Jump Doc
By HOnSide

Welcome, jumper, to the land of Eyal! Composed of three known continents, Var'Eyal, Tar'Eyal, and the titular Maj'Eyal, this is a fantastical world filled with copious dangers. And I do mean copious, it really cannot be overstated. Prepare for dragons, plagues of the undead, great magical disasters, eldritch abominations, demons from beyond the stars and many more threats still. Anyhow, it seems you'll be spending the next decade (give or take) in this land of the magical and strange, so you'll soon find all that out for yourself. For now, take these, and use them to purchase the means by which you'll survive and thrive here:

+1000 CP

Locations

It is assumed that you arrive somewhere near the beginning of the canonical campaigns that take place in this world, but if multiple periods of a given locations history have been shown, you may choose which one to arrive at.

Maj'Eyal
The western continent of Maj'Eyal is currently occupied by Humans, Elves, Halflings and Dwarves, who, after a highly tumultuous historical period, have finally settled into some semblance of calm and tranquility. The continent is still scarred by its past however, and danger and wealth both lurk in the ruins of this land's dark past.

Var'Eyal
Var'Eyal, also known as the Far East, is the eastern continent of Eyal. It has long been the homeland of the orcs, a people who hold great aggression in the wake of the hardships they have weathered. Orcs have been persecuted throughout history, and more than once found themselves on the edge of destruction. Also prominent on this continent are the Sunwall, a faction heavily invested in the use of celestial magic, who have more than once come into conflict with the orcish people.

Origins

Choose a single origin and class here. Any of these origins can be taken as a Drop-In, or with an appropriate local history.

Warrior: Comprising **Berserkers**, **Bulwarks**, **Archers**, **Arcane Blades** and **Brawlers**, the warrior origin is the origin of martial supremacy and physical combat.

Rogue: The rogue origin is the origin of stealth, skill, and subtle means. Within its ranks are found the **Rogue**, **Shadowblade**, **Marauder**, and **Skirmisher.**

Mage: Alchemist, **Archmage**, **Necromancer**. Whichever of these paths you choose, it is one of arcane supremacy, harnessing the power of raw magical energy.

Wilder: Wilders exist in balance with nature, using its power to act as **Summoners**, **Wyrmics**, **Oozemancers**, and **Stone Wardens**.

Celestial: Drawing on the power of the sun and moons, celestials can channel positive and, sometimes, negative energy, becoming **Sun Paladins** and **Anorithil**.

Defiler: Wielding Vim, the harvested lifeforce of other beings, defilers draw upon blight and demonic influence to become a **Reaver**, **Corruptor**, **Doombringer**, or **Demonologist**.

Afflicted: The afflicted are those wronged by the world, the **Cursed** or **Doomed**, who are left twisted by their hate, and learn to channel its power.

Chronomancer: Tasked with protecting the timelines and spacetime continuum of Eyal, the chronomancers are an organization of **Paradox Mages** and **Temporal Wardens** who manipulate the fabric of reality.

Psionic: The Psionics, composed of **Mindslayers**, **Solipsists**, and **Possessors**, channel the power of the mind to manifest their will into reality.

Tinker: A discipline more popular with the orcs of the eastern continent of Var'Eyal, Tinkers produce steam-powered machines and wield advanced weaponry. Their number includes the **Sawbutcher**, the **Gunslinger**, the **Psyshot**, and the **Annihilator**.

Demented: Harnessing their madness to call upon the darkness from beyond the void, **Writhing Ones** and **Cultists of Entropy** form the Demented, who hide beneath Eyal.

Races

You may choose a race and, if relevant, subrace to belong to. Post-jump, you retain its benefits and gain its appearance as an alt-form.

Human: There are two categories of humans. The **Cornac** people are those not possessed of any special traits, though they are adaptable and quick to learn, and the **Higher** are humans infused with age of allure magic, who endeavour to keep their bloodline pure.

Elf: These are split between **Shaloren**, ageless beings deeply connected to the world's magic, **Thaloren**, who are willful and attuned to nature, and **Doomelves**, Shaloren whose connection to magic was twisted by demons.

Halfling: The **Halflings** are a short, studious and adaptable people whose culture has become hierarchical and militant.

Dwarf: Regular **Dwarves** are a hardy people, connected to the earth. Their mutated counterparts, the **Drem**, are pale faceless dwarves who have only recently started producing sapient individuals.

Yeek: The **Yeek** are a small, furred race who are almost all connected through a psychic philosophy called the way. Beyond their psychic affinity, they also operate well in aquatic environments.

Giant: Forged to be laborers and warriors, the **Ogres** are a large, powerful people infused with the power of runes. Their mutated counterparts, the **Krog**, have had this runic power stripped from them, only surviving by calling on naturalistic infusions and drakeblood instead.

Undead: Not bound by the needs of the living, you may choose to become either a **Skeleton**, who are resilient and hard to put down, or a **Ghoul**, Who are tough and can spread rot and pestilence. Alternatively, you can take the form of a **Whitehoof** from Var'Eyal, a necromantically charged undead minotaur.

Orc: Nearly Extinct, the few remaining **Orcs** reside on Var'Eyal. They are exceptionally strong-willed and persistent.

Perks

General Perks

Class (Free)
The core skillset with which you'll be facing off against the dangers of this world, your class is chosen from amongst the **bolded** classes in your chosen origin. You gain all the benefits that a starting character of your class would get in ToME, including the stats, as well as the potential to develop all other abilities available to that class.

Combat Experience (Free for this jump, 200 CP to keep)
Ah, that most classic trait of adventurers! Why learn by learning, or train by training, when you can do it by cutting down all that opposes you? Well, for moral reasons mostly, but if that ever proves insufficient to stop you, you'll now find that by winning fights and using your powers in combat, they develop as though you were actively working on improving them, regardless of whether that would normally be through exercise, research or some other, more unusual method.
As a special consideration, while any skill you are actively using for combat will progress in this way, the class you choose for the Class perk above will always advance in this way, even when you aren't actively employing it. That way, you won't have to miss out by dabbling in other skillsets! Classes you gain from the multiclass perk do not share this specific benefit.
While this perk is free during this jump, as a measure to help you survive the dangers of this world, you must pay 200 CP to retain it after the jump ends, and will lose any ability growth it granted you during this jump if you do not.

Recommended Level (100 CP)
This world is exceedingly, sometimes even unfairly, dangerous. While this perk won't remove the danger itself, it will help ensure you are only noticed by danger you could feasibly compete with. In effect, you have a special kind of luck, such that the more powerful something is compared to you, and the more powerful it is compared to others in its environment, the less likely it is to run across or notice you, so you won't have to worry about running into a Worm-That-Walks roaming your local forest. This won't protect you if you get into a situation where no amount of luck will keep you away from danger however, so to accompany it you get a simple danger sense. Whenever you are about to enter a location or take an action that would almost certainly result in a conflict with a creature more powerful than you, you will feel a sense of dread proportional to the power difference between you and the danger.

Even if you follow the danger sense of this perk, the chance of you encountering a being you would absolutely have to flee from still exists, but it's far less likely, and you will never accidentally encounter something that is guaranteed to kill you no matter what you do.

Multiclass (200 CP)
Ah, versatile aren't we? You have access to a second class, which grants you all the same benefits that the Class perk grants you in this new class. Unlike the class you choose in that perk, however, this one does not need to be one of the classes listed in your origin, but it is discounted for classes that share your origin.

Ego of the Craft (300 CP)
Well, the abundant magical items of this world have to come from somewhere. You are a trained craftsman, with some practice in the trades of blacksmithing, whitesmithing, leatherworking, tailoring and woodcarving, being especially skilled at one of your choice. This will also enable you to produce the more unusual tools of this world, such as its mindstars and magic-focusing staves, as long as you can discern the method to. More importantly, however, you are able to apply 'ego modifiers' to items you create or work on. These are special properties you induce by drawing from your own skills and powers. A temporal warden, for instance, may infuse a sword with chronomancy to make it deal additional temporal magic. Even without drawing on supernatural forces, you could apply these properties merely by drawing from your own crafting skill to create masterwork equipment with seemingly supernatural properties, assuming you are sufficiently skilled in the trade of producing whatever item you are working on. Perhaps, with practice, inspiration, and some unique materials, you could even produce an Artifact of greater power still.

