The Baldur's Gate III, V1.0 by egeak

"The land of Faerûn is in turmoil.

Refugees cross the wilds, fleeing the hell torn stronghold of Elturel. A vicious cult marches across the Sword Coast, uniting every race of monsters and men under the banner of a cryptic god they call the Absolute. Chaos strikes at Faerûn's foundations, and none may escape its talons.

Not even you.

The grotesque nautiloid ship appears out of nowhere, blotting out the sun. Its writhing tentacles snatch you from where you stand. The mind flayers have come, imprisoning you on their ship, infecting you with their horrid parasite. You will become one of them.

By fate or fortune, you survive when the nautiloid crashes in the Sword Coast outlands. You set out for civilization, desperate for a cure for the parasite festering in your brain, only to take center stage in a conspiracy that runs as deep as the Nine Hells.

New enemies await.

As for old foes... the shadows stir.

And all roads lead to the legendary city of Baldur's Gate."

It is 1492 DR in the planet Toril. Soon a nautiloid ship will crash to the material plane, and from within adventurers who will shape the fate of the world will begin their journey. Will you intervene in their story? Will you aid the heroes of the realm and seek the downfall of the Absolute as well as the cure for ceremorphosis? Or will you *transcend* and take advantage of the chaos? Baldur's fate now turns upon, the whims of fortune's few…

Your jump starts just as the last of the tadpoles are injected into our heroes.

+1000 CP

Starting Locations

You may choose your starting location freely within the list below, or you can roll a d10 to determine where you will begin your journey, in which case you gain **+100 CP** for your courage.

1. **Nautiloid in Hell:** You wake up in a malfunctioning mindflayer pod on a nautiloid vessel, soaring through the skies of Avernus, First of the Nine Hells of Baator. Bad news first (as if that wasn't enough), the ship is under the assault of both Zariel's and Vlaakith's forces, and it will soon crash into the fiery landscape of Avernus. Good news is that you'll soon find survivors of the crash and together you might have chance to persevere. You and your companions will have a fiat-backed way to survive the inevitable crash landing of the ship, as long as you reach the transponder and shift into material plane.
2. **Wilderness:** You arrive at a peaceful patch of wilderness somewhere along the eastern parts of Chionthar River. But the things are not as peaceful as it seems. Be it raiding goblinoids, cultists, gnoll hunting parties, paranoid druids, tiefling refugees and soon to be crashed nautiloid vessel, you'll have plenty of excitement in your near future. This area is tendays walk from the Gate, but the roads are treacherous. A druid's grove, an abandoned village, a goblin camp, a totally-not-burning inn, and a 'peaceful' forest can be found nearby. It is up to you where you'll seek help.
3. **Underdark:** It seems your arrival have placed you far beneath where you should be. You arrive in middle of the crash site's Underdark region, as if you jumped straight from the Whispering Depths yourself. Environment is dangerous and many predators stalk the caverns. Your best bet is to find a refuge, an abandoned temple or a myconid colony perhaps? Best be swift and quiet, thunking of heavy hooves can be heard in the distance.
4. **Grymforge:** You have dug too deep it seems… You arrive in the docks of a city built deep beneath the earth, by the ambitious and cruel duergar. Best keep your head down here, the place is teeming with slavers and cultists. The word is that both duergar and the Absolutists are looking for a mighty weapons in the ruins of an ancient forge. Also a cadre of deep gnomes has been captured recently and they might even be willing to help you, if you are brave enough to help them in turn.
5. **Mountain Pass:** In the high parts of the Risen Road, the mountain pass stands tall guarding one of the two paths one can reach the lands cursed by shadow. A monastery dedicated to Lathander and a githyanki créche, Créche Y'llek, are located in this region. What secrets did the priests of Lathander hide? And maybe you could seek some help from those giths, they seem to be well-accustomed to fighting *ghaik* infections.
6. **Shadow-Cursed Lands:** An anathema to life itself these lands… cursed by the Lady of Loss and Night, the Goddess Shar herself. Plantlife grow twisted, dead doesn't stay still and the shadow-curse at one's soul. Around the accursed Moonrise Towers the curse is even stronger, cultists of the Absolute are somehow able to traverse it. Although a refuge of light in these land of darkness still exists. Hope you have enough torches with you.
7. **Baldur's Gate, Rivington:** Only region of the Outer City, located in the southern shores of Chionthar greets you adventurer. It's mud covered streets are busy with people. Refugees and adventurers line up to gain entry to city proper. You may have to sneak your way in, passing the mighty steel watch, if you want to enter the city itself. Or you could try to get a pass like a proper citizen. I am sure there are many opportunities around for you.

