society, mapmaking is crucial. It is only through accurate maps that merchants can reach their destination, that sailors can find their port, that society can thrive. When most people never leave their home town, maps are the only way the majority of people can even know the rest of the world exists.

To a culture that is still recovering from a Cataclysm that coated the continent in ice and turned entire nations in nearly-uninhabitable wastes of wild magic, accurate cartography is even more important. Indeed, it is through the superlative maps of the Anturasi family that the principality of Nalenyr, ruled by Prince Cyron, has achieved economic supremacy over the other principalities that once formed the Empire.

This is a story where the world revolves around the Anturasi family, and four of their number in particular, for better or for worse. Continents will be discovered, armies will form, wars will rage, gods will die, and men shall walk out of the mouth of hell to stride the world once more.

This world's Empire was split into the Nine Principalities. Each Principality favors one of the nine gods, and each of the gods claims a different day of the nine-day week as their own. Each god rules one of the Nine Heavens, which are matched by the Nine Hells. As nine is the most auspicious number, nine shall also be the number of years you stay upon this world.

Take **1,000 Cartography Points** with which to make purchases to define your stay in this land.

You begin your jump on the following date:

29th day, Month of the Bat, Year of the Dog
9th Year of Imperial Prince Cyron's Court
162nd Year of the Komyr Dynasty
736th year since the Cataclysm

Location

You may freely select any location that exists at the start of the story, or you may roll 1d8 to generate a location from among the following to receive **+100 CP**.

1 – Nalenyr:

The Principality that is home to the Anturasi family, and the location of the most magnificent city in the modern world, Moriande, made so by the great wealth the Anturasi family has brought to the nation. It is a nation favoring peace, but the westron lords, particularly those near the inland Dark Sea, grow restless over having to pay taxes to fund expeditions that bring great wealth to those cities who border the Eastern Sea. The Naleni are currently ruled by Prince Cyron, who excels at the logistics needed to get things done and who balances compassion for the people with the ruthlessness needed to ensure his nation's survival. He is one of the two imperial princes most likely to bring unity to the Principalities, though through peaceful means.

2 – Deseirion:

A harsh northern Principality, its people are forced to make due with limited resources and never quite enough food. To obtain more resources, the lords of Deseirion have become hard conquerors who seek to unite the Principalities and ensure the people of Deseirion no longer have to suffer hunger while the wealthier southern lords languish in comfort. The Desei are ruled by Prince Pyrust, a merciless and brutal man who will do anything to win, and who isn't afraid to brutalize his own people if that is what is needed to bring about an empire. Still, he has his own form of honor. He is one of the two imperial princes most likely to bring unity to the Principalities, though through violent means.

3 – Helosunde:

The Helosundians are between Deseirion and Nalenyr, and currently suffer from occupation by Desei invaders. It is only through the support of Nalenyr that Helosunde hasn't fallen entirely, and its people are violently opposed to their conquerors. However, many Helosundians fled to Nalenyr, where they now hope to retake their home. Their number include the Keru, a force of elite female bodyguards who recognize that Prince Cyron is the best hope of the Helosunde Principality surviving, and so have pledged themselves to his service. Helosunde is currently ruled by the Council of Ministers, a group of bureaucrats who were originally intended to manage the country until a new imperial prince could be chosen from the viable candidates, but who have grown attached to power and are loathe to surrender it.

4 – Erumvirine:

The largest of the Principalities, and the location of the former capital of the Empire, Erumvirine is known for being the breadbasket of the Nine Principalities. Living in one of the furthest Principalities from Deseirion, the Virine people have become rather complacent, save for those whose particular duties preclude such softness, such as the warriors of the legendary mountain pass of Tsatol Deraelkun. Currently led by Prince Jekusmirwyn, who follows the Erumvirine tradition of giving its princes ludicrously long names.

5 – The Five Princes:

A collection of five Principalities that are each smaller than the primary four, and who keep one another in check by constantly sabotaging and opposing one another. They consist of Moryth, Hyreoth, Miromil, Ceriskoron, and Gloysan.

6 – Irusviruk:

Millennia ago, the Viruk had a grand empire, one that spread across very nearly the entire continent and far eclipsed the Nine Principalities. But great Virukadeen fell, as the Viruk unleashed a cataclysm of their own that ripped out a nation-sized hole from the earth, leaving the center of their empire to become the Dark Sea, and the land that was once on the earth to become the third moon, one black as pitch. Over the course of many centuries, the Irusviruk were pushed back from the lands they once held by the Soth and humans who had once been their slaves, until the arrival of the True Men reduced their only large-scale holdings to the nation of Irusviruk. Still, millennia have passed and many grudges have lessened, so they do maintain diplomatic ties to other nations.

7 – Caxyan:

Found in an unknown continent across the sea, this nation is populated by the Amentzutl people, who follow a Witch-King who is said to be a messenger from their god. They follow the same gods as those in the Nine Principalities, but with some cultural differences and different names; for instance, three of the gods of the principalities are considered to be only aspects of another god in Caxyan. The Amentzutl await the arrival of Tetcomchoa, their serpentine god who corresponds to the dragon god Wentiko, who will have taken the form of a human and will arrive from across the sea.

8 – Free Choice:

You may freely choose any of the above locations, or start in any other location in this world. Perhaps you would like to start in the Turasyndi Wastes, among the barbarian tribes who prepare to once again invade the Principalities? Or perhaps you could begin in the hidden city of Voraxan,

where the remains of the Empress's armies lie asleep, waiting to be called to fulfill their duty once more? You could even begin in the far-off continent of Aefret, or in the lands of Etrusia that the Principalities have been unable to reach since the Cataclysm. You may not, however, begin in the continent of Anturasixan, which does not yet exist.

Origins

Who are you in this new world? Select one. Any origin may be taken as a drop-in.

Cartographer:

You are a mapmaker. But you have already graduated beyond the early stages of your education, where you're little but a shut-in learning the ways of the natural world and city, making and remaking maps until you can do so flawlessly. You're an explorer and observer of the world, capable of traveling far and wide and making the most accurate possible maps of your travels. At your discretion, you may become another member of the Anturasi family.

Xidantzu:

The *xidantzu* were formed after the Cataclysm to ensure no great army of mystic warriors could ever be formed again. Although the Principalities raise their own armies, the truly great warriors, particularly those who border upon reaching *jaedunto*, are instead inducted into a brotherhood of wanderers, who travel the Principalities—and beyond—seeking to right wrongs and correct injustices. Although they at times temporarily join with armies, particularly if they perceive one of the sides to be “in the right”, they overall stand apart from national loyalties. At your discretion, you may elect to simply be a warrior, be it an unusually skilled one, rather than a proper *xidantzu*.

Lover:

Your talents hold little use on the battlefield, and in many places those who try to ply your skills as a trade will be looked down upon. In Nalenyr, at least, the social maneuvering of the Lady of Jet and Jade has ensured that courtesans, and those

who employ their services, are not looked down upon, and those who have become *jaecailys* are still admired for their supernatural skill. Still, those who would look down upon you for focusing your talents upon lovemaking are fools... after all, the great Empress Cyrsa herself was nothing but a prostitute before she became a concubine to the Emperor, before rising to the position of Empress.