Adventurer's Aptitude (400 CP)
Most in this world stick to learning only the skills within their niche. An archmage won't know how to call upon their hatred, and a corruptor won't know psychic techniques. Some pick up a foreign technique here and there, but even that doesn't usually go far. You are different. You have a minor aptitude for every learnable skill. As long as it's a power that can be learned, developed or obtained, be it within this world or another you have visited, you will be able to do so, and while you may not be talented per se, you'll never be untalented. You also don't actually need a teacher or documentation to pick up a skill, or even need to meet its prerequisites, should it require being cursed, dealing with devils or something similar, though learning something just by improvising will be slower, and you can't learn a skill if you don't even know it exists. Oh, and lastly: skills you learn will continue working in future worlds, even if they rely on concepts that don't normally exist there.

Prodigy (400 CP)
My, this is an interesting kind of genius you have here. You have this sort of... inspiration building up in the back of your mind, something that brings you ever closer to great revelation. When that revelation hits, you learn how to manifest some powerful and unique benefit based on your experiences. A warrior who wields a blade of fire and light, and is tough enough to sustain great power, may see the way light imparts heat and burns away at his enemies, and subsequently come up with a fearsome technique that channels light through their tough body to become a living embodiment of the sun, if only momentarily. A summoner who channels dark forces may instead harness their insight into corruption to implant that corruption into all of their summons the moment they appear, granting them strange new powers.

This is a strange kind of inspiration, separate from regular learning and training. You will only have revelations like this two or three times per jump at most, or per decade post-chain, and the amount you gain doesn't noticeably benefit from learning and inspiration boosters.

Origin Perks

Warrior

Indefatigable (100 CP, Free for Warrior)
You are not easily exhausted. You have enough stamina to keep going when other men would falter, and recover more swiftly from such exhaustion as well. More than that, minor sources of fatigue just fall away entirely, preventing you from incurring more exhaustion than you otherwise would. Wearing heavy armor, a hot summer day, these things simply don't tire you out more than normal.

Weaponmaster (200 CP, Discounted to Warrior)
You know how to wield just about any weapon put into your hands with skill and effectiveness, and even your limbs themselves can serve this purpose. Inferior weapons you wield that wouldn't normally stand up to your power and skill seem to harden and sharpen slightly to help close that gap, and you have an odd luck for finding weapons that match your fighting style and power, making it slightly more likely.

Defiance (400 CP, Discounted to Warrior)
The powers of this world are interesting. Very few effects exist as absolutes, even attempts to erase one from existence can be resisted with the will, physical resilience, or magical power to defy them, whichever may be appropriate. For you, this trait carries forward to just about

everything you may find yourself affected by. Mind control, even supposedly perfect mind control, could be shrugged off with enough willpower, and you could force your way through a bubble of frozen time with enough strength. If your strength truly pales in comparison to the powers of your opponents, this won't really help you at all, but with enough power, even your mortal will could defy divine edict. How will they respond when their so-called perfection shatters against stone?

At the Apex (600 CP, Discounted to Warrior)
You are a living pillar of supremacy, a shining tribute to the fact that hard work pays off. You will find that any attempt to improve your skills will also increase your raw might in its most closely related category by a decent amount. Learning to better wield two-handed weapons, for instance, might improve your strength more rapidly than it otherwise would, or picking up a trick to pierce an arrow through several targets would improve your dexterity. Even learning a spell might improve your magical power, if that's where your interests lie. Meanwhile, deliberate effort to improve your raw statistics in one category would also improve related categories. Exercising to build raw strength would also reflect in your dexterity and constitution, while building up your willpower might also bolster your magical power and cunning.

Rogue

Sneaky (100 CP, Free for Rogue)
While not every single rogue relies on stealth, being able to catch a target off guard is always a combat advantage. You have an intuitive sense of where people's attention lies, as well as how to avoid it. Not only will this help you sneak past others, it can also tell you how to find weaknesses in an opponent's guard.

Observant (200 CP, Discounted to Rogue)
To overcome the obstacles in your way, it helps to understand them, and what they are capable of. You can now identify persistent effects on a creature, such as sustained spells or passive properties they possess, at a glance. You also know how to recognize signs that others possess supernatural abilities of any kind, and what those abilities might be, such that a minute of casual observation would let you identify someone as an arcane mage or psychic even without any overt supernatural actions. You can also spot ways to break concentration, prevent gestures, and otherwise inhibit the casting and maintaining of effects you identify, though you aren't necessarily that skilled at spotting these opportunities without other boosts to your perception, such as from the Sneaky perk.

Efficiency (400 CP, Discounted to Rogue)
Why be good when you can be perfect, right? You are an absolute machine when it comes to how well measured and precise you are. This holds some benefits when it comes to how fast you move (as you can cut out extraneous movements) and even more when it comes to the precision of your attacks, but this perk really shines when it comes to using your techniques reliably. Not only do your abilities cost you less effort, as far less energy is wasted, but any abilities you have that are hard to use repeatedly recover much faster, cutting down on the cooldowns of all but the strangest of your powers and techniques.

Jack of All Trades (600 CP, Discounted to Rogue)
Rogues pride themselves on skill, versatility, and adaptability. If you share that pride, it is because you have the grounds to. You find it much easier to develop several skills at the same time. You might not improve your knife work any faster than normal on its own, but while you are working on it, you can work on your stealth at the same time, and both will improve as fast as they would if you were fully focused on them. And while you can't develop skills at the forefront of your power faster, if you focus exclusively on a single skill that's fallen behind the rest of your skills, it will develop a lot faster until that gap is closed. See notes for details.

Mage

Manasurge Soul (100 CP, Free for Mage)
Mana cannot be naturally recovered without the proper training, and even then, it's not that fast. A common alternative or supplement to regular mana regeneration is the manasurge rune, which promotes mana recovery when resting, and can be drawn on to grant a burst of mana. You aren't nearly so dependent on outside assistance for your mana though, as you are not only properly trained to regenerate your mana as all mages are, but also now naturally generate mana quickly at a passive rate, accelerated even further when you rest, even if it's just catching your breath for a few moments. And every fifteen minutes, give or take, you can tap into an otherwise unusable buildup of mana to recover a large portion of your regular mana reserves and accelerate your mana regeneration several fold for a minute or so.

Runemaster (200 CP, Discounted to Mage)
You are well-acquainted with the tattooed on runes that mages and others often use to protect themselves. You have learned how to produce all common runes, and can learn to produce others through experimentation. You even know how to infuse runes with any magical abilities you know, allowing for effects related to those abilities to be manifested through the runes, though learning a new variant of rune matching a particular ability will still take some time to

research. You also find it slightly easier to find ways to help yourself sustain more runes or bring out their effects, and can likely expand your inscription limits quite significantly with time. And finally, while runes are inscriptions bound to unnatural forces, it is possible that unnatural forces are not all you concern yourself with. If you can tap into more natural forces from this jump or others, such as wild-gifts or psionics, you can learn to produce infusions as well, gaining all the same benefits of this perk towards infusions as well as runes.

Fusions and Mixtures (400 CP, Discounted to Mage)
Mages tend to hold purview over a diverse collection of techniques, channeling different forces and elements. To take advantage of this, you have learned to combine different abilities in a unique way. When you cast a spell or use an ability, you may call upon another spell or ability at the same time. When you do so, you may replace or enhance any or all of the properties of the first ability with those of the second, partially or completely. For instance, you could cast a thunderstorm spell and augment it with a manathrust beam, replacing the lightning damage type of the storm with the beam's arcane damage type to create an arcane storm that fires large beams of arcane energy. The resources and cooldowns incurred from the component abilities you call on are reduced the fewer of their properties you invoke. See notes for details.