8. **Baldur's Gate, Lower City:** The Heapside, the Grey Harbour, the Lower City. It has been known by many names, yet none can deny it is the beating heart of the metropolis that is Baldur's Gate. Shops, smiths, temples and more… all can be found in the city streets. But be careful where you tread, recent murders and refugee crisis has the residents on a knife's edge. Also there is that talk of an army of cultist marching to the city soon.
9. **House of Hope:** All mortal lives expire, and some unlucky ones end in the House of Hope, in its scheming half-devil master's claws. Souls of the damned roam the halls in eternal servitude, and even crueller guardians of the house prowl the corridors. You shouldn't be here, nobody should. But luckily for you the master of the house isn't around, for now at least, and the house's resident guardian 'Hope' has taken a fancy to you. She provides you with a convincing disguise that will last sometime, so that you won't get 'BRUTALLY SLAUGHTERED' by the residents she says. There is a portal room in the house and it can take you to Baldur's Gate, just this once with the help of Hope. But if you have 'business' to do, you can stick around for a while. A trove of magical artifacts are stored in the archives, if you dare invoke Raphael's wrath by taking them. Also poor Hope won't turn down any help either, if you try to free her.
10. **Free Choice:** You may choose any of the above options freely as your starting location.

Races, Age & Gender

Age and gender doesn't matter. You can choose anything that is within your species' reason. For the choice of race though, you have couple options:

- **For free,** you can choose any race that you can start the game with. Those being; dragonborn, drow, dwarf, elf, githyanki, gnome, half-elf, half-orc, halfling, human and tiefling. You can freely decide your subrace as well within available options.
- **For 100 CP,** you can choose any race that is playable as a player race in D&D 5e official rulebooks that are in Forgotten Realms. These races are: aarakocra, aasimar, bugbear, centaur, changeling, eladrin, fairy, firbolg, genasi, githzerai, goblin, goliath, harengon, hobgoblin, kenku, kobold, locathah, orc, owlin, satyr, sea elf, shadar-kai, shifter, tabaxi, tiefling lineages of different varities, tortle, triton, verdan and yuan-ti.
- **For 200 CP,** you can pick a truly exotic race that exists in D&D 5e settings. These options can be from any official material in 5e that is lore-friendly for Forgotten Realms. Couple of rules though: your choice of race must be capable of sentient though at least (6 Intelligence basically), and it cannot be above CR 3. Fanwank responsibly.
- **For 400 CP,** you can become a truly unique existence that walks like a lion among men. This option is more limited than 100 CP and 200 CP ones, but you have the chance to become one of these three: an infernal cambion, a true aasimar (like Dame Aylin), or a young dragon of your choice of color. All races picked in this option will have the ability to shapeshift into a single mortal form of their choice, but only if the race itself doesn't already provide a shapeshifting ability.

You gain all racial abilities, skills and resistances provided by your race. Post-jump you gain this race as an alt-form.

*All the racial abilities and bonuses are included in the notes section.

Backgrounds

Backgrounds represent your history and experiences within the setting and each of them gives you an appropriate set of memories along with discounts on related background perks. You can flavor them as you wish, as long as it is within reason (for example you can't be Masked Lord of Waterdeep). Also each background can be taken as a Drop-In option.

Adventurer: Call of the adventure is in your blood. You may hail from anywhere in the Sword Coast but the city of Baldur's Gate. But this matters little as fate itself pushes you away from home, to the Gate, where fates intertwine. Mayhaps you were a sellsword, rushing conflict to conflict? Or you may have been an explorer, trying to map out forgotten regions of the realms? Or a humble shopkeeper, in one of the cities of the western coast? Your origins are of no import, what matters is your actions.

Baldurian: You hail from the legendary city of Baldur's Gate, where many heroes and villains have risen and fallen. There are always more adventures to be had in the great metropolis. Perhaps you are a simple urchin, struggling to survive in the streets? Or a noble perhaps, attending courts in the Upper City? Whoever or whatever you are doesn't change the fact that you have spend most of your life at the Gate.

Outsider: Your place of birth is far from anywhere within the Sword Coast, making you a stranger to these lands. You may have been an exile from Thay, running from court intrigues? Or perhaps you grew up in the jungles of Chult, molded endured its tropical atmosphere? You may even hail from different planes of existence like the githyanki of the astral plane or eladrin of the feywild. No matter who you are or where you hail from, you'll have some difficulties adapting to culture and custom of these lands.

Classes

There are a total of thirteen classes that can be picked in this jump. These are the classical starting classes of D&D 5E along with a something extra that didn't make the cut for the final version of the game. These classes grant you abilities and the appropriate skillset that is expected of the said class.

You start as strong as a 1st level adventurer of your chosen class. In time you may get stronger and delve deeper into your well of potential. You may pursue your starting class as far as you want or you could multi-class into a different class anytime during your adventure.

You have potential to reach the power of 20th level adventurers (combined class level). But you are blocked from advancing beyond 12th level as long as the Nether Brain or the Chosen of the Dead Three are threatening the Sword Coast. You may advance once the threat is dealt with one way or another. That being said, here are the classes you can start as:

Artificier: Your kind didn't make the cut in the original game, but the artificiers of the realms certainly exists. You combine technology and magic in a perfect harmony. Being a master of invention, you can use magic and ingenuity to unlock the potential within objects. You are not as strong as a pure wizard, but you are just as (if not more) versatile in your abilities. You are a talented combatant and a decent spellcaster that uses their tools as focus.

Barbarian: Your power comes from the fire of primal rage burning within you. Your source of rage may vary, but the important part is that you are angry and will *SMASH* any opponents that stand in your way. You are the most durable class there is and your hurts pack quite a punch as well. Raise your weapon barbarian and break anyone who dares obstruct you.