Official:

Perhaps you are a noble. Perhaps you are a bureaucrat of some standing. The precise details do not matter; what matters is that you are a person in a position of authority with the power to actually influence the world, and you have the knowledge of how to wield your power with precision. Remember always that you have a responsibility to others. But do tell... is your responsibility to your land, to your people, or to the bureaucracy?

Race

A number of different species live upon this world, although humans stand predominant. What are you?

Human (Free):

What else is there to say? You're a proper human being. You could be from the Principalities, from Caxyan, or from Ummummorar, but regardless of your origin or coloration, you're a bog-standard human being. Well, not necessarily; for another **50 CP**, you may be of the same blood as the True Humans, who are indistinguishable from normal humans save for that they age much slower. Those who have True Blood can expect to live to 300 years, easily.

Durrani (-100 CP):

Interesting... you aren't supposed to exist yet. Originally, your species was created from nothing by the will of Qiro Anturasi, and warred amongst yourself for generations in a period of compressed time to produce some of the finest warriors in the world. You are bred for strength and stamina, and are physically

superior to all but the greatest of humans. Your skin is blue, and your teeth are razor-sharp. Your eyes resemble those of a cat's.

Viruk (-300 CP):

The Viruk were once the dominant species on the planet; in their hubris, they caused a cataclysm that destroyed not only their empire, but all of the flowers that they needed to consume to become fertile. Those Viruk who are still alive are thousands of years old, the remnants of a great empire. Viruk are a large species, ranging from the height of a human to a full 10 feet tall. They are scaled, with females being a lighter shade of green, which male Viruk only share on the throat, the inside of their arms, and the front of their torso, which otherwise fades to a darker shade. Their hands end in claws, and for males there are spikes that jut forth from the elbows and head. They have multiple types of venom in their claws, including a sedative and a form of potentially-lethal toxin that, even if cured, will leave a victim sickened by the pheromones of Viruk for a long time afterward. Males also have sizable bony plates to defend their arms. Although reptilian in appearance, they are actually better at dealing with cold temperatures than humans are.

Soth (-500 CP):

The Soth are a mysterious race and a rare one, particularly in the modern day. Soth go through multiple life stages, changing into the next stage after at least a few years have passed (although often much longer, as they can live to be hundreds of years old). When they feel that they should change as a person, they go into a state of hibernation, and mentally rearrange their mind, simply willing themselves to think in a new way. When they wake up days or weeks later, they will have changed to a new stage of life. You may choose which state to start in, and unlike a normal Soth, you can move either backwards or forwards along the adult stages of your life.

Anbor:

As an Anbor, you will stand as large as a male Viruk, and be even more burly and muscular. This is a stage of life associated with warfare, although the Soth are not so numerous that they can form armies of their own.

Myrkal:

The Myrkal is smaller, roughly human in size, and although no stronger than a human, they are significantly more dexterous and agile, capable of feats of acrobatics that would leave a human gaping in awe. This stage of life is associated with traveling and exploration.

Gloon:

The Soth Gloon is what gives the species a bad reputation, for people are afraid of those who can see the future. A Soth Gloon is capable of perceiving the inescapable future (although some individuals' fates are so muddled that picking out an individual path the future will follow is impossible), and many fear that meeting their seven eyes will mean death, although they possess no such ability. Unlike a normal Gloon, you will be able to change the futures you perceive. As a Gloon, you are the size of a skeletal child, weak and incapable of great movement. The Gloon is considered a stage of life associated with wise council.

Wild Magic Mutant (Varies, Modifies Race Choice):

Less common nowadays that the wild magic has calmed down, in lands such as Ixyl or Dosoran where magic storms still rage, they are as common as ordinary people—or even more so. If your mutation merely causes some aesthetic changes, then this purchase costs nothing. If you gain an appreciable benefit from it (such as gaining additional limbs), increase the cost of your race by **100 CP**. If you gain great benefit from your mutation (such as becoming a creature made of stone), increase the cost of your race by **200 CP**. If you gain a massive benefit from it (such as being made of metal and growing tentacles), increase the cost of your race by **300 CP**.

Perks

Time to put those Cartography Points to good use. Perks associated with your Origin are discounted by 50%; 100 CP perks are instead free.

General

Subtle Sights (Free):

A minor detail on the fabric of the robes when welcoming a guest could serve as an insult. How you hold a fan could be a sign of gratitude, or derision. Taking the stance of the Tiger in combat against a man who bears the crest of a hunting tiger could be a sign of honoring your opponent, or making a tiny misalignment in that stance could turn it into a biting insult. This world is filled with quiet and understated methods of honoring or insulting others, and you would be considered quite churlish among the upper crust if you were incapable of picking out these fine details. You not only have a keen eye for such subtle methods of communication, but can easily pick out when something is an honest mistake or a genuine attempt at insulting you, and are skilled at working such quiet contempt into your own behavior.

Efficient Magic (-100 CP):

The use of magic can cause a bit of wild magic leakage; the Cataclysm formed when entire armies of Mystics and *vanyesh* (a powerful and traitorous Imperial cabal of *xingnaridin*) waged war with magic, causing such a powerful surge of wild magic that it altered the entire world. You will never have to worry about such things, because your use of magic is 100% efficient, with no wild magic leakage. In future worlds, this means that your spells become mildly more powerful, because every bit of energy you put into a spell is directly converted into the spell effect, with no energy lost in the conversion.

Furthermore, this trait of limiting the spread of wild magic will also be retained if you go to another world where the local magic has similar consequences to this world, should you ever come across such a thing.

Magic Absorption (-200 CP):

The Viruk learned and mastered magic long before humans ever dreamed of *jaedunto*. And they learned a lot of different tricks for it, even those who could not use it themselves. One of these tricks was how to absorb magic. When coming near to a magical effect, you can slowly absorb its power. This isn't enough to stop a spell from hitting you, but if you were to, say, fight a magical construct? Just by fighting it for long enough, you will eventually destroy it, even if you never land a single blow.

***Vrilxingna* (-200 CP):**

You have learned to be a Deathbreather, also called *vrilxingnaridin*, someone who draws power from corpses. By grinding up dead bodies and inhaling the resulting dust, you can call upon the skills, powers, and abilities of the dead, at least for an hour. It is also possible to do more vile methods of despoiling corpses to gain their power for a longer stretch of time. Now, in this world it is something that anyone can do, if they're depraved enough, but taking this perk allows you to take this ability with you to other worlds. If you lose consciousness while Deathbreathing, the spirit of the corpse may temporarily possess your body.

If you spend an additional undiscounted **300 CP**, you may become *jaecaivrilxingna*, someone who has achieved a Mystic level of skill in Deathbreathing. In this case, it allows you to retain the benefits of having inhaled someone's corpse dust for a full week afterwards, and never risk losing control to the spirit of the dead. If you have thusly reached *jaedunto* through *vrilxingna*, then know that your own death will be further away, as your aging is slowed by a tenth.

"A life broken can be mended" (-300 CP):

But a life taken cannot. You can see the possibility for good in other people, even those who oppose you. Should you have the opportunity and the reason to kill someone (such as if they were a bandit attacking you), but choose instead to spare them, then they will be willing to devote their life to changing their ways. Those who succeed will always hold a lingering sense of loyalty and gratitude towards you.