Innovation (600 CP, Discounted to Mage)
Arcane magic is particularly prone to being developed via experimentation. Perhaps defeating a vast earthen meteor elemental will give you the inspiration needed to develop a more advanced array of earth spells or redesign your golem, or working in steam tech will see you come up with a method of integrating technology into your spellcasting. However it happens, you are now far more likely to invent new spells, techniques, and other methods of using powers you have access to based on whatever phenomena you come into contact with. This could even let you find new uses for power systems that would normally be static or limited in the field you are innovating on. This will give you knowledge of possible new abilities, but you'll still need to learn to put them into practice the hard way.

Wilder

Harmonious (100 CP, Free for Wilder)
Wilders operate in balance with the forces of nature, and you now hold an accord with the natural world. You are highly skilled at foraging and cultivation, are resistant to the lesser hazards of the outdoors, (from uncomfortable temperature to brambles, all such minor inconveniences are nulled) and you will not be naturally attacked or bothered by animals unless you provoke them, be they mosquitos or bears.

Drakeblooded (200 CP, Discounted to Wilder)
Draconic creatures are at the apex of natural power in this world. Not all wilders seek to emulate them, but their naturalistic powers deserve respect from all the natural world. You, now, hold a fragment of that power. Your wounds knit themselves back together fast enough to heal visibly before your gaze, and you are predisposed to a natural element of your choice, chosen from fire, ice, lightning, earth, or even pure natural energy. When you strike another, by fist, weapon, or spell, you can freely imbue with a touch of that element. And when another attempts to strike you with that same element, its effects will be much blunted, with weaker forces failing entirely. All of this will only become more noticeable as you grow in power.

Anti-Magic (400 CP, Discounted to Wilder)
It is often said that the arcane forms of magic are in opposition to nature, and many point to the spellblaze as evidence of that. Those who hold this belief have developed techniques to counter and eliminate their arcane rivals. You have a natural affinity for such techniques, allowing you to develop any of Zigur's well-guarded skills without even needing their aid, and you will find that your powers cleave easily through magical and unnatural defenses and spells, while they find it more challenging to affect you or disrupt effects you've produced. Due to your natural affinity for such techniques, you do not actually need to swear an oath against magic, permitting you to keep using arcane items, learn spells and inscribe runes, if desired.

Guardian (600 CP, Discounted to Wilder)
Wilders are all but universally sensitive to the plight of nature, but you are a true champion in its defense. Whenever you reside in an area, you may allow your natural energies to seep into the environment, bolstering its natural energy in turn. In regions mostly bereft of natural energy, such as urban complexes or barren land, this effect will start slowly, only allowing the growth of small grasses where they otherwise wouldn't, but the more nature already exists in an environment (including nature produced by this perk's effects) the more the growth is enhanced, until a sprawling, verdant environment remains where the plants and animals exist in harmony. Beyond the positive effects this has on the environment itself, the more your natural energies have intermingled with the environment's, the more you benefit, as being within such an area allows you to draw on its power to shoulder the burden of your wild-gifts and enhance their effects, and the plants, animals and, to a lesser extent, other natural forces act in concert with your will if it would not conflict with their instincts, granting you great control over the growth of plants (even at clearly supernatural rates, such as growing a staircase of vines and wood in seconds) and causing normally scared or aggressive animals to aid you as best as they can.

Celestial

Positivity (100 CP, Free for Celestial)
You practically radiate positive energy. Your presence makes others feel comfortable and at peace, as well as slightly improving their rate of healing. Those who harbor ill intent in their hearts, however, be they simple brigands or creatures of darkness, will feel discomfort when near you,which can reveal their ill intent and hinder them in combat. At will, you may also emit a faint light, which slightly but noticeably intensifies the other effects of this perk to those bathed in it.

Light in the Darkness (200 CP, Discounted to Celestial)
Hope springs eternal, so they say. You, at least, never fully lose yours. You can still experience negativity, can still acknowledge when a situation has gotten unbearably bad, but this will not prevent you from taking action, or realizing that all is not yet lost, and you will find it much easier to think of ways in which you can still improve your odds even in truly dire situations. This sense of hope also counteracts the negative effects of fear. You still feel fear, but it will not cause you to freeze up, miss attacks from nervous shaking, or any other issues that might accompany it. Supernatural sources of fear are heavily blunted by this, such that a power that could stop a person's heart with fright would simply startle you.

Twilight Balance (400 CP, Discounted to Celestial)
Practitioners of the celestial arts are no stranger to keeping balance with their powers, carefully alternating between drawing in and unleashing their power, and in the case of the Anorithil, shifting between the use of positive and negative energy. You are a particularly deft hand at this, letting you convert energies of one type you can use to another, or draw energy you can find a way to tap into from an outside source, such as the sun or moon, effortlessly, albeit not instantly. You can also use your energy to fuel abilities that would normally use energy of another type. Using positive energy to fuel a starfall spell that would normally create a star of darkness, might allow you to call down a miniature sun that burns with holy light. Sun Paladins may be eligible for other benefits from this perk, see notes.

Celestial Guidance (600 CP, Discounted to Celestial)
The sun and moons help light your path. Whenever you are within direct natural sunlight, your luck is improved significantly. Attacks often glance you or miss entirely, your own aim is enhanced to a similar extent by sheer coincidence, and you will often stumble upon treasure or interesting events, as well as coming out of danger more safely. Meanwhile, the light of a moon imparts a similar but different boon, granting foresight instead of luck. By perceiving the

immediate future, your aim and dodging benefit similarly to the luck bonus from sunlight, though this will demand more deliberate effort than simply letting your luck do the work, and you can find hidden enemies and treasures more easily. This can also grant information on various interesting events in your area. The sun's luck cannot influence events that go entirely untouched by its light, nor can the moon reveal secrets that have never bathed in moonlight. In the event that the moon and sun both hang visibly in the sky, these boons do stack, their influences over fortune and fate synergizing exceedingly well.

Defiler

Vigordrinker (100 CP, Free for Defiler)

Defilers fuel their dark magics by consuming the Vim, the life essence, of those they kill. You have a special talent for this harvest, and whenever you injure a creature, you now regain a small amount of health, stamina, and any supernatural energies you have access to. A lethal attack made in this way will increase this gain even further, and this effect stacks with your usual acquisition of Vim.

Blighted (200 CP, Discounted to Defiler)

You are deeply bound to corruptive forces, and they will not let lesser ills take hold of you. Whenever you are affected by a corruptive effect, including such things as a blight damage spell, poison and disease, parasites, and curses, your body will metabolize them. Weaker effects, such as mundane diseases or simple bolts of blighted magic, would be near instantly consumed. More persistent and powerful effects, such as curses and magical parasites, would take longer to devour. Consuming an effect in this way will grant you enhanced physical ability, and boost your spell power, though this enhancement does not persist long past the consumption of the affliction in question.

Demonspeaker (400 CP, Discounted to Defiler)

While not all defiler magic is born from demons, the two are heavily entwined. Demons, in this world and others, will regard you as an ally and equal. This will not prevent sadism and scheming from them, if they would be willing to betray their fellow demons, but they will always be well disposed to you, assuming you treat them in kind. Furthermore, you can easily survive the inhospitable environments that such demons thrive in. You effortlessly adapt to gravitational anomalies like those of the fearscape that orbits Eyal, can safely persist in a vacuum (both retaining breathing ability as long as nothing non-gaseous fills your lungs, somehow, and not being depressurized), and you have a heavy resistance to both regular fire and corrupted flame like the demonfire of this world.