Bard: Scholars, skalds or scoundrels, you have a way with words so that you can even bend reality to your whims. Your talent in manipulating the Weave comes from rhythms, words, songs or even dances. You can inspire your allies, manipulate your foes and pretty much do anything a magic user can accomplish. Not only that, your skill repertoire is quite vast too. You are the most versatile class there is, a jack of all trades truly.

Cleric: Gods are forbidden from meddling in mortal affairs. But that is where you come into play. You are a devoted of a certain deity which you must pick, when you first select this class. The god or goddess you serve grants you power through your faith and beliefs, allowing you to perform miracles of any kind. You are truly the embodiment of divine magic.

Druid: You claim no mastery over nature, rather you are an extension of its will. You can call pure force nature to command elemental forces, summon aid, heal wounds and even shapeshift into bestial forms. You are nature's guardian and fury both. You are probably a treehugger though.

Fighter: Some say fighters are the most basic of all classes. They cannot be more wrong as no other class may hold the pure mastery of combat itself that fighters possess. You are a master all weapons, armor and all forms of fighting. Both ranged and melee, there is no one better than you. Just in case be ready for the ridicule, if you are planning on picking human as a race.

Monk: You are able to tap into your inner ki, and with this your body itself has become your weapon. When channeling your ki, few can match your combat prowess, defense ability, speed, deftness and subtlety. Be careful of how you spend your ki reserves though, your prowess drops heavily without access to it.

Paladin: You swore an oath. This oath binds you to follow a certain path of life and tenets. But if you are able to keep to your word, few can match your divine power combined with your already great martial prowess. Though be mindful of your oath's tenets. If you break them, you may lose access to your divine abilities unless you restore your oath back. Or you could go down a darker path for more power. You may choose to devote yourself to service of a god or you could just use your oath as a source of your power.

Ranger: You are the perfect tracker, hunter, and protector that keeps civilizations safe from threats both within and outside. Whatever your preffered ground for prowling is, you are a master of it and can take the meaning of 'use environment to your advantage' saying to the next level. Few can match your pace in the wilds and difficult terrains, and in terms of subtlety and expertism, only rogues and bards may exceed you in sheer versatility.

Rogue: You are the ultimate embodiment of skill, stealth and opportunity. You strike your foes vulnerability, while being elusive yourself. You know all the tricks in the book, when it comes to fighting dirty and streetwise smarts (you may even added some yourself too). When you put your mind and wit to it, there is nothing you can do rogue.

Sorcerer: Let those wizards study their books and clerics pray to their deities for meagre pittance of magical might. Yours is the purest form of the Weave sorcerer, as you draw your power from deep within. Your blood or ancestry (up to your choice) grants you prodigious amounts of magical potential. Although you lack the versatility and wide range of abilities of wizards and the like, none can match your sheer might in arcane prowess. Also you are the only class who can manipulate the nature of the very spells you cast.

Warlock: At your core, you are a seeker of knowledge… or power if you prefer, it leads all leads to the same road at the end. Through pacts made with otherworldly and powerful beings, you gained access to an arcane might few can even dream of achieving. Nature of your pact and patron may be determined by you, as well as the severity of your pact and your relationship with your patron (you don't need to sell your soul for power basically, although you may be in to that, I won't judge). Your patron may sometimes require favors and the like, but it won't be anything debilitating unless you choose the relevant drawbacks.

Wizard: Wizard, you alone have the potential to reach the pinnacle of all creation with your shrewd mind and arcane potential. No one can even become as half good as you are, when it comes to matters of the arcane. Although some may call you frail or weak, in time you may compensate for all your weaknesses with the appropriate spell or ritual. Temper your ambition with wisdom though, this path has been the doom of many wizards. Just ask poor Karsus.

You have access to any subclasses that is published by Wizards of the Coast as an official material in 5E (this doesn't include any third party content). Your class abilities can either be determined by BG3 mechanics or standard 5E mechanics, it is up to you. The powers you have gained from outside sources, such as those of warlocks and clerics, are maintained by your benefactor after this jump. Although if you want, you can still commune and deal with your former patron or deity.

Perks

All backgrounds have discounts on their sections of the perks. Additionally, you may select two 100 CP perks, two 200 CP perks, two 400 CP perks and one 600 CP perk to be discounted for you in the general perks section as well. 100 CP perks that are discounted become free.

General Perks

True Soul (Free/200 CP & Mandatory)

You are the unfortunate victim of a rather unwelcome insertion near your ocular area. To be frank, you have a illithid tadpole lodged in your brain. Normally this thing will turn to a mindflayer within seven days of insertion with a gruesome process that is called ceremorphosis. But this one seems different somehow, even stranger than the modified ones put in the main crews' heads.

Your tadpole has been placed in a full stasis and nothing short of a point blank psychic command wave from an elder brain boosted by a netherese artifact of untold power could cause it to trigger the process of ceremorphosis. But I assume you'll be careful to not go near that one… right?

Your tadpole has all of the abilities of modified tadpoles that true souls have. You can identify other true souls and establish psychic connections with them, and even delve into their memories with some effort. You can control those of weaker will that follow the Absolute with your *authority*. All mindflayer technology can be interacted via your tadpole. But these abilites cannot be spammed or used continuously, otherwise you'll experience debilitating headaches.