Warding Against Magic (-300 CP):

The risk of wild magic leaking out when using *jaedun* has already been noted. But there are ways to protect against magic. Namely, by drawing the circle. The more perfect a circle is, the harder it is for magic to penetrate it. A good circle can contain magic within the circle, or prevent it from entering to affect those who are inside it. A body covered in circles is almost immune to magic... but along the same lines, is incapable of USING magic.

You, however, will not face this problem. By taking this perk, you can use the protective power of warding circles, but without suffering from the drawbacks. For you, a circle can serve as a perfect protective measure against hostile magic, while freely allowing you to attack outwards from within it without constraining your own magic—unless you desire for the circle to work on your own spells, in case you want to protect others from your own spellwork. Furthermore, this allows you to bring the protective nature of circles with you to other worlds, where they will work against all manner of supernatural powers—magic, psychic powers, Warp abilities, Exalted charms, the Force, and generally anything beyond what is physically possible.

Jaedunto (-400 CP):

Jaedun is the magic that flows through everything that exists. There are a number of ways to learn to access this magic. The most common is to become a Mystic—a *jaecai*—by achieving *jaedunto* in a specific art or skill. By training to the very limit of their ability and pushing beyond even that, it is possible to master a skill or talent to the degree that you can harness magic and accomplish the impossible. Although it requires more than just hard work—it requires having actual, natural talent, on top of the effort you need to put in.

Select a single skill. This can be something like a craft, such as being a tattoo artist or a cobbler, or it could be a physical act, such as dancing, healing, or torturing. You have gone beyond mastery of this skill, and have achieved *jaedunto* in it, and when performing this skill you can accomplish supernatural deeds related to it.

For instance, a *jaecaibhot* (a Mystic arborist) could rapidly grow trees, make plants fruit out of season, or grow a plant with leaves that eternally blow in the wind, even indoors. A *jaecaifixtsi* (a Mystic healer) might heal minor wounds with a touch, or make medicine that can cure any ill. A *jaecaivril* (a Mystic assassin) could kill with a simple touch, disguise themselves as anyone with minimal preparation, or disappear completely into shadow.

Additionally, being able to touch the flow of *jaedun* will have a slowing effect on your age, allowing you to live to ten times the age a normal human would have died.

Any purchases of this perk after the first are discounted.

***Xingna* (-600 CP): [Discounted if purchased with *Jaedunto*]**

Jaedunto is not the only way of learning to manipulate *jaedun*. Rather than becoming a Mystic through skill, it is possible to learn to directly manipulate magic through the arts of *xingna*, allowing you to become a *xingnaridin*. But be warned, the Nine Principalities hold great prejudice against the *xingnaridin*, for the Cataclysm was caused by the warring of magicians.

It is possible to learn *xingna* by having already achieved *jaedunto*, and learning how to work magic without using the skill you have mastered. It is more difficult than learning *xingna* by itself. To know *xingna* is to learn how to discover the true nature of an object, and then alter that object by adding or taking away the following elements: heat/cold, healing/destruction, light/shadow, vapor, liquid, or solid. A combination of these elements is what composes all things under the Nine Heavens.

If you spend an additional undiscounted **300 CP**, you may become *jaecaixingna*, someone who has achieved a Mystic level of skill in the art of magic itself, vastly increasing your power in the realm of the mystical.

As you are wielding *jaedun* directly, you will age at 1/10th the speed that would be expected for a member of your race.

***Gyanri* (-600 CP):**

Gyanri is the art practiced by *gyanridin*, who achieve magic through the medium of items. They learn how to create devices called *gyanrigot*, which are capable of harnessing magic to move, fight, and perform other activities, rather like the machines of your world. It is also possible to create *gyan* weapons, which have skill imbued into the weapon itself; so long as the supply of *thaumston* isn't exhausted, these weapons will enable someone to fight with great skill, even if they themselves have never picked up a sword before. It wouldn't be as good as an actual *jaecaiserr*, but it is vastly quicker to make and easy to replicate.

Used properly, you could use this to put magic in the hands of those who would otherwise have no chance of ever using it.

If you spend an additional undiscounted **300 CP**, you may become *jaecaigyanri*, someone who has achieved a Mystic level of skill in the art of mechanical magic, which will allow you to create devices faster or make more powerful *gyanrigot*. Reaching *jaedunto* will also slow your aging to a tenth of its normal rate.

Cartographer

A Mind for Memories (-100 CP):

An excellent mapmaker doesn't only study maps, but also what goes into making the land those maps depict. You can only truly master cartography if you understand what you're mapping out. To properly map out a city, you must understand the flow of traffic, the importance of specific buildings or businesses being located in certain places in the city, keep in mind the risk of fire from buildings set too close together, track the building material to ensure the resulting city is structurally sound, consider that making traffic too easy will make it easier for invaders to capture the city... these and a thousand more details must be kept track of, and that's only for a city. An Anturasi mapmaker is expected to be able to make a map for anything, so you must understand much, much more.

Only an exceptional memory could keep track of so much information, so that's precisely what you have. Your memory is perfect, letting you remember anything that's ever happened to you—this applies retroactively, drawing forth memories from even before you took this perk. What's more, your memories are perfectly indexed and can be easily recalled without you needing to sort through them or try to find what you want to remember. If you need a memory, it will simply be there. But because there are some memories that are quite troublesome to have, you have also been given the ability to selectively remove your own memories, or even bring back those memories that you have removed in case you need them back for some reason.

Steady Hands (-100 CP):

When drawing out a map, having a steady hand is crucial. Your hands never shake, and if you were able to perceive the atomic scale, you would be able to control your hands' movement down to moving a single atom's width. Furthermore, when copying an image you are always able to easily convert the image to what you want your hand to do, ensuring that when making a duplicate of maps you will create exactly the same image as you're duplicating, down to the tiniest markings.

Precise Measurements (-200 CP):

A good map depends on making precise measurements of distance, and you excel at this. You can always precisely note the exact distance between two points in space, including your current location in comparison to any location you've been to in the past. This doesn't only track the direct distance between two locations, but also measures the distance it takes to actually travel that far, taking into account such features as the curvature of the earth or the twisting of rivers. This also allows you to perfectly measure speed, angles, and trajectory arcs.

Explorer's Knack (-200 CP):

Mapmakers are always included in exploration expeditions, because what's the point of finding someplace new if you don't know how to get back there again? You have a deft mind and are capable of learning new things five times as fast as you would without this perk, allowing you to easily pick up new languages, understand foreign cultures, and make connections to pick out details of unusual animal behavior and physiology.

Fast Friends (-400 CP):

Traveling together is a quick way to come closer, and surviving through shared struggles is something that can tie together entire expedition teams. You're just easy for people to befriend. People are quicker to become your allies, bonding experiences produce closer connections than would be experienced, and events that would normally strain your camaraderie just seem to have less influence.

Blessed Be the Mapmakers (-400 CP):

It is not enough to have one man capable of producing perfect maps; more people are needed, apprentices to copy the original maps so that other people can purchase and make use of them. Now, so long as they have your permission,

people seeking to duplicate your works will be able to do so perfectly, regardless of their own level of skill. Furthermore, in doing so they will be able to learn the techniques you used to create whatever they're copying, slowly improving their own skill even as they duplicate the results of your own efforts.

Mystic Cartographer (-600 CP):

Many, many arts can be used to achieve *jaedunto*, but all of them are physical arts. Things people do, acts people perform, crafts people create. It was never believed that one such as a cartographer could reach *jaedunto* and become *jaecaikyr*, but you have proven everyone wrong—and soon, other members of the Anturasi family will do so as well.