Spellblazer (600 CP, Discounted to Defiler)
Wide-scale misuse of magic has had wide-reaching consequences for Eyal, from the vanishing of the Sher'tul to the great disaster known as the 'Spellblaze'. But for one such as you, who channels vile energies towards deliberate ruin, such things wouldn't even be considered 'misuse', would they? You can charge your spells with ruinous corruption, albeit at the cost of some of your own vitality and Vim, granting the spells long reaching effects. Even a minor fire spell might be nearly impossible to quench, spreading easily and burning until its fuel is exhausted while leaving behind scorched earth that cannot properly sustain life and that will easily catch fire again, but deeper workings will provide truly dire effects. A spell that banishes a target temporarily to the fearscape, could be used this way to summon a segment of the fearscape into the real world permanently, unleashing demons and demonfire into the world, while a spell that causes a temporary virulent disease might unleash an unstoppable plague with long-lasting consequences for the people and their environment both.

Afflicted

Engraved Hate (100 CP, Free for Afflicted)
You are an icon of perfect hatred. There is a seed of wrath in your heart that never goes out, and while regular afflicted will lose the hatred they hold when they are not in the heat of battle, you lose that hate much more slowly, and always retain at least a bit of it. This seed of hate will not affect your mood or behaviour unless you let it, but if you do allow it to tint your worldview, you will find it much easier to form and retain grudges, as well as to rage without tiring, allowing you to generate the energy of hatred that fuels your powers much more easily. This seed of hatred will also simply allow you to count as feeling slightly angrier than you actually do, when that would be beneficial to you.

Coping with Curses (200 CP, Discounted to Afflicted)
Your existence may be a tainted one, but that does not mean you cannot rise above it. If you work with a power that has inherent downsides, you can learn to moderate and even negate them with time and effort. For instance, many afflicted apply a curse to every object they touch, tainting them with negative effects. All afflicted can learn to draw additional benefits from these curses, but you could learn both to stop yourself from applying them at all, and to stop suffering the drawbacks of curses you create entirely, leaving your own cursed items entirely beneficial in your hands.

Spite Engine (400 CP, Discounted to Afflicted)
Yours is a simple equation. Spite goes in, results come out. The more hatred you have, both the resource and the feeling, the more powerful you become. Stronger, faster, tougher, more

magical, the works, and this is especially potent when it comes to your ability to cling to life. When you are truly lost in the depths of frenzied rage, you could be beating armies to death with their own soldiers, all while your intestines hung down to the floor without inhibiting you at all. That survivability wears off once your rage does though, so try to get those intestines back in safely before then. Or alternatively, stay mad.

Darkness Unbound (600 CP, Discounted to Afflicted)
The negativity within you is too great to be contained within your flesh. The amount of energy you can store from your hatred at once is massively increased, and you gain an aura of ill intent that grows larger and stronger the more of that hate you harbour. This aura, though invisible, is nearly tangible to those within it, inducing fear or fury to those within it at your behest. It also serves as a perfect channel for your abilities. Abilities that already stretch out around you as an aura, or that can be channeled from a distance, will simply be more effective, but those that demand physical contact or must originate from you benefit most, as you can channel these powers from anywhere in your aura, albeit at a surcharge of your hateful energies. The same defiling touch that once cursed your own weapons and armor can now equally curse the weapons of your enemies from across the battlefield.

Chronomancer

Paradox Perception (100 CP, Free for Chronomancer)
Charged with the safety of spacetime, chronomancers need to be aware of the stability of reality around them. Your awareness of reality is particularly refined. Not only are you perfectly aware of how much paradox has been generated by you and others, you can roughly predict what sort of effect a paradox being triggered might cause, and can even sense spacetime anomalies within a mile or so, such as displaced time travelers, magical portals, and other phenomena of this sort.

Never Late, Nor Early (200 CP, Discounted to Chronomancer) You always arrive precisely when you mean to. You have a sense of where, generally important events are about to happen, and time stretches slightly to ensure that when you are trying to get somewhere, you either get there sooner than you otherwise would, or if you have a specific goal there, right when you would be best positioned to achieve your goals.
Conveniently, your habit of arriving at the right time also helps ensure you don't arrive at the wrong time, meaning that ambushes, roaming beasts and similar obstacles you'd rather avoid running into always seem to be where you aren't, assuming timing and luck have a say in it.

Take Your Time (400 CP, Discounted to Chronomancer)
It's hardly unheard of for a chronomancer to have a strange relation with time, but this goes a step beyond even that. Whenever you desire you can enter a special state, which you may also leave again whenever you want. While you are in this state, time appears to be stopped. This gives you an infinite amount of time to consider your next move, but the moment you make a definitive decision on what you want to do, time resumes as you begin taking that action. Once the action is finished, or you decide to abort it for some reason, your perception of time stops again. One could say your life works much like a turn-based rpg, but that would just be silly, right?

Timewalker (600 CP, Discounted to Chronomancer)
You can produce temporal rifts, which lead outside of time itself. The area outside of time is a dangerous and strange place, filled with unstable physics, time elementals and other strange beings. If you learn to navigate it however, and this perk grants a decent amount of skill in that already, then you can also gain great wealth and opportunity from this place. You might find a stable bubble of alternate history where you can pick up an identical copy of a legendary sword, for instance. And you don't necessarily need to re-enter time from the same place you left, if you can find another entrance. This will allow you to travel through space and time, if you can chart the right course.

Psionic

Sixth Sense (100 CP, Free for Psionic)
Psionic powers connect your mind to the world around their user. You notice this more clearly than others, as your senses sharpen the more Psi energy you currently have. With only a few scraps of energy remaining, your mundane senses are only slightly sharpened. At the full capacity of a beginner, you will have increases across the board, allowing you to see in the pitch dark as if it were only dim and hear whispers through stone walls. With full reserves matching a trained, high level psionic, you might develop new senses or methods of sensing entirely, such as sensing nearby thinking minds. This effect also extends to a lesser degree to all supernatural senses you already have, boosting them with more Psi, and if you do not have access to your Psi energy pool, you are treated as having a basic pool that never diminishes, which scales with your willpower, if to a lesser extent than a trained psychic would experience.

Thoughtspring (200 CP, Discounted to Psionic)
Where others must draw from the world to persist, even other psychics, taking in ambient magic, celestial energies, or even simple nutrients to regain their stamina, your psionics will require only that you exist, that you think and feel and experience. More so, your thoughts reinforce you in all aspects. A portion of all the Psi you generate serves to nourish you, though this costs you nothing in terms of usable Psi generation, reducing your need for food, drink, and rest alike. With concentration and a calm mind, you can amplify this process for a particular category. This can do things like sate you as though you had had a full meal, improve your Psi recovery by letting it partially augment itself, or even allow the regeneration of other resources not affected by the base effects of this perk, including those that don't normally regenerate on their own, such as Vim or Feedback. You also gain access to the feedback resource and any talent categories that use it if you didn't have them available already.

The Way (400 CP, Discounted to Psionic)
Not all psionics are of the Yeek people, nor do all Yeek follow the Way. But then, at its core the Way is simply a development born from the fact that psionics lends itself well to connection and cooperation with others. You hold a subtle connection to all those around you. At its weakest, this connection helps you express yourself, allowing you to convey simple meanings to creatures you communicate with. As you interact with a particular creature and grow more friendly with them, this bond strengthens between you and it. It will quickly allow for the translation of speech between both of you (though this takes much longer for creatures that aren't sapient or otherwise possessed of formal language, such as animals) and in time, will permit long range telepathic communion and sensing their location. A truly deep connection might allow for even greater effects, such as temporarily summoning the bonded entity to you or using the bond as a channel for other powers you possess. In addition, these connections provide stability and comfort to your mind, and the more connections you have above a certain strength, and the higher the strength of those connections, the better your resistance against all mental effects becomes.