Oh and if you are worried about any cultists or mindflayers delving into your memories and uncovering the truth about the jumpchain or your meta-knowledge, worry not! We got you covered. Jumpchain or any meta-knowledge you possess about the setting cannot be revealed by any attempts made by supernatural methods as long as you possess this special tadpole. If the Absolute is defeated or your 10 years of time is up, you lose this perk permanently as the tadpole shrieks and withers within your brain.

However, for some reason you want to keep this little fella in your head after this jump or defeat of the Absolute, you can pay **200 CP** to do so. From that point on, this fellow can grant you the ability to use *authority* on beings with a weaker will than yours as many times as you want. Also you keep the ability to communicate telepathically to anyone that is on your line of sight, you can delve into memories of the weaker minded creatures than yourself, you can identify beings with psychic power upon seeing them and finally it does grant you a slight

resistance against supernatural mental influences and attacks. Oh and don't worry this, tadpole will lose the ability to perform ceremorphosis permanently upon your purchase.

Slavov OST (Free)

You may choose to have epic of soundtracks that will accompany your adventures, all composed by a spesific artist that works for Larian Studios. This music isn't distracting in any shape or form and you can make it so that others can hear it too. During battle it will change into tone depending on the situation.

A True Adventurer (Free)

Your physical and mental abilities will increase in level (if they are not already higher) to match the level of average beginner adventurers of your chosen class. Affected stats are: strength, dexterity, constitution, intelligence, wisdom and charisma. So a wizard may find herself smarter, while a barbarian may find himself stronger and so on. Your non-primary stats will get a slight increase as well, being a little higher than mortal average for the realms. Optionally, you may influence this changes to some extent but at most a single primary stat of your choice can be peak human, while your other stats will be slightly above average for humans. If you want to, you can arrange these changes in a classic 27-point-buy system with +2 and +1 as your modifiers.

Build Guide (Free)

If you have a specific character build in mind but are worrying about how to get that 2 level hexblade warlock multiclass going within the jump period, you don't need to worry anymore. During any point and period within your stay here, you can choose the path your build will take up to 20th level. Fate itself will push you towards beings and objects, that will let you accomplish your build. Eventually. You will lose this perk once you reach 20th level.

Higher Level Start (100 CP)

Normal adventurers begins their journey as a 1st level character. With each purchase of this perk, you may increase your starting level by 1. The new level you have gained can be of any class, if you want to go for a multiclass build. You can purchase this perk up to 11 times, maxing out at 12th level cap. Discount for this perk only applies to a single purchase at a time.

2 Hours in Character Creation (100 CP)

You look like someone had spent a really long amount of time in a character creator to made you the way you look. You look 10/10 and can be described with just a single word, *stunning*. You look ravishing even when you are covered in gorey blood and mud mixed with shit. You scar well too. Also this grants you very *effective* endowments along with more than decent bedding skills. You haven't heard the '*Menzobarrenzan Love Trick'* I assume?

Improvised Weaponry (100 CP)

You are great at using random objects that litter the environment around you as weapons ready for swinging and throwing. That chair over there, you can smash it on somebody's back. This salami here? It will make a good bludgeoning weapon. And this goblin I am holding up by its ankle? It is a visionary siege weapon. Each time grab something absurd like these and attempt to use it to hurt someone, you'll find that they are surprisingly easy to use and require a third of its normal the strength requirements to wield properly. Oh and they deal double damage to people who get surprised by your choice of weapons. Only requirement for this ability is that you must have the strength to lift the target object in some capacity.

Dipping Weapons (100 CP)

You can dip any weapon in your hands to any kind of harmful surface. When dipped this way, for a time that increases with your dipping duration, they will deal the extra damage according to type of surface they were subjected to. Dipping in burning fire? Fire damage. Dipping in caustic liquids? Acid damage. And so on…

Let the Gravity Do Its Work (100 CP)

You excel at using gravity to deal with your enemies. Oh, this doesn't grant you any gravity manipulation skills. You become better at shoving and throwing people off from cliffs and other locations with tall heights. You get a sixth sense about how to lure an enemy close to a drop off point so that you can shove them straight to ground. Your enemies will find it hard to resist you pushing attempts, whether it be by hand or magic. And meeting the ground at fast speed deals slightly more damage to them then they should take normally. On a final note, they get none the wiser and with some guile, you can pull this multiple times during the same combat. Oh and you take no fall damage yourself as a side effect.

All 20s (200 CP for each purchase)

Each purchase of this perk maxes out a single bodily or mental D&D attribute of your choice to 20 cap. Discount for this perk only applies to a single purchase at a time.

These stats and their maxed effects are given below:

- ***Strength:*** Your bodily strength is mythical. You can wrestle ogres to the ground, crack the body of earth elementals with just the impact of your punches, keep the jaw of a dragon open by force and lift multiple times of your own weight. Moving boulders that weight tons is a small exercise for you. Few can match you in terms of raw strength. Your bodily power never goes below this level, even if you don't train and maintain your diet. Also you can't be hurt by your own prodigious strength.
- ***Dexterity:*** Your reaction time, reflexes and agility is beyond peak human. You are more dexterous than all feline species and outmanuever and outpace an air elemental in a

contest of straight up speed and mobility. You react to dangers almost instantly and have no delay time between your thoughts and actions. You can snatch a crossbow bolt from air without being a monk. Finally not only you have all that, you also have an excellent sense of balance and have *godly* parkour skills.