But what does it mean to be a magical mapmaker? To make a map is to give definition to the world; as a consequence of this, a *jaecaikyr* such as yourself is capable of redefining the world through maps. You could draw a map of a fortress, and create one from surrounding stone; you could draw a map that includes a bridge, and so long as you had the raw materials, there a bridge would be. You are not as strong as Qiro Anturasi was when he reached *jaedunto*; don't expect to create a continent.

This additionally slows down your aging, so that you only age one year for every ten that you experience.

Xidantzu

De-escalation (-100 CP):

A true warrior's greatest desire should be to never have to draw their weapon. You excel at finding ways to avoid combat, be it by calming ruffled feathers or soothing over arguments. You are very good at persuading others in a way that keeps the peace.

"Draw the circle." (-100 CP):

While peace may be the ultimate goal, sometimes violence is inevitable. And when combat comes, you know how to put the fear of the gods into your enemy.

Be it through your stance, your words, or a harsh and soul-chilling stare, you know exactly what to say and how to act to most effectively terrorize your opponents.

The Sword is an Extension of Your Arm (-200 CP):

It is only natural that you be more skilled at using a specific weapon than you would even others of the same make; you will become used to the precise balance, length, and weight of your chosen weapon, and others won't be quite the same. It takes an expert swordsman to learn to use all swords with the same proficiency as their favored blade, and a grandmaster to realize the commonalities between all weapons, and apply their mastery of one to the other.

In this regard, you have no equal. Your skill and ability in any melee or ranged weapon will transfer fully to any other melee or ranged weapon you wield, regardless of how they are used. This also applies to any perks or powers you may possess that would normally only function for a specific weapon type. A perk letting you punch someone through time with your fist would let you do the same with a sword, and a power letting you fire homing arrows would work just as well with bullets.

***Dicaiserr* (-200 CP):**

What point is there in mastering the blade if that mastery ends with you? To be a teacher is to become a link in a great chain, passing from your own teachers to you, and from you to your students. Now, you become more capable at teaching, letting your students learn five times as fast as they would otherwise be able to. Furthermore, whenever you are instructing a group, they will each benefit from your tutelage as though you were privately instructing them alone.

An Autumn Breeze (-400 CP):

The difference between an autumn breeze moving leaves, and you reaping lives, is that the wind has to work harder. Your ability to find weaknesses in your enemy's guard is almost supernatural, and it is easy for you to find ways to make those weaknesses even if your opponent puts up an excellent defense. Furthermore, when enemies gather to fight you in numbers, it seems to make less of a difference than it rightfully should, and you are fully capable of taking on three

enemies of your own skill level at the same time, as long as they try to fight you all at once.

Flow of Energy (-400 CP):

Everything in the world is made up of the traveling energy, going from one place to another. By studying this flow, you can learn how to move where the energy isn't, and in so doing avoid it. This allows you to easily sidestep attacks by seeing where the energy will go before your enemy ever swings, make your way through thick crowds by seeing where the energy of people is thinnest, and even dodge "unavoidable" techniques.

Mystic Warrior (-600 CP):

Perhaps you are *jaecaiserr*, one who has mastered the arts of the sword to a supernatural extent. Or you might be a Mystic spearman, a *jaecainai*. Or maybe you've mastered the axe, or the bow, or the wasp-flail. Although each path to *jaedun* is different, they all result in someone who excels in combat beyond what ordinary men can hope to reach. Having achieved *jaedunto*, you have become a supernatural warrior. By channeling magic, you can strike more powerfully, move faster, and flow around attacks that it would seem impossible for a human to conceivably avoid. Your weapon may flicker in and out of existence as it cuts through space itself, you could split metal with a mere stick, and at the highest levels of fighting you will seem hardly like a person at all, resembling more a human-like mass of energy fighting with precision and skill beyond what someone from your Earth is capable of imagining.

Wielding *jaedun* in this manner has worked to slow your aging to a tenth of what it would normally be.

Lover

See Through You (-100 CP):

All too often, those people in high society are defined by their manipulations. They lie, cheat, deceive, and work to maneuver others for their own self-interest, or that of their family. Fortunately, you have a keen eye for such people, and it's

easy for you to figure out someone's true nature after a short interaction with them. You'll be able to tell who's trustworthy and who's just a user disguising their intent behind their affections.

Within My Influence (-100 CP):

Sometimes people just don't know what's best for them. It's good for them that they have you around. It's easy for you to tell what people want and what they need, and you know how to conform yourself to their expectations. This similarly makes it easy for you to manipulate people; it's just a matter of convincing them that their wants and your wants align.

Pillow Talk (-200 CP):

The information network set up by the Lady of Jet and Jade is quite remarkable. She trained the best courtesans in the continent, and people would come from far and wide to learn from her—and to sample the pleasures her students could give. And many of those people were quite important indeed, and many men have loose lips after they've lain with a woman. Many men of status, with important secrets they could have kept better. You will now find that when you are intimate with someone, afterwards they will seem unable to keep secrets from you, and their tongues will wag quite loosely, spilling whatever knowledge they have that you desire, should you but inquire.

Beguiling Gaze (-200 CP):

Not only your gaze, but everything you do is seductive... or it will be, if you put just a bit of effort into it. You know how to appeal to others, how to subtly stroke the desire in their heart through your stance and your actions, and rare would be the individual who, faced with your ministrations, could not be convinced to join you in bed.

Social Networking (-400 CP):

The Lady of Jet and Jade's information network has already been discussed, but wouldn't you like to have one of your own? You are capable of easily setting up networks of friends, friends of friends, friends of friends of friends, coworkers, acquaintances, and people who owe you favors, letting you set up a vast web of interconnected contacts that will funnel you information that they think you might

find important. This makes setting up such a network easier, as well as making those friends in the first place.

From Concubine to Empress (-400 CP):

At the time of the Turasynd invasion, the Emperor refused to act. And so the Empire burned, until his concubine Cyrsa took action, killing him and usurping the throne for her own to wage war against the invaders from the Turasyndi Wastes. It is now within your power to perform a similar feat. When you are in an active, intimate relationship with someone, and that individual dies, then you will be the recipient of everything they possess. This applies regardless of if you were the one to kill them or not.

Mystic Courtesan (-600 CP):

You have achieved *jaedunto* in the arts of lovemaking, and have reached the position of *jaecailys*. You are supernaturally skilled at all methods of bringing pleasure. Simply brushing your fingers against their face would be enough to bring anyone to their knees from the overwhelming sensation, even a man actively trying to kill you. Your seductive abilities are such that even enemies who seek your head will be hesitant to kill you. In the throes of passion, you are a force beyond words, capable of bringing others to heights they never before imagined.

Having reached the state of *jaedunto*, your aging has also slowed to a tenth of what it originally was.

Official

Dignified, Until the Very End (-100 CP):

All you need to be a prince is the right of birth. But to be a great prince, you need grace, you need to earn respect, you need the dignity and composure to face the worst the world can throw at you and still have a plan for how to help your nation succeed. You have this composure, a noble bearing that impresses upon others that you are more than a mere man, but one of the nobility. You also have an astounding understanding of the consequences of your actions, and how others will react to them.