Dreamshaper (600 CP, Discounted to Psionic)
Much of what is available in this world is rote technique. A fireball cannot be reshaped into a spray of flame, a thoughtform always takes on your appearance and the function of a warrior, archer or shieldbearer, a lance of mental energy always follows a straight line. Should you not take exception? Should not the very manifestations of your mind be yours to control, in every fashion? By using a specific discrete ability repeatedly, you can build up insight that permits you new ways of wielding it. This only expands its function in a single specific fashion at a time, such as allowing a beam of psychic energy to bend its path in mid air, granting a new type of thoughtform to summon, and so on, but there is no limit to how many new options you

can develop for a given technique, as long as you take the time to develop it. Such techniques don't normally improve raw power, but they can allow for a power to be leveraged more effectively.

Tinker

Steamtech (100 CP, Free for Tinker)
As a tinker, you have a solid grounding in steampowered technology. You know how to produce a compact, portable steam generator, and how to reconstruct any technology you are already sufficiently familiar with so it runs on steam power. You're also really good at finding cool, functional places to add pipes, gears, brass accents and similar extensions to machines, for stylistic purposes.

Scrapped Metal (200 CP, Discounted to Tinker)
Adventuring tinkers often need to make do with the tools and materials they can find in the field. You have very little problem with this. You find it easy to locate scrap metal, and can get about twice the amount of use out of any scrap metal you do find, somehow. You can also treat scrap and salvage as a valid resource for construction, even if its shape or make wouldn't quite cover your needs normally. The blades of several discarded swords might not be anywhere near the usual shape you'd want to build an electric coil with, nor be quite as conductive as desired, and the leather strips of their hilts wouldn't properly match the rubber you'd normally want to insulate said coil, but in your hands, no one could tell the difference.

Magnificent Tinkers (400 CP, Discounted to Tinker)
One of the Tinker's most stand-out abilities is producing so-called 'tinkers'. Tinkers are augmentations that can be applied to your equipment, granting them new features and abilities, and you are exceptionally proficient in the production of tinkers. You not only find it much simpler to memorize and understand tinker schematics, but also have a perfect memory specifically in regards to memorizing schematics and blueprints. More than this, you excel at miniaturizing technologies and integrating them into your equipment, turning them into new tinker schematics. If you knew the design for some kind of bulky scanner, you could easily convert it to a lightweight visor that easily attaches to your helmet, for instance.

Foreign Devices (600 CP, Discounted to Tinker)
Most tinkers stick to the same core designs and functions, studying the work of those before them. Some, instead, find brand new ways to apply the principles of their fields. You could do both with significant proficiency. This allows you to design machines that replicate the effects of unfamiliar technology, as long as you have the chance to analyze them in depth. You can also

produce devices that interact with supernatural forces you analyze in depth this way. Having access to the relevant forces would help, but is not required to create these devices, as long as you have studied the forces involved sufficiently to attain a proper theoretical understanding. Perhaps you could use this gift to build a time-travel machine using paradox magic, or a long-distance untrackable communication device that mimics psionics, though such things would take a great deal of effort and study.

Demented

Gaze into the Abyss (100 CP, Free for Demented)
The Demented tap into a mindset of instability and madness. Ordinarily, this is a particularly damaging mindset for one's ability to socialize and interact with others, but for you, this madness is a tame one, which does not diminish your ability to function while still granting the expanded perception of your strange magics and serving to fuel them. This benefit extends to any other form of madness you attain in the future, maintaining its pros while neutralizing its cons.

Filtered (200 CP, Discounted to Demented)
The Writhing Ones are demented whose bodies have been twisted by eldritch influences. To permit them passage amongst regular people, they have developed a low-level psionic field that causes their mutations to register as normal. You take this one step further. You can cause all of your supernatural traits and abilities to be perceived as being entirely mundane. This won't prevent all panic, as throwing a fireball at someone would still garner a response similar to pulling out an explosive and attacking someone with it, but it won't be considered especially strange that you can throw fireballs. This also helps you insulate others from mental effects you or your abilities emit, such that someone so terrifying they could induce heart failure, or whose spells would drive regular men to madness, could choose to emit that effect against their enemies, while insulating their allies entirely and only slightly unnerving bystanders, if that's what they want.

Strange Shaper (400 CP, Discounted to Demented)
You are practiced in manipulating the strangest of the world's many facets, that they might better suit your purposes. You can imbue eldritch resources into objects you produce or modify. This works best with tangible resources beyond yourself, such as the blood or bodyparts of dead horrors, stone harvested from another dimension, and other such materials, but it can also draw from your own eldritch knowledge. If you knew how to produce maddening whispers in a target's mind, you could carve a permanent rune whose writing matches such whispers, causing discomfort in others who see it, for instance. Or being able to

draw a monolith of solid void from elsewhere might permit you to draw that voidlike stone into the world as a construction material, reducing its supernatural properties but allowing you to construct permanent edifices with it. While this talent can be applied to many purposes, you have two primary talents: Chirurgically implanting horror parts into creatures, and writing forbidden tomes that can transport the reader into other demiplane-like realms, either physically or mentally. These effects are easier to achieve, and lose little to no power even when only fueled with your own resources, even becoming notably more effective if you do have the proper outside materials.

Twisting Revelation (600 CP, Discounted to Demented)
To be among the demented, practitioners of eldritch arts, is to open yourself up to changes that would leave other men broken, and to exult in them. Whenever you are altered, twisted, or changed from your current state by any kind of event or effect, that change can be integrated into your very nature, should you allow it. This effect can only apply to permanent or at least long lasting events, such as being blinded, suffering a permanent curse, or being driven mad by something. When you choose to integrate an effect in this way, it becomes a permanent facet of yourself, such that a surgically attached magical limb might regrow naturally even if fully removed, or a ritually charged enhancement spell might become impossible to permanently dispel, always returning once the suppressing effect ends. When you integrate a change that has positive effects, these will be slightly improved, and if they would normally have an exclusively negative result, or simply more negative effects than benefits, such as with most curses, it will develop positive aspects in proportion to its downsides. For instance, a curse that places you under the control of another creature might open your mind to all nearby thoughts, granting telepathy. These positives will persist even if the negative effect becomes irrelevant, though it cannot be outright removed. Having the willpower to resist the mind control curse is fine, as is having a perk that prevents it from affecting you, but somehow removing the curse outright would also strip the telepathy from you, as they are, in truth, one and the same effect. With a few minutes of focus and mentally exhausting effort, an effect integrated through this perk can be released, ending this perk's effects on it, though this doesn’t remove the effect itself, it simply stops this perk from reinforcing it.

Items

Items purchased here can be imported into similar items you own. Any item that is purchased here will, if lost or destroyed, reappear in your warehouse after 24 hours. Damaged items will also be repaired after this time.

Inscriptions (Free/100 CP/200 CP)
Runes and Infusions, valuable tools wielded by the adventurers of this world. Runes are stones that can be used to transfer a particular glyph onto one's skin, rather like a temporary tattoo, while infusions are mixtures of natural compounds that adhere to the skin. In both cases, the result is similar. An inscription can be tapped into every so often to produce a specific effect, though you can only have a few inscribed at once, typically three. In the case of infusions, this often involves healing the body or burning out poisons, though other results are possible. A rune will produce an arcane effect, like producing a protective barrier or teleporting a short distance. For free, you gain a set of three common inscriptions of your choice.

For 100 CP, you can instead gain three common or uncommon inscriptions of your choice, all ego inscriptions with a special property. Ego inscriptions are normally scaled to your power in a specific field when you inscribe it, but these will instead continue adapting to your power in that field even after you inscribe them.

For another 100 CP each, you may choose any kind of inscription to become one of your ego inscriptions. In addition to the common and uncommon inscription, this enables you to take strange runes like the Mirror Image Rune or the Rune of the Rift. These runes will still get the benefit of the special ego effect.

All inscriptions gained here will reappear in your warehouse if they are ever removed from your skin, or that of anyone you willingly grant them to, for any reason.