- ***Constitution:*** A golem specifically built to keep guard would get tired on a contest of pure endurance with you. You have so much vitality that you can survive bleeding from multiple open wounds while you have a spear's pointy end jutting from your throat. Your survivability skills are off the charts and your wounds heal 5x their normal speed. You can hold your breath for hours and could go on for days without food and water. Poison and disease barely have an effect on you and finally you have practically limitless stamina, being immune to exhaustion.
- ***Intelligence:*** Your mind can rival an elder brain in terms of raw IQ, processing power and analytical capabilities. You can have multiple strains of thoughts going on at the same time, though still no match for an elder brain boosted by a netherese artifact… but close regardless. You have a perfect memory, with instant recall, unlimited storage and perfect indexing. Any tampering done on your memory by outside forces will only have half of the desired impact on you and even then it can be restored by the passage of time. This also reduces the effects of harmful memories on you by half. Additionally, your comprehension skills are off the charts. You can understand even the most alien machinations and otherworldly magics with enough time.
- ***Wisdom:*** Your wisdom is immense and you have an unbreakable willpower. All of your five senses are boosted to be as the same power of upper tier specimens of the animal kingdom. Your decision making capabilities are given a boost and you almost always make the correct choice for yourself in a any situation. Your insight pierces through all but the most cunning lies. With your raw wisdom, Devas may come to you seeking for advice.
- ***Charisma:*** Your natural presence and skill in the art of articulation exceeds that of the most ancient feys and silver tongued devils. You wrap people around your fingers with just a couple of words and charm a whole cadre of people with a single performance. You are consummate liar too, capable of constructing complex scenarios and you are just as good at the art of persuasion and intimidation. It takes only couple minutes to break even the strongest souls just with your words and you make people doubt themselves rather than disbelieving your words. With your pure power of speechcraft, you can talk anyone into doing almost anything.

Transendence (200/400 CP)

For **200 CP**, you break the barriers that restrict you from *transcending* and become a half-illithid as if you were to consume an astral-touched tadpole. This means couple of things for you. Your thought process becomes faster and more efficient, you gain a raw IQ boost equivalent to half of *All 20s* perk's intelligence boosting purchase. You gain a slight resistance to mental influences of all kinds and gain a tremendous boost to your psychic potential, allowing you to access **high-tier powers** from illithid power tree. Meaning you gain **+6 TP** spent in illithid powers sections.

One downside of gaining these abilities is that you gain a slight illithid-like appearance. Your body color just so slightly turns into a more purplish hue, traces of black veins appear on your face and your eyes become slightly darker in color. But surely this is a little price to pay for *glorious evolution*, right? And at worst you could disguise it with a bit of a make up.

For **400 CP**, you have decided that losing your soul is a small cost to pay for a *true evolution* and lowered you mind barriers to become a full illithid. But since you pay for this perk instead of just succumbing to the Absolute, you get a couple of things extra. You get all the powers from being an half-illithid and they get boosted by an order of magnitude. Your mind is so alien that none but the strongest psychic beings may not even attempt to scratch the surface of your mental defenses. Your sheer mental power is even double of what you get from *All* 20s intelligence boosting option. Your multitasking ability allows you to keep dozens of strains of thought without any effort, allowing you to be a match for an elder brain in terms of sheer computing power. Your psychic might gets an huge boost too. And since you paid for it, normal consumption methods still work for you, meaning you don't have to worry about feeding from people's brains. Unless that is what you want to. You instead gain **+12 TP** to spent in illithid powers section.

So is this worth the cost of becoming a tentacled alien freak, a pragmatic sociopath and a soulless monster? Kinda, if you were to ask me, especially with this perk. You see, by spending your points buying this perk allows you to keep your soul, while still becoming an illithid. Don't ask how it works. Your illithid body is broadly in the shape of your previous races body that is selected from this jump. For exotic races like dragons or ogres, you keep your races unique body shape to some extent but still sprout tentacles from the location of your mouth and gain an inflated head. You also gain a small shapeshifting power that allows you to change back to your previous mortal body with but a brief thought, allowing you to walk freely within human society. No need to thank me, you paid for it after all.

Barrelmancy (400 CP)

Also called cratemancy, boxmancy and chestmancy, this is a forbidden art that can only be learned with getting extremely familiar with the games made by Larian Studios. Luckily for you are already a master of it. Usage of barrels, crates, chests, boxes, tanks and any kind of containers as weapons of untold destruction has been made available to you.

First of all, you will find that you can stuff *a lot* more things than you normally would inside of these storage units, around triple give or take, and they can even contain more hazardous stuff without any repercussions to its constructed material and to people carrying them. This doesn't grant them improved durability against outside forces mind you. Now the combined weight of this units are normally quite heavy, but they only become a third as heavy for you to lift and move. Meaning that if these units were to be dropped on someone's head, they would hurt quite badly. Also this makes them a decent choice for carrying stuff around.