Making an Example (-100 CP):

You know how to intimidate the populace into following the orders you give. You could, like Pyrust, crucify those who defy your orders (or just crucify someone and say they defied your orders), or you might have those who oppose you executed. You excel at sending messages through violence, and the intended recipients will always receive your message.

Navigating the Bureaucracy (-200 CP):

The bureaucracy of the Nine Principalities is a labyrinthine mess, designed not only to keep order, but to stifle progress and change. The bureaucracies of each Principality coordinate with one another to arrange logistical problems that prevent wars from breaking out, prevent those who would introduce groundshaking innovations from getting the proper licensing, and make getting anything done nigh-impossible through jungles of paperwork and legalese. Fortunately for you, you can understand even the most convoluted tangle of social networking required to get anything done in the bureaucracy, and after a short time analyzing it can figure out who to go to if you need something done, and how best to bribe them into doing so.

Loved and Feared (-200 CP):

Prince Pyrust is a brutal dictator who believes that only the fittest and strongest should survive, and has caused countless deaths among his own people to keep power. Yet, the Desei love him, even as they fear him. You can inspire this same affection despite actions you may cause; when you are a leader, if your actions have negative consequences on your people (or even if you directly act against your own populace), it will somehow never harm your reputation. You can grow more feared, and grow more loved, but will never become hated by your populace for your actions. This only affects the people you lead, however; outsiders may still be horrified by your barbarity, even as your people laud you for it.

Campaign of Deception (-400 CP):

You have a special talent for spreading rumors and disseminating information, regardless of whether they are true or false. You could drum up lies about a prince earning the displeasure of heaven, and easily spread them across a city—and even

further. You could spread distrust for their leaders in an army, or convince a nation that its leaders were turning against the people. What's more, it is impossible for anyone to connect the spread of these rumors back to you.

Bureaucratic Loyalty (-400 CP):

The bureaucracy was formed to help the princes rule over their land more efficiently, but that is not what they are today. Instead, they serve to curtail and limit the prince, and control him by limiting what information he receives, leaving the prince to act only according to what knowledge the bureaucracy permits to reach him. In this manner, the prince is controlled. This is something you will never need to fear happening to you, for any organization under you will always function at peak efficiency in pursuit of the stated goals of the group, rather than trying to manipulate you or secreting money aside for their own uses.

Mystic Bureaucrat (-600 CP):

You have reached *jaedunto* through your mastery of the bureaucracy and of logistics, much like Prince Cyron did towards the end of the series. You can enter a trance-like state where you become aware of all of the individual resources available to your organization, and perfectly understand each individual connection between a person's actions and how it affects everyone else, and the resources available. You know what your subordinates need before they do, can instantly relocate supplies from one storehouse to another, and can get mounds of paperwork completed in mere moments. These, and other feats, are within your reach now that you understand how *jaedun* flows through the bureaucracy itself.

Although the original mystic bureaucrat never got an opportunity to age past his discovery, it can be safely assumed that using *jaedun* still slows your aging to one-tenth the normal rate.

Items

You receive one 50% discount for an item of the 200, 400, and 600 CP price tiers, and receive three 100 CP items for free.

***Wyrлу* (-100 CP):**

You gain a fine bottle of well-aged grain alcohol. When held upright, the bottle will fill to the neck with more *wyrлу*, regardless of how much you have already consumed.

***Jaecai* Relic (-100 CP):**

The magic released by *jaecai* can affect the tools they wield, imbuing them with some of their skill and essence. This is a tool, ornament, or weapon of your choice that was once used by a practitioner of a specific skill who had reached *jaedunto*. When carrying this relic, a person will learn that skill more readily and hold a measure of that individual's talent, although it won't give the ability to use *jaedun*. You may purchase this multiple times for relics of different skills.

Tools of the Trade (-100 CP):

Choose a skill; swordsmanship, cartography, writing, smithing, anything you could expect to find in a mildly magical medieval era. This is all the equipment you need to perform your job. A hunter might have a bow and arrows along with traps, snares, and woodsman's garb, while a bureaucrat would have a set of robes and a variety of pens and inks.

Perfect Clocks (-100 CP):

Measuring latitude is easy; you only need to measure shadows at noon and use a little geometry. Longitude, however, requires you to know the time at both your present location, and that of another, unchanging location, and measure the difference between them. This pair of clocks are well-suited to the task; one always shows the current time for your location, while the other shows the time on your current planet's Prime Meridian (or your point of arrival into the world, if it has no Prime Meridian). These are invaluable tools to any aspiring cartographer.

Unnamed Communication Device (-100 CP):

This is the *gyanri* device created by Boroson Gryst to allow for instant communication across any distance. You have a set of ten, and instructions on both how to make more, and on how to modify them to be powered off of alternative energy sources to *thaumston*.

***Faetsun* (-100 CP):**

Faetsun is a form of ceremonial money, useless on earth except for burning as offerings to the deceased. In the afterlife, however, the dead will receive the money burned in their name, allowing them to experience a better afterlife than they would otherwise have had. This is a continuously resupplying store of *faetsun*, enough to ensure the wellbeing of all of your deceased loved ones, with enough left over to sell to anyone who wants to make their own offerings.

Corpse Dust (-200 CP):

This is the ground-up corpse of someone who achieved *jaedunto*, and is a *jaecai* of a single skill that you decide now. If you snort this dust, you will receive a massive increase to your skill level, and will be able to use whatever powers that *jaecai* possessed at the time of their death. This boost lasts for an hour, and you have nine doses. These doses refill once per week.

You may purchase this item more than once, either to get more doses for the same skill, or to get a new set of dust for an entirely different skill. The person whose dead body provides the Corpse Dust doesn't actually exist, so don't be concerned that you may be desecrating the body of a real person.

***Thaumston* (-200 CP):**

You have a box full of high-quality *thaumston*, an ore that has absorbed the magic from a wild magic storm and can be used as something of a magical battery. Every week, this box is refilled. This is extremely valuable for the creation of *gyanrigot*, or for any other purpose for which you might need to draw upon large stores of magic.

The Hungry Map (-200 CP):

Here's a toy that wouldn't exist if you don't purchase it here. Making maps is great, but you know what isn't great? Carrying around a huge pile of maps, and

having to dig through them all to find the right one. This map solves that problem; if you place it next to another map, it will “eat” the image, which will appear on the Hungry Map instead. What’s more, it can store maps on different scales. It responds to your thoughts so you can zoom in and out, and it will switch from a map of, say, a nation, to a map of a city, just by focusing in on it. It can also store different maps of the same location, and lets you switch through them easily.

Dari Armor (-400 CP):

Created by the Durrani for the assault on Moriande, these are a special type of *gyanrigot*; they aren’t meant to operate on their own, but rather function as a sort of armor in which a pilot drives, controlling the machine from the inside to overwhelm an enemy with the power of a *gyanrigot* and the tactics of a person. They are made of iron and resemble humanoid animals, and are tall enough to stand even with elephants.

Thanaton (-400 CP):

You have a *thanaton*, a *gyanrigot* created by Boroson Gryst as a combat machine. It resembles a large metal sphere, from which can emerge four sharp legs. It is equipped with a pair of crossbows, which it fires with machine-like precision, and is easily capable of identifying priority targets and taking them out of its own accord once you’ve activated it. If the price is too expensive, then for **100 CP** you may instead get a mouser, which is basically a tiny *thanaton* the size of a cat.