Rod of Recall (Free)
This strange tool, imbued with forces unlike any magic you may be familiar with, allows you to teleport to a nearby safe area just outside of wherever you use it, though it takes a minute or so to activate after it's triggered. Though it mostly serves as a useful way to avoid having to walk back out of a dungeon you've just cleared, or to escape a dangerous situation if you can hold out for a minute, the strange make of it seems to indicate it holds some higher purpose...

Cloak of Deception (100 CP, Free for Undead)
This cloak, interwoven with subtle illusionary magics, will cause the wearer to be regarded as though they were a regular human, helping them pass among regular civilisation.

Ego Item (100 CP)
You acquire a well made item possessed of certain supernatural qualities of your choice. A sword might be imbued with fire, or a cloak could make you stronger and tougher. In effect, this is an item with any valid combination of egos of your choice. You may purchase this option multiple times.

Artifact Item (200 CP)
Some items in this world surpass the limits of ego craftsmanship, developing more powerful and unique properties. You may take any artifact item that can be equipped. You may purchase this option multiple times.

Transmogrification Chest (200 CP)
This golden chest is an artifact of the ancient Sher'tul people. Such chests are intended to be linked to their places of power, to provide them with the energy they need to access their various functions. In effect, the chest can be filled with an almost arbitrary number of items, so long as they fit through the opening of the chest itself, and it will then begin to transmogrify those items, converting them into power. As a side effect- though, to most adventurers, this would be considered the main draw- it produces and amount of gold that is approximately equal to the actual monetary value of the transmuted item, allowing for easy 'selling' of such items. Since it can't convert gold, and its contents are rendered weightless, it also serves as a good storage for your funds. You may connect this specific chest to any method of energy storage to divert the actual energy being produced there, not just to other Sher'tul artifacts.

Sher'Tul Fortress (300 CP/400 CP)
The Sher'tul people were masters of magic now lost to the people of Eyal, as some mysterious incident led to the disappearance of both that magical knowledge and the Sher'tul people themselves. Some of the remnants they have left behind are still imbued with their great developments however, as is the case with this subterranean fortress. In its center lies a large main room, containing an orb that can store a nearly unlimited amount of magical energy, and commands the workings of the fortress. If you have the Transmogrification Chest item, you can fuel the orb using that item, and your rod of recall can be bound to the fortress to let you return here instead of simply to a nearby safe area. The fortress is also manned by a holographic projection that can take on an appearance of your choice, who can help you manage the fortresses features.

In one of its wings, you will find a training room that can produce training dummies as desired to test your powers on, and a small room with a data library. You will find that any books, notes and other texts you come across in your journey will find themselves transcribed into this data storage automatically, letting you peruse them at your leisure here
In its other wing is a storage room, which will automatically sort its contents, and the mirror of reflection, which can grant your equipment the appearance of equipment to that of other equipment you have found before.
The final wing contains teleportation circles that are set up to automatically return you to a safe area near wherever you last entered it from using your rod of recall.

For an additional 100 CP, Your fortress also comes with an exploratory farportal in a final wing of its construction. Using the energy of the fortress, this portal will bring you to a random extradimensional location, where you can find danger to test yourself against and treasure to acquire.

Post-jump, you may, at the start of each jump, choose to either keep the fortress as a warehouse attachment, or place it beneath the earth at a location of your choice.

Occult Egress (300 CP)
What a strange construct. This property, which can be placed freely in an in jump location, attached to your warehouse, or attached to any other property you desire, is a valley hidden away from its surroundings which, if entered, will reveal a strange stone construct, and a series of runes on the ground. These runes will change shape at your intent, and when the correct sequence of runes is formed, the construct will open a gate leading to a corresponding location. In future jumps, you will sometimes encounter new sequences which lead to potentially useful locations related to that jump, typically ones connected to wherever you find that sequence, This could open a portal to a major settlement, for instance, or a pocket dimension that hides mysterious lore and treasure. There is no guarantee that such locations are without danger, however.

The Blood of Life (400 CP)
The blood of an ancient people from an earlier age of the world, it retains the potent power of Eyal's dawn. Drink this blood, and you will feel that power pool within yourself, waiting for the right time. When something happens that would otherwise kill you, this pool of life will trigger within you and rejuvenate you, restoring you to perfect health and life. Every 10 years, or when a new jump begins, whichever comes first, you will gain a new bottle, but only if you don't currently possess an unconsumed bottle, or have this life energy pooled within yourself.

The Blood of Undeath (400 CP)
A substance both vile and useful, the blood of undeath shifts the line between life and death for its drinker. For one, this means that anyone who consumes it becomes capable of surviving, and eventually recovering from, injuries that would normally kill them. More notably, however, such a shift in mortality primes a creature for ascension into undeath. With the proper knowledge, this formula would allow a creature to, after their unfortunate demise, rise again as a ghoul or skeleton, retaining their full sentience. If this occurs in you, it does not count as a chain-fail.

Purchasing this item not only provides you with a single vial of the blood every jump or every 10 years, whichever comes sooner, as long as the previous one has been consumed, but it also provides you with a manual that explains how to prime a creature that has consumed it for undead resurrection, preventing you from needing to figure out the arcane methods yourself.

In the hands of a trained necromancer, however, the blood holds a third benefit, extending from its second. It much eases the transition into lichdom, bypassing most of the usual restrictions. Not only can even a moderately skilled necromancer attain lichdom in this way, but ghouls and skeletons, who normally couldn't attain lichdom at all due to already being dead can now benefit from this transformation through the necrotic power of the blood.

Companions

Companion Import/Creation (50-200 CP)
For 50 CP, you may import a single companion into this jump. They may choose a race, origin and class like you would, and receive 600 CP to spend on perks and items. For each companion you could otherwise import in this way, you may also choose to create a companion instead. They gain the same abilities an imported companion would gain from this option, and have a personality and appearance of your choice.

Canon Companion (50+ CP)
If you find yourself attached to a canonical inhabitant of this world, you may spend 50 CP for the opportunity to take them along as a companion, if they agree to accompany you. You may make this purchase multiple times, doubling the number of companions you may take along for every 50 CP spent.

Pumpkin (Free)
Somewhere during your adventures here, you will come across a cute little orange cat with a white star blaze on his chest. They will take a liking to you, and will accompany you on your chain as a follower. This cat has an affinity for licking your face whenever possible, and is by no means a picky eater, though he does seem to favor the taste of troll intestines.

Scenarios

Major Scenarios

You may take one Major Scenario, and will gain +400 CP for doing so. Failing the scenario will not end your chain on its own, but doing so will lose you the opportunity for its rewards, as well as any purchases made with the additional CP.

Age of Ascendancy (Requires Location: Maj'Eyal)

After ages of great turmoil, the world has known relative peace again for some one hundred years. You are an adventurer in the continent of Maj'Eyal, likely setting out to deal with the problems near a local settlement. But in the course of your travels, you will find that strange things still lurk in the shadow of the world.

Eventually, rumour will reach you of Dreadfell, a tower said to be filled with undead from which none return. Obviously, an adventurer like yourself is exactly the person needed to deal with something so threatening to the land. You will find in the hands of the necromancer leading this tower an artefact of power known as the Staff of Absorption. This staff will draw unusual attentions, as a tribe of orcs, creatures unseen for decades, will intercept. Even if you manage to fend of this initial attack, the orcs will eventually manage to get their hands on the staff, and you will need to pursue them through a farportal to the eastern continent of Var'Eyal, a land largely inhabited by orcs.

Through your efforts in Var'Eyal you will encounter the Sunwall, a faction focused on celestial power, whose leader, High Paladin Aeryn tells you of four orcish bastions you could assault to progress further in your quest, as High Peak, the orcish center of power, is currently rendered unreachable by its magical shielding. In the process, you will discover that the staff is now held by the master of the orcs, actually two sorcerers manipulating the orcish pride, who intend to use it to absorb the power of a volcano for some dire purpose, a plan you may find opportunity to interrupt.