This perk doesn't just end there, oh boy you'd be in for a surprise. Second application for this perk is that any barrels, tanks or similar objects that hold specifically *explosive* stuff can be perceived as just a normal décor, when placed by you to their intended destinations. You could store a barrel filled up to its lid with smokepowder and place it near someone you want *gone*. They won't get suspicious about it, not in the slightest bit. Oh but do keep in mind that,

this doesn't immediately end the hostilities between you and them. They keep on being hostile even if you place these containers, just so they don't notice it if they are explosive or not, and they don't become hostile to you if they were passive in the first place. Oh and containers explode deals way more damage than they should have, around %50 to %100 more effective or so depending on the quality of the explosives.

Third and final application is even more creative in usage. You could stack crates and boxes on top of each other almost indefinitely and with no trouble. Climbing these crate towers are not challenging to you in the slightest. Any ranged attacks that are made from these towers against enemies on a lower ground than you are is a sure-hit for you. It isn't guarenteed to bypass all of their armor and hurt them, but it will strike true regardless. While you are standing on top of them, these containers are nearly immune to all forms of damage. Only attacks of extreme potency (say a disintigrate spell aimed right at the tower) can destroy only portions of it. Have fun now.

Alchemist Supreme (400 CP)

You are a natural prodigy of all things related to alchemy, while having the work experience of decades old savant of the craft. You can brew potions, elixirs, poisons and oils of endless varities. They could mend the flesh and knit the wound, grant anyone who drinks them strength of a giant for a time, or even grant the ability to read people's minds. These are just few examples of the sheer utility these potions and elixirs provide to you and your allies as they could have even more exotic effects that can be achieved with the appropriate time and resource investment. You'll find that you can brew any potion and elixir that you have the complete recipe for perfectly each time without any error during the process. Oh and you are a genius at creating more recipes and completing unfinished ones too. Few things on top of that: they take half the resources to craft, half the time required for the brew time, and their potency are increased by %25.

Your genius in alchemy not only is measured in brews but also you are able to create various grenades that have high destructive potential and utility as well. Your skill with creating them makes them perfectly safe during assembly processes. With a proper recipe and materials, you can even create enchanted bombs like *runepowder* too. But you at least need a sample to analyze and some guidelines for starters.

This also makes you an expert on gathering resources for alchemy needs. You can easily search for resources both in wild and urban environments. You even get more lucky too, often encountering these alchemical supplies on your adventures. Turning these raw resources into suitable forms for alchemy takes almost no time for you.

Infernal Engineer (400 CP)

You've ever been to Elturel during the Descent? No? Well you certainly look like you've spent some time in the hells, forced to work on their infernal machinery and metals. You are a master blacksmith jumper. Forging flaming weapons that can cut through solid wood like butter, crafting armors that can take a beating from an ogre's greatclub… these are all trivial

applications of your work. With a good enough of forge and a decent array of materials, there is nothing you can't achieve in the art of smithing.

But all these things are just a single aspect of your talent. Where your genius truly lies is the knowledge to work with the infamous infernal iron. You know the secret to infuse infernal essence (basically damned souls) to regular iron to create infernal iron. This also means that you can make soul coins, which are pieces of metal that can store souls for later use. With practice, you could forge weapons of untold power and even create helldusk armors sets with proper enchantments placed on them.

Additionally, this ability also grants you to create and maintain any kind of infernal machinery. As long as you had a bit of time to study either the blueprint or the machine itself, you can work on it with as easily as a true fiendish engineer. This includes infernal siege devices, war machines and engines too. Also your skill in tinkering and engineering are raised to match the gnomes of the Ironhand Clan and Gondians too. With all these talents combined, you become a truly prodigious smith and tinker that is capable of fixing, maintaining and improving almost anything, when it comes to machinery. Perhaps one day you could even fix a modified infernal engine repurposed as a heart that isn't suited for working in the material plane and will explode, if it has ever been away from the hells for too long… *'wink wink'*.

Magical Genius (400 CP)

Are you a chosen of Mystra mayhaps? Because your talent and potential for all things related to spellcasting is simply prodigious. It is af if you are one of the Weave's favorite casters. At its base this perk grants you improved talent for learning and casting any kind of spellcraft, be they divine or arcane in nature. Comprehending and deciphering long lost spell formulas or understanding completely unique arcane devices and magical effects are second nature to you.

If you are a spellcaster that prepares spells, like clerics or druids, you can double to amount of spell memorization slots you have. If you are a spontaneous caster that learn spells and always has them prepared, like bards or sorcerers, you double the amount of spells you get to learn. If you are a wizard, not only you get double memorization slots, you also get an additional spell each time you level up.

When performing a ritual or casting a spell, miscasts or accidents are guaranteed to not occur for you. You get a talent for creating new spells from scratch or modifying already existing spell formulas. Last of all while all spellcaster can scribe scrolls with time and resource investment, you only require half the time and resources needed to create those scrolls.

Bhaalspawn (600 CP)

'The Lord of Murder shall perish, but in his doom he shall spawn a score of mortal progeny. Chaos will be sewn from their passage. So sayeth the wise Alaundo.' the prophecy goes. You are one those progeny jumper. You carry the divine blood and essence of God of Murder within your body. Now, what this mean for you jumper? Well you gain several abilities as a result of being a literal child of a deity.