Pool of Death (-400 CP):

This is a feature from the wild magic of Ixyll, and ordinarily resembles a placid pool of water. However, when anyone gets near to it, a sphere of water will rise up and concentrate the sunlight into a deadly laser beam. It takes a moment to charge up, but sear the flesh from bone in an instant once it’s reached power. This pool won’t attack you or those you designate as friendlies, and with a command you can transform it into a small ball, allowing you to relocate the pool to be wherever you want.

Magic-Resistant Clothing (-400 CP):

Extremely valuable for traveling the wild magic wastelands, this is a form of protection against magic; many circles are woven into this fabric, and it was boiled

in *thaumston* mud. It has empowered the circles, improving its protective qualities to the point that, while wearing this, you are all but immune to magic. It's a pity the wild magic storms of the wastes have such powerful winds that they'd tear apart clothing and lift up a full-grown Viruk, otherwise this might have actually let you survive one.

The Stormwolf (-600 CP):

Now, this isn't necessarily the massive exploratory vessel that Anaeda Gryst captains, but it's certainly a match for it. It comes with over a thousand crew members, one hundred-eighty concubines, and ninety scholars of a wide variety of specialties, meant to study any phenomena a ship exploring unknown waters may come across. It's armed with a number of ballistae, and although not the fastest ship in the fleet she still moves at a pretty pace. You are the captain of this vessel.

Stone of Nessagafel (-600 CP):

This stone is a relic of the first god, whom the Nine rose up against and banished to the Ninth Hell. Had he made good use of this device, he might not have been deposed; by gazing into this sphere, you are able to perceive the past or future of a specific location—or rather, the future as it would be, unless you change it.

You're also able to tell when other people are observing the location you see, and who those people are.

If you pay another undiscounted **400 CP**, then you may also possess Ryn Anturasi's time- and space-traveling vehicle, which uses the Stone of Nessagafel as a power source and to target when and where to travel to on a masterfully-wrought globe.

Companions

A Fortuitous Number (Free):

As nine is the most auspicious number, you may import or create as many companions as you need to have a total number of 8 companions (meaning, if you purchased **Fennyuch Buddy** twice and had a spouse you imported for free due to

options from another jump, you could import/create 5 companions for free). Each companion receives an origin of your choice, all appropriate discounts, and 600 CP to spend on perks and items. At your discretion, you may spend your own CP to increase the starting CP of your companions, with each extra 100 CP you spend granting all of your companions 100 CP.

Canon Companions (-100 CP):

By purchasing this option, you may take with you as many people in this world as you like with you as companions, if you only convince them to join you.

Former Black Eagle Cultist (-100 CP):

This Turasynd *jaecaiserr* used to be a member of the Black Eagle Society, a group of Turasyndi who worship death. They once vowed to never sheath their sword until it took a life, and they followed this path with fervor until the day they killed their twin. They have since quit the Society, and are wanted by their fellows because of this, leading them to venture into the softer lands of the Principalities. They still retain the mark of their time as a Black Eagle cultist; hundreds of black feathers, their quills sharpened to a point and pierced into their back in the shape of an eagle. They then fought under the influence of *jaedun* until the quills fused to their body; they do maintain a modicum of utility, as they can control the quills as naturally as a bird could, and can slightly improve the aerodynamics of their body, allowing them to run faster and turn more sharply, as long as they go shirtless.

Honored Scion (-100 CP):

This young Ummummorari is a devotee of the spear, and stepped down from the line of succession for their tribe for the express purpose of furthering their studies. They have bounced between several *naiaia* trying to find one suited to teaching them, but has yet to find a *dicainai* who can teach them anything their private tutors didn't already cover. They have already reached *jaecainai*, but firmly believe that they aren't done learning yet. They want to learn every sword style that exists, and only then will they be satisfied that they've actually mastered the spear.

Progenitor of Shadows (-100 CP):

Extensively trained in the ways of stealth, infiltration, and assassination, this *jaecaivril* was a candidate to become the Erumvirine's prince's Father/Mother of Shadows; that is, the head of the Principality's spy network. They lost to their sibling in the end, and chose to leave Erumvirine to find work elsewhere rather than stay under their older sibling's shadow. They have sworn themselves to your service.

Unwilling Master of Pain (-100 CP):

Hailing from Moryth in the Five Princes, this noble isn't far from the crown, but has no desire for responsibility. They are a competent administrator, but shirked their duties so often that they were removed from the line of succession, although not actually disowned. Still, it rankles them, even if they never desired to rule. For a long time it was assumed that they had no talent for a given skill, and had no chance of ever reaching *jaedunto*. For this they were mocked and derided by their peers when young... at least, until they discovered their burgeoning talent as *jaecaitsai*: someone whose skill in torture surpasses what is physically possible. They were horrified by this, and have rejected every opportunity to further harness their talent, and have stifled any rumors that they might be anything except talentless.

Would-Be Minister (-100 CP):

This bureaucrat works in a Ministry of your choice, in a Principality of your picking. They are ambitious and have always sought to succeed, but feel stifled by the demands of the bureaucracy and the way it oppresses independence and change. They want to invoke reform, and have good plans on how to do so... plans so good that their superiors have made it quite impossible for them to gain any position of power. They are still very skilled, and if there were ever given the opportunity to excel, it is entirely possible that they might be able to achieve *jaedunto*.

Viruk Sorceress (-200 CP):

She was one of the last Viruk to be born, and was so young when Virukadeen was destroyed that she doesn't remember it. She has always lived in a world without other children, where the Viruk are unable to reproduce, and they have some difficulties socializing as a result, even amongst their own kind. Only female Viruk are permitted to become *tavamazari*, and the magic of Viruk is quite different in

principle from the *xingna* practiced by humans, even if the end result is indistinguishable.

Fennych Buddy (-400 CP):

The Fenn are a species of furry bipedal mammals. They are smart, clever, pleasant to be around, and quite charming little critters, and are about as smart as a small child... when they're on their own, or in a pair. But the more Fennych there are in a location, the less intelligent and the more vicious they become, until with enough numbers they become a slaving horde that will consume anything, even those who were their friends when there was only one of them. Fennych are predators with sharp claws and teeth, and when alone are capable of learning to talk (although they can't quite grasp the concept of "grammar"). They are also quite social with people of other species when they're on their own, coming to see people such as humans as members of their "pack".

Fennych are notable for their shapeshifting characteristics. All Fennych are capable of transforming into a small- to medium-sized creature that combines the traits of 2 different mammals, such as weasels and cats or foxes and bears. In addition to this "combat form", they are supremely adaptable, and their appearance will slowly change over time to be more suitable to their location or the company they keep. For instance, being around someone who wears clothing marked with dragons would result in a Fennych's fur changing to resemble dragons. Being in a marshy environment would result in their fur becoming waterproof, while in a tundra they would grow a bushier coat.

One of a Fennych's preferred prey is Viruk, and they were specifically designed by a god to be excellent predators of the species, and their claws will rip through them like a knife cutting through smoke. But the real reason Wentiko created them was to kill the *god* of the Viruk, and so the Fenn also have the qualities of god-slayers, being capable of easily piercing through divine flesh, ignoring powers from gods, and sundering divine defenses. They aren't any better at killing non-Viruk or non-gods than any other animal would be, however.