After this, you must find a method to reach High Peak. Once you do, Aeryn will accompany you on your assault of the orcish master. The master intends to open a gate to the Void between worlds and let a god into Eyal. If you defeat the master, the world will be saved. Unless, of course, you failed to prevent the sorcerers' plan to drain the power of the local volcano, in which case the portal to the void will have already been opened, and either you or Aeryn will

have to sacrifice themselves to close it. Dying in this way still counts as a chain fail, assuming you don't have out of jump means to survive closing the portal from inside.

For succeeding on your quest and saving the world, you will receive a few rewards. Firstly, the **Awakened Staff of Absorption** is yours to take, a staff practically brimming with mysterious magical potential. Not only can this staff serve as one of the mightiest spell focuses ever to exist, but it can, with proper understanding, drain energy from any great source and store it to enact great and dire working such as the sorcerers' attempt to open a gate into the Void. It also translates the ancient Sher'Tul language, and may hold more mysterious powers for you to find. It is this weapon that the Sher'Tul once used to strike the killing blow against the god AMAKTHEL. Do not underestimate its potential.
Beyond that, this journey will also give you the opportunity to acquire the **Sher'Tul Fortress** and the **Transmogrification Ches**t, both of which will, upon completing this scenario, gain all the benefits listed in the items section, with the Sher'Tul Fortress being the 400 CP version.
And finally, should **Aeryn** survive your quest, she would be willing to accompany you on your future journeys as a companion. Aeryn is a truly powerful Sun Paladin with a strong sense of honour, and much experience in leadership.

Embers of Rage (Requires Location: Var'Eyal)

The Prides lie in ruins. Orcs across Var'Eyal find themselves hunted down by the Sunwall and their new western allies. The orc race is on the brink of destruction.

But not all hope is lost. The Kruk's Pride, hidden away in the isolated Clork Peninsula, has escaped the notice of the Scourge that has hunted down the other orcs, granting these orcs a chance to prepare, and retaliate. You will side with the Kruk Pride, and your task will be to fend of the Atmos tribe of steam giants the Kruk's Pride shares its peninsula with, and past their territory, break past the Sunwall outposts, opening the way to the mainland and your primary objective, retaking the far east from the Sunwall faction. Not all is as it seems however. Shutting down the Farportal that permits transport between the Far East and the West, a key strategic maneuver in the offence against the Sunwall, will lead to the uncovering of dire news. The stars are going out.

Shortly after, you will also have the opportunity to learn that these events are seemingly related to the steam giants, who are now fleeing subterranean horrors that have been unleashed in their home. Deal with the source of this mutation, and you will have fended off the threats to your pride and the very world, completing this scenario.

For completing this scenario, you will gain the **Kruk Pride**. This orc pride is composed of many skilled steam-technicians, many of whom are competent gun-slingers and saw-butchers. Among their number are even those who have mind-merged with Yeti, and a few allied White-hooves will agree to accompany them as well. The pride and their settlement will be happy to accompany their saviour to new realms, and to assist you with whatever you request.

Minor Scenarios

You may take any number of minor scenarios you desire. Upon succeeding at a minor scenario, you will gain +100 CP, and its listed rewards.

Melinda, Lucky Girl

If you take this scenario, you will come across a cultist lair during the events of this jump, and hear the screams of a woman emerging from it. Should you go in and make your way past the cultists that swarm this locale, you will eventually come upon an altar to which a young woman has been chained. As a sacrifice to resurrect a powerful demon. This is Melinda, and if you manage to get her safely away from the cultist's lair, she can easily be convinced to accompany her saviour on the chain.

Melinda is an attractive red-haired young woman, who has little combat experience of her own to begin with, but she is more than willing to help you with any tasks she can. Her admiration of you as her hero could easily turn into something more, should you be open to it.
If Melinda finds herself in further trouble she and you may discover something interesting, as she retains a well of blighted energy within herself courtesy of the rituals that prepared her to serve as a demonic sacrifice. She does not know how to employ this energy and can only do so out of instinctive desperation, at least for now. The exact effects this has are rather uncertain, but you can rest assured that if you take her as a companion this blight within her will have no negative effects on her.

Guild of Alchemists

On the same continent as your starting location, a variety of alchemists are present, and all are currently competing to gain entry into the Brotherhood of Alchemists. For an aspiring adventurer, this offers great opportunity. As part of this scenario, you will be tasked with seeking out the various alchemists, and assisting them in the collection of ingredients to prepare their elixirs, powerful alchemical products with permanent benefits for the drinker. As the alchemists are willing to offer portions of the potions created, this can be a great boon for one's adventuring career, and should you personally help a specific alchemist complete

their array of potions, they will be willing to offer a special reward, a unique product beyond their normal potions.

Whether you choose to focus on assisting a single specific alchemist or shop around for whichever potion samples would most benefit you between all alchemists, any **Elixir Effects** you accrue will become CP-backed as your scenario reward, as will whatever **Special Reward**, if any, you are granted.

If you see the competition through to its completion, collecting reagents for its alchemists from beginning to end, you will gain the **Alchemist** perk. You will be able to learn the recipes for the various elixirs, and for other rare products, such as special infusions and potions. To start though, you will only know the recipe of a single elixir, and you must remember that most alchemists only ever learn a handful of recipes in their life, all of which will require rare and exotic ingredients. Despite this, the potential to produce elixirs that grant permanent benefits to the drinker is no small thing.

And if you personally assist a specific alchemist in preparing all of their potions, they will be willing to accompany you as an **Alchemist Companion**. Whether you take them with you on your journey is up to you, but even if you do not, they will be willing to share with you the formulae for all of the elixirs they can produce.

Drawbacks

Feared Being (+100 CP)
Perhaps you are an undead, or a writhing one that never figured out psionic fields. Maybe you're just spectacularly ugly. Either way, you are not easily welcomed among the common people of Eyal. Most folk who lay eyes on you will attack you on sight or flee from you, though there may be some rare folks who are willing to interact with you. Even those open-minded (or amoral) enough to accept your presence will not warm to you easily.

Mid Build (+100 CP)
You aren't weak, necessarily, but it feels as though you just... lack a little oomph. Your attacks feel a little dull, when you expect to be struck by a glancing blow you might be startled to take a significant injury, and overall you just don't feel like you're at the top of your game. This is easy enough to offset with proper tactics and alertness, but your harder fights are going to be a slog, and you may need to retreat a little more often.

Adventure Bound (+100 CP)
Many of the more noteworthy events of this world are characterized by the presence of adventurers, and you are going to have to become one of them. For the duration of this jump, you have to dedicate yourself towards actively adventuring. You may have periods of downtime or spend time on other tasks between adventures, but you must regularly embark on magical adventures and

Escort Quests (+200 CP)
It just keeps happening. Wherever you go, you are likely to encounter someone who has somehow gotten horribly lost there and wants your help getting to a nearby teleportation circle to return. Lost alchemist, strange Sun Paladins, even alternate timeline versions of yourself! And to make matters worse, they are both incompetent and devoid of survival instinct. They'll walk directly in the shortest geographic route to their teleportation circle, until a monster spots them, at which point they'll run off recklessly to cower. Even if they are trained warriors, they won't fight. They won't reward you for saving them the way others like this normally might, instead, any injuries they take after meeting you will be reflected onto you until they reach their teleportation circle, such that them dying would put you on the brink of death yourself.

Patrols (+200 CP)
Wherever you go, you will invariably run across patrols of folks who have some reason to want you dead. Adventurers who want whatever loot you may be carrying, Zigurites who recognize your magical powers, and more. Such patrols will often be made up of multiple trained individuals with their own classes and talents, and there will be at least a few instances where you need access to a location they are blocking and sneaking by them will be almost impossible.