First of all, your abilities, skills and powers are boosted. You become better at, generally speaking, *everything.* You learn skills faster, grasp intricate concepts and techniques easier and so on. At all times you are at your best, executing each action with peerless acumen. You are harder to put down, slippier to pin, more difficult to outwit and much more. On the statistical side, this basically grants you bodily and mental prowess equivalent to two thirds of a person who purchased *All 20s* all attribute boosting options.

Secondly, you have broken the limits placed on your mortal body by having a little bit of godblood within your veins. Your growth cap is removed, meaning that all of your skills, physical qualities, mental prowess and any abilities you possess can be trained endlessly with no upper limit. The only limiting factor for your growth is time constraints, which are increased as this perk also grants you an extra century of two to your lifespan, which all of that will be spend in your prime. If you find a way to extend your unholy lifespan even further, maybe in time you'll be a match for gods themselves.

Finally, you gain an inborn talent and creativeness for all things related to killing and violence. If you just a put some effort into it, you could drop the jaws of the Murder Tribunal to floor with your pure displays of savagery. Killing is a second nature to you, being more of an art form rather than a tool. You can use all tools and equipment for murdering purposes. Maybe stabbing a pen throught the eye? Or strangling someone with their innards perhaps? Possibilities are endless. Oh and you take the meaning of *'If it bleeds, you can kill it'* saying to its limits. If its possible to kill a being, you are sure to find a way to do so. And if the being were to be truly unkillable, you may find a way to make them vulnerable just to you can kill them again. This even extends to beings which are conceptually unkillable. This does require quite an effort for though, and for some beings it can be damn near impossible.

Whatever you decide to with all these power is up to your jumper. Go and slaughter your way forth in the name of your dread father… or defy your nature and use your awesome power in the name of greater good.

On a final note, while you are still a child of Bhaal, he has no power over you or your blood, no more than any other god. To put you at ease, this means that he cannot just literally explode you in a shower of gore, if you were to defy him… he could send someone with a slayer form though, if you were to anger him too much. The only real power he has over you is parenting rights, and even that is a big maybe.

Orpheus' Blessing (600 CP)

You carry the blessing of the Mother Gith in your mind. Maybe you are a secret descendant of Orpheus, Prince of the Comet? Or you could be simply received the blessing by a pure chance as a result of a psychic storm in the Astral Plane? It matters not in the end. What matters is that you have it in your grasp. This is the ultimate weapon against the *ghaik*. This ability is so imporant even the immortal Vlaakith fears that if the bindings of long lost prince were ever to be weakened, it could spell the ending of her tyranny over githyanki.

Your mind is a profound concept of pure harmony that none can influence. You are immune to all kinds of mental influences. Be it mind reading, mind detection, mental domination, mental corruption, mental afflictions, emotional manipulation, thought

manipulation or psychic attacks. No power that is mental in nature can effect your mind unless you allow it. If someone were to make such an attempt on your mind, you could reflect it right back at the offender, if that is what you desire, causing them immense psychic backlash. This is the ultimate mental defense, feared by all *ghaik*.

Not only that but you can extend this protection to all who is within 100 meters of you. Size of this aura slowly expands with time and practice, and in time it can reach multiple kilometers even. This also grants you the side power of sensing all minds that are not invisible to senses within your aura's range. You can not only sense them, but instantly become aware of any mental influences that is placed on them and dispel it with a single thought.

Furthermore, you a continously in a state of pure harmony in your mind. No event can phase you, no emotion may overwhelm you and no matter how bizarre of an event occurs, you'll never get caught in surprise. You are capable of rational and unobstructed thought in all situations. Your sanity is a monument that will last ages, meaning that nothing can cause you to succumb to insanity or mental disorder.

Now go forth jumper and fear not of the might of *ghaik* and their thralls. Your mind is a mental fortress that will never fall.

Outfoxed (600 CP)

Ah, the contracts established between mortals and creatures of immense guile. Such an easy prospect, ripe for manipulation by beings with centuries of experience in the art. But in these kinds of dealings, you are neither the mouse that gets clawed nor the cat chasing its preys endlessly. You are the fox, biding your time for a moment to perfect strike.

Be it in fey, infernal or divine in nature, no contract or oath can bind you to obey their terms, if they are unfit for you to abide. At any time you want, you can nullify all effects of these kinds of magical bindings have over you, and not suffer the consequences of breaking them. Not only that, but you can even keep all the positive things you have gained from them upon breaking those deals. A paladin may find themselves losing their divine power, if they were to break the tenets of their sword oath… not you though. A warlock may find themselves powerless and turned into a devilish wretch, if they were to butt heads with their patron… not you though. Oh and while you are terminating this contract on your part, you can choose to only terminate it so that only you are exempt from the binding tenets and not invalidate the contract as a whole. So a divine oath forcing two sides to truce may be broken by you but the other party is prevented from hurting you, while you can do whatever you want.

And know what is the best part of this is? No being can know beforehand that you have is ability. At least before you break out of contract with them, and even then your wondrous power is can only be known by this entity only. The being you broke contract with can't spread word that you are an untrustworthy fellow and if they were to, no one would believe them.

Oh and did I forgot to mention? You can use this ability on other people if you want, be they willing or not. But when used this way, at least a year must pass, if you want to use it against other people again.