You may purchase more than one if you wish, but be careful if you choose to get a breeding pair. If they have children which grow to adulthood, the whole family will

go feral and without some perks for getting on the good side of wild animals, will probably try to eat you.

Scenarios

You may take as many scenarios as you like. Neither scenario actually occurs during the jump; instead, they happen afterwards. Basically, you'll be living through the jump again, but with a specific goal rather than just trying to last out the timer. Drawbacks will still apply (except for **Longer Stay**) and you keep all your purchases. If you die during a scenario, it isn't a jump fail; you just lose the scenario, and either move on to the next one or go to your next jump

Jumper's Inferno

You see, there's a little bit of a problem; namely, that you're in Hell. The Ninth Hell, to be specific. But Tsiwen, the goddess of wisdom, had a role in the creation of Hell, and she decreed that no torture be eternal. Each Hell is a lesson to those trapped there, and only by accepting this lesson can you escape. You will have to make your way through each individual Hell, beset by demons all the while, until you escape from the First Hell, at which point the jump will be completed.

The Ninth Hell of Wangaxan will be easy to escape; it is the Hell of gods, after all, and you are no god. At least, by the standards of this world you aren't, even if you have some claim to divinity from previous jumps. All you have to do is keep in mind your non-divine nature, and you will naturally pass from this Hell to the Eighth.

In the Eighth Hell of Tolwreen, the world shifts constantly, for it is the Hell of magicians. As soon as you think of something, that thing will happen, always in a way that is challenging to you. The more clever you are and the more you think, the more the hell torments you. Imagine escape, and you create a prison; imagine a frog, and you will be beset by giant demonic frogs. The only way to defeat Tolwreen is to admit that you cannot fight yourself, because your own imagination

is your enemy. By accepting your limitations, you may move on to the next Hell. And that is something many magicians could never do.

The Seventh Hell of Mungdok is the Hell of predators: blasphemers, murderers, politicians, and dishonest merchants. Those who enter this hell enter a cycle. At first, they gather together and bemoan their fate while eating freshly cooked meat, reliving what caused them to die... but because of their inability to accept responsibility for their actions, they never put blame where it belongs. After a long time reliving their failures, they stripe, and are impaled to be roasted alive; once cooked, they are sliced up by servants and served to those still sitting. The bones then animate, heal up, and then become a servant, serving meat to the “patrons”. Eventually, the servant slips into a table and becomes a patron themselves, creating a never-ending cycle. It is only by accepting that you are responsible for your own failures that you can find the door to allow you to move on to the next circle.

The Sixth Hell of Wandao is there to torment bullies; the abusive husband, the abusive spouse, the man who abuses his position to wield power over others. Everyone in this Hell, including yourself, is reduced to the age of a child, although you will keep your adult mind. Being bullies at heart, the sinners of this Hell will eventually kick over one of the many anthills, and invite a copper wave of ants that will consume them. From the bones will sprout a plant, which will bear a fruit, and from this fruit will emerge the child, reborn to live again until it causes someone to suffer more. It is only by abandoning cruelty and letting others exist as they please, without tormenting them for your own amusement, that you can pass through this hell.

The Fifth Hell of Quoraxan is a place of savage winds and land scarred by volcanic flows, and is a Hell for bloodthirsty warriors. Those who killed for sport will find violence aplenty here, for it is full of demons. But no amount of fighting will ever let you escape this world. Only leaving violence behind and advancing without fighting that you’ll be able to escape... on your own, at least. If you had help, you might be able to fight your way out, but it would be agonizingly difficult, as the demons will regenerate even stronger whenever they are slain.

The Fourth Hell, Landao, punishes the slothful and the greedy. Whatever you desire or want will appear, but no matter how you try to approach it, it will only grow to be further away. The only way to escape from this hell is to give up your worldly desires... or you could cheat, and make your goal to be to not escape. Not escaping would become distant to you, making actual escape directly within reach.

The Third Hell of Shanchu is the Hell for those who liars, scammers, and those who give false guidance. It is a frozen sea, with moving islands of ice. The lost souls of this world are trapped within the water, and will be crushed between the islands as they shift around. There is a way to escape, but it requires you to only speak the truth, which will open a way onto the islands. From the tops of the islands, you can make your way on to the next Hell.

The Second Hell of Ji-bing is the Hell intended for heretics and fundamentalist cults. People gather to worship, but in so doing they cause disease to spread and kill them. The puddles of pus left behind then boil, until ghosts are released; these ghosts then solidfy into people, who wander around until they hear someone else preaching. Surviving this Hell requires you to be true to yourself and your faith, and not allow yourself to be drawn into any of the congregations. In short, you need to social distance. After a while of isolation on this Hell, the way to the final Hell will open.

While Quoraxan was the Hell of warriors, the First Hell of Chong-to is meant for the *warlike*. Politicians and bureaucrats who create wars but never shed their own blood end up here, as do cowards and people who profit off of war. It is people who think of war as a game, and they believe that by playing this game, they can win. But they only fight for their own sake, and thus cannot pass; the only way to escape this last Hell is to fight for selfless reasons, or even simply for the sake of honor; self-interest alone will not allow you to leave this Hell.

You will, of course, forget the solution to escaping each Hell, although you will remember what the nature of that Hell is like. Hopefully you aren't as sinful as these souls condemned to the Hells, and will be able to figure out how to escape.

Reward:

For escaping the Hells, you have been gifted the power of a god. It is up to you if this turns you into a full-fledged god, or if you are simply as strong as one.

Regardless, this places your power level squarely even with that of Qiro Anturasi at his peak of power. You could create a continent, create life, allow generations to pass over the course of a few days, reverse time, bring the dead back to life, and reshape the world to your whim.

War is Hell

For this scenario, you are reduced to your Body Mod and whatever you purchased in this document (which does *not* include the reward for **Jumper's Inferno**), and must survive the duration of the full story, from the first chapter to the death of either Prince Nelesquin or Empress Cyrsa. You must select Keles Anturasi, Jorim Anturasi, Ciras Dejote, or Moraven Tolo. By one method or another, you will accompany them for the entirety of this journey, and must survive everything they went through, which for all of them will include open war. Good luck.

Reward:

For surviving a war of *jaecai*, you have unlocked a talent for all skills. In short, this will grant you the **Jaedunto** perk in any and every skill that you know, once you get near to the limit of human ability in that specific skill.

Drawbacks

If you desire more points than have been provided, you may take drawbacks to get more. There is no limit on how many drawbacks you may take.

Mana Mutant (Varies):

You have been exposed to a wild magic storm, and as a result you have been changed. If it's a minor flaw (such as having the head of a pig), you receive **+100 CP**. If it's a major flaw (such as having paws instead of hands, thus being unable to hold anything), you receive **+200 CP**. If it's a crippling flaw (such as being merged

together with three people into a mentally-challenged, overly-limbed abomination), you receive **+300 CP**.

Longer Stay (+50 CP):

True Bloods live for a long time, as do Viruk, Soth, and those who wield *jaedun*. If you want to track the changes your influence may have wrought, you may elect to have a longer stay in this world. Each purchase increases your time spent in this jump by 50 years. You may receive up to **+400 CP** from this drawback.

At your discretion, you may instead increase the base duration of your stay from 9 years to 10, but receive no CP in exchange for making this minor adjustment.