Oh The Horrors (+200 CP)
How unfortunate. Wherever you go, you seem to encounter the very nastiest of eldritch creatures, from radiant and luminous horrors that could cook an unprepared adventurer inside and out in moments, to the dreaded Worm-That-Walks simply happening upon you. Just remember, sometimes retreat is the wisest option.

Eventful (+200 CP)
What strange happenstance. Not everything about this world is entirely... certain. There are a variety of possible arrangements the various timelines of this world may take, and now, you will find that these possibilities are all simultaneously active, or if they are truly mutually exclusive, simply arranged in whatever way you would least prefer. A forest that might be haunted by a strange curse, or alternatively influenced by some dreaming psychic mind, would now suffer from both of these problems. This extends to various forms of strangeness, and for your stay here, you should expect to find your steps hounded by anything from meteor showers to... bear dimensions?

Blighted Arcana (+200 CP)
It is not always clear to what extent nature exists in conflict with the arcane. Some forms of natural magic conflict with arcana, and great magical disasters have damaged nature before, but likewise, much of arcane magic has been used without noticeably harming nature, and it is not entirely unheard of for natural arts and magic to be used by a single individual. None of this matters now. Magic, all magic, is an aberrant force. Every spell cast withers plants around it, significant use of magic produces twisted curses and monsters, and generally, each use of magic makes the world worse. Careful, considered use of the arcane can offset these consequences for your magic, but there will be those who are simply apathetic to the plight of the world, and you will face the unnatural dangers of the arcane during your time here even if you are no mage yourself, as monsters will rise and settlements buckle under the weight of arcana.

Of Local Stock (+300 CP)
You may not be from this world originally, but it doesn't seem to change much. You lose access to anything you did not purchase from this jump, be it perks powers, items or anything else. Imported companions still enter the jump, but they are equally bereft of outside resources.

Zigurite Grudge (+300 CP)
Zigur has a deep grudge against vile magics like yours. Whether you actually are a magic user or not, all Zigurites will perceive you as an arcane magic user on sight, and Zigurites in general will be much more prevalent throughout the world.

Age of Pyre (+300 CP)
Normally, the world would be recovering from the terrors of the spellblaze. Now, the same problems that ran rampant then are still prominent in the modern day. Demons are a common sight, and though they do not run roughshod over all Eyal, they will often raid or overtake individual settlements. Magical experimentation is much less regulated, and dangerous magical workings with dire consequences are common. In response to this, magic use is heavily persecuted by the much more prominent anti-magical factions. Any sign of suspected magic could prove sufficient to see you tortured or executed, be it unusual ugliness, unusual attractiveness, or knowledge of herblore. Entire settlements may be put to the torch, for the greater good.

Age of Dusk (+300 CP)
Ah, the age of dusk, also known as the golden age of necromancy. While normally this age would have ended a while ago, now, necromancers still reign supreme. The world teems with undead, powerful necromancers have had enough time to entrench themselves that uprooting even a single one would be a feat of legend, and many places are chocked in perpetual night, all the better to fuel the dark magics of the damned creatures that roam there. This is, both figuratively and literally, a darker world than the one you might expect to find. Whether you intend to be a light in the darkness or one of those vying fo its shadowy throne, you are likely to make some unusually vile enemies here.

Infinite Dungeon (+400 CP)
This drawback changes your starting location to the infinite dungeon. Within the infinite dungeon, you will find only violence and monsters, which become more powerful and impressive the deeper you get. Staircases in the infinite dungeon are exclusively one way, ensuring that if you wish to find the resources you need to keep going, you will have to venture forth to deeper parts at a reliable rate. The challenges the dungeon represents are at least

feasible for your power level, but you will face constant, ever escalating violence during your stay here.

Difficulty Spike (+200/400/600 CP)
Everything is just somehow worse for you, as the difficulty of the jump is raised across the board. For +200CP, this places your jump at nightmare difficulty. Each challenge you face is made harder, with special monsters being more common, power levels escalating at higher rates, and enemy abilities being more powerful. You also cannot leave the general area of a creature you are in conflict with unless you manage to lose its attention somehow.

At +400 CP, this will place your jump at insane difficulty, which brings all the same hardships of nightmare difficulty to a greater extent, and causes you to randomly encounter powerful bosses, albeit rarely.

At +600 CP, the jump is even more challenging with madness difficulty. All previous difficulty effects are increased to a nearly ludicrous extent, all monsters several times more durable, and you will sometimes find yourself randomly hunted by all enemies in a significant radius around you, as a sixth sense somehow alerts them to your location.

Notes

For more information on Tales of Maj'Eyal, check out the wiki: https://te4.org/wiki/Main_Page. Here, you can find out more about what specific races or classes are capable of, as well as the setting in general.

Jack of All Trades: While the description gives a decent practical idea of how it applies, a more mechanical explanation may also help. In game terms, the perk effectively causes you to earn class points, generic points, and category points at twice the rate, with the caveat that it does not help you overcome the level and stat requirements of gaining or improving skills, and that duplicated category points cannot be spent on the same thing.

Fusions and Mixtures: An important factor to note for this perk is that the costs and cooldowns you incur from each of the components you use increases the more of its positives you retain. If you combine all positive and negative aspects of two spells (including things like combining both of their casting times together) the end result will be equal in cost to casting both spells. Keeping the positives without the negatives (Casting both spells in the time it would cost to cast one spell, for instance) it would be even more expensive than both spells combined, with a slightly longer cooldown to both. Meanwhile, a spell made out of two half-powered spells (half the damage from each spell, half the combined casting time, etc.) would cost the average mana of the spells, and incur only half the normal cooldown on both spells.

Twilight Paladin: Sun Paladins do not usually employ negative energy for their spells. While the Twilight Balance perk still helps them harness the sun's energies faster, this limits the perk's utility quite heavily. To ensure they still get use out of the Twilight Balance perk without multiclassing or out of jump powers, they gain access to negative energy upon taking the perk if they don't already have it, allowing them to fuel their Sun Paladin talents with negative energy to produce moonlight and darkness equivalents of their powers.

Timewalker: If you are planning to lean heavily into time travel, either from the Timewalker perk or from other sources, keep in mind that this setting has an entire organization of powerful, well-trained people who guard time and space. They typically seem to focus on existential threats and atemporal entities, so it doesn't seem like anyone will bat an eye of you gain an alternate copy of your favourite sword, or travel back in time to undo your friends murder, but if you start making sweeping changes, threatening the fabric of space-time, or

causing tons of paradoxes, you can expect some serious blowback. In future jumps, some entities or organizations may also react similarly to the use of the timewalker perk, assuming any are present who involve themselves with that sort of thing. Beyond that, in the event you are crossing over with your own timestream, as opposed to merely interacting with alternate timelines or events so distant the timeline could naturally insulate them, you might begin invoking paradox in a fashion similar to excessive chronomantic spellcasting. This would require some pretty out there behaviour though (even assassinating a historical tyrant or having a conversation with your past self might not cause you too much trouble) and if you have the Paradox Perception perk, you'll always know when you're about to cross a line like this.

On Undeath, Lichdom and the Blood of Undeath: Unlike choosing to be an undead as part of your race, the undeath transformation from the Blood of Undeath does not merely grant an alt-form, but instead applies an undead state to all alt-forms you have. At the end of every jump, you will be able to choose to return to a living state. When you are already in an undead state from this item, you cannot use it to resurrect upon death again.

Lichdom induced by the item or otherwise, operates somewhat differently. The first time it activates, it causes the same transformation as resurrecting with the Blood of Undeath normally, but instead of sealing you into the undead state in all alt-forms, it grants you access to a single lich alt-form that can be combined with any other alt-forms you have, and permanently grants you the benefits of lichdom in all undead alt-forms. Hereafter, you cannot benefit from the lichdom ritual as a one-up again, however, even in future jumps, though the regular Blood of Undeath resurrection is still usable.

Learning and activating lichdom without the Blood of Undeath does not count as a chainfail inducing death,