Clawfoot/Snipeweed Overdose (+100 CP):

If female, you have been given an overdose of clawfoot; if male, an overdose of snipeweed. The effect is identical, as it renders you incapable of bearing/siring children. If you are capable of reproduction by some other means, those will also fail, with any attempt being stillborn.

God Complex (+100 CP):

You believe yourself to be better than other people, and are arrogant and quick-tempered when it seems someone defies you. Your morality becomes totally centered around yourself. If your own grandson were to be injured at your birthday party, you might sentence them to a fate guaranteed to kill them as a form of vengeance for drawing the attention of the party away from you.

***Jaedunto* Refinement (+100 CP):**

Those who reach *jaedunto* will often find that their personality has been condensed. People who primarily have positive personality traits will find those traits given more emphasis and will become even better people, while an arrogant and ambitious person may become more bitter and cruel. Like the above examples, your personality has been amplified, taking the strongest aspects of who you are and emphasizing them even more.

Jumper Relic (+100 CP):

Objects used by *jaecai* leave behind a remnant of their skill and ability. And you, Jumper, are rather more special than any mere *jaecai*. If someone gets ahold of an object that you have used or worn, then they will be able to use any of the perks or powers that you wielded while utilizing or wearing that item.

Remember Those Circles (+100 CP):

The use of magic in this world releases small amounts of wild magic, which can be protected against with circles. Now *all* of your supernatural abilities will release wild magic in small amounts when you use them. You will need to remember to draw circles before using your power to contain the energies you release. This does not mean that circles can stop the actual effect of your perks/powers, just the wild magic.

Short Sighted (+100 CP):

You almost always take things at face value, and it is extremely difficult for you to look past the obvious to find hidden meanings or life lessons in the events in your life. You will completely overlook the many subtle insults and compliments that riddle this world (particularly the upper crust), and may have difficulties reaching *jaedunto* if your perspective of the world is so direct and lacking in perspective.

Talentless (+100 CP):

Like Nirati was believed to be, you have no talent. While the norm amongst the masses, for the nobility it is a source of great shame, as even if most nobles never achieve *jaedunto*, they still have the POTENTIAL to do so. You? You do not. If you have any perks or powers that allow your skills to reach superhuman or impossible levels, then you are restricted to only the maximum of what a human from your Earth would be capable of accomplishing. This doesn't interfere with proper magic, only with skills taken to superlative levels.

Note that you can still purchase ***Jaedunto*** and perks involving reaching *jaedunto*, but will not receive any benefit from such perks until after the jump ends.

Komyr Hospitality (+200 CP):

You have been deemed a vital asset of the Principality of Nalenyr, and as such have been contained in a tower in Moriande. Oh, it's a lavish tower, and you will be given almost anything you want, but you are utterly incapable of leaving.

“We are each utterly alone in this world.” (+200 CP):

You are unable to bring any companions, followers, or sentient items with you into this jump. If you obtained any from this document, they will instead join you once the jump is over.

What's In a Name? (+200 CP):

Like “Moraven Tolo”, you have lost your memories. You are an amnesiac, lacking memories not only of your chain, but of whatever history you may have had in this world. Furthermore, you are also lacking a name, and will take on a local name to use until such time as the jump ends and you regain your memory. You will still make the same decisions you would as if you had your memory; you are fundamentally the same person, and will not experience the personality drift that Virisken Soshir/Moraven Tolo endured.

Withering (+200 CP):

Select a limb. Like Dunos's arm, this limb has been withered to almost nothing but bone and skin. It is capable of some weak movement, but is overall stiff, unresponsive, and utterly weak. You may purchase this more than once for additional limbs. If you have more than 4 limbs, then each purchase withers 1/4th of your available limbs.

For Order (+300 CP):

You truly and genuinely believe that the stranglehold the bureaucracy has over this world is for the best. You will do everything in your power to support the efforts of the ministries, even against your own best interest or that of the nation the bureaucracy is nominally intended to serve.

Remembrance of Black Ice (+300 CP):

Wild magic flooded the world after the Cataclysm, and the Time of Black Ice followed, a brutal ice age of magically-driven storms that transformed whatever they touched and snow that was as black as pitch. A small remnant of that time

follows you now. A few times every year, your location will be struck by a black snowstorm, and whatever the snow touches will transform. A tree might become flesh, a house might become glass, the grass might transform into ice. If you are exposed to it, you will survive, but will also be subject to a random mutation. These can be pretty awful, so it's suggested you find a way to hide. And hope that nobody associates you with the storms of black snow.

Warding of the Circle (+300 CP):

All of your supernatural abilities can now be stopped or contained by a well-drawn circle.

Wasting Disease (+400 CP):

You have been afflicted with a similar wasting disease as that which plagued Count Jarys Derael. For the first two years, you will be able to move and act... mostly freely, but great exertion will be more painful than it should be. Starting in the third year, you will start to lose control over some of your motions, and with every consecutive year it will be worse, until you are bound to a wheelchair and have limited control over any part of your body. Even directing your head to face a certain way will be a struggle. You'd best hope you've made some good friends by this point.

"I *am* the world!" (+600 CP):

Qiro Anturasi hates you, and wants you dead with all of his power. At the moment, that only means sabotaging your affairs and sending assassins against you, but he is soon to reach *jaedunto* and awaken to almost godlike power sufficient to create a continent, pull armies of wildmen through time, and bring the dead back to life. The only blessing is that he believes his power to be connected to his skill in cartography, and has not made the connection between *jaedunto* and *xingna*, so he cannot directly affect you with his magic.

End Choices

So, you've lived in this world for at least ten years. Congratulations on surviving the war. Unless you prevented the war from happening, in which case congratulations are doubly due. All of your drawbacks are lifted, and your and your companions' use of the magic from this world will no longer cause wild magic to occur. Now you have a choice to make.

Let's Stay Put:

You decide to stay in this world. There's plenty of adventure to be found here, at least. Your chain comes to an end as you remain here.

Time to Go Home:

It's probably been a long time since you've been back to your own Earth, hasn't it? Can't blame you for wanting a taste of home again. Going home means that your chain ends, however.

What's Beyond the Horizon?:

There are still roads you haven't walked down and worlds you haven't traveled, and that's a problem. It's time for you to map out a whole new world; you continue your chain and move on to the next jump.

Notes

If you do not take **Mystic [X]** or **Jaedunto**, then you may be able to reach *jaedunto* in a skill during this jump, if you're good enough at it and bring it to the limit of human ability. But only in one skill, unless you complete the **War is Hell** scenario.

Although you can normally only achieve *jaedunto* in a single skill, if you purchase multiple **Mystic [X]** perks or multiple **Jaedunto**, then you can have it in more than one ability.

There are multiple perks in this jump which slow your aging; however, they all accomplish it by the same basic means, so they do not stack with each other. The exception to this is if you are a True Blood human, as they do have a longer base lifespan, which stacks with the slowed aging from using *jaedun*.

Changelog:

- Version 1.0:
 - Spelling and grammar corrections.
 - Allows Longer Stay to make the base length last for 10 years instead of 9.
 - Clarified (in the notes) that the slowed aging from the different ways of using *jaedun* don't stack.
 - Made it so Efficient Magic will still prevent wild magic leakage in future jumps with wild magic.
- Version 0.5:
 - Created jump