As a final extra, you gain the experience of a centuries old devil that is famous for its dealings among mortals. You know always what deals are best to take for you, properly assess the risks taken versus rewards gained and have a *godly* bargaining skill. Unfortunately this doesn't grant you any pact-making capabilities ('*psst'* you have to purchase an item for that).

Use this power wisely mortal, some entities may take offense if their hard earned soul was to simply snatched away from their grasp.

Astral Knowledge (600 CP)

Your tadpole must have accidently connected to an illithid hive-mind… it must have. Otherwise nothing can explain the eternal wealth of knowledge that is deeply rooted in your mind. All of the bio-technology, psionic techniques and skills of the illithid civilization are downloaded straight into your mind. Don't worry, your mind will be capable of handing this massive data package and you each important aspect of this data package cannot be forgotten by you.

You know how to create illithid colonies, recipe of the caustic solutions that used for incubating brine pools, how to breed and raise your own illithid tadpoles, create new species that are like infamous intellect devourers, how to replicate the designs for their infamous bio-pods, restoration chambers, bio-computers and so much more. You even have a perfect blueprint for an illithid nautioloid vessel in your mind. Be careful of how you preserve this knowledge as even the illithids have long lost the knowledge to design of such ships.

Also if you have any psychic abilities or when you possess one, you'll find that you are noticably more talented with their use. Creating new maneuvers, improving on existing techniques and using them in an inspired ways are quiet easy for you. This psychic secrets also reduce the burden these kinds of psychic abilities place on your mind by half.

Now jumper you have all the necessary things to understand the Grand Design. Will you be its last remnant in history or its catalyst?

<u>Adventurer</u>

Curse to Put My Hands on Everything (100 CP)

When it comes to loot or simply interesting objects, you are eyes are more than capable of deciding what is worth your time and what is not. You can at will, change your perception of the world so that it highlight objects and even people of importance or value for you. It even gives them an appropriate name, but it doesn't let you know the contents of a crate or a book nor does it tell you if its dangerous or cursed. Your attention is simply drawn to this highlighted objects or beings. It is up to you to decide whether to interact with them or not.

These Boots Have Seen Everything (100 CP)

Roads of the realms are long and full of perilious encounters. To your advantage though, you are no stranger to traversing these lands. Every time you embark on a journey that passes through untamed lands, you make a good time traveling, keep your belongings in good shape, equipment you carry will feel lighter, and you'll have a sixth sense for what roads to take and which paths to avoid. You can gauge weather with just one sniff and you are good forager too. Finally you find long streches of travelling sequences relaxing, making it half as much of a burden on both your mind and your body. May your feet be light traveler.

No Traps, Please (200 CP)

Traps are the bane of aspiring adventurers, but you are simply too skilled or experienced to fall for such rudimentary tricks. You become exceedingly skilled at spotting traps, be they artificial or natural. You know to avoid a stone floor that is about to collapse, you know when a chest is trapped or not. Keep in mind that this doesn't give you a way to disable the said trap nor does it protect you from its effects if someone else activates it. It just gives you a forewarning. Additionally, you are skilled at detecting ambushes too.

True Neutral (200 CP)

You have a great talent in staying neutral in all your dealings. Helped druids kill a squad of raiding goblins and then marched to the said goblin and told them it was done in self-defense? They will accept your excuse and warn you to don't cause any more trouble. You helped a raider escape from a prison? Wardens would be willing to forgive you, if you have decent reasoning behind your actions. Push this too far though and people will lose their shit and punish you for your actions. However actions such as conversing with two conflicting sides at the same time and doing tasks for them have no repercussions for you whatsoever as long as you don't cause damage to the other side in doing so.

Observant (400 CP)

Your experiences as an adventurer taught you to discern anything with just a single glance. You can focus on an object, structure or a creature within your line of sight. You'll instantly learn its name, race/type, resistances, vulnerabilities, immunities, current durability/sturdiness and also get a general overview of their most prominent abilities and features. If it is a creature, you know how strong it is in relation to you and your companions. Also this ability grants you a danger sense that activates when an event that is capable of posing a threat to you is about to occur. You don't get any insight on the nature of the event or any hint on how to avoid it, but at the very least you'll be ready.

Adventurer at Heart (400 CP)

No matter where you go or how far you delve, there is always something for you to find and something for you to do. You'll find that as long as you are seeking adventure and excitement in your life, fate itself propels you to find something to your interest. It may be an

unexplored ruin, an unopened chest, a quest granted or a secret discovered. You will find something that is which you seek. It won't matter even if all quests are done or all treasures are collected. Even if all of the world is known by corner to corner, you'll still find something waiting for you just below the surface. Additionally, things you discover, find or gain from these adventures (or any adventures if you like) are always relevant to you and never useless. You can toggle this perk anytime you want.

Wonder If the Gods Are Watching (600 CP)

Oh boy, they are watching… metaphorically of course. You have an absurd amount of luck, af if you are a dungeon master's favorite character and they keep fudging rolls to your advantage. Your semi-sentient luck manifests in a variety of ways, including but not limited to: enemies missing you with a lethal attack, you finding the weak spot on an opponents armor, you stumbling upon a password a safe whose contents would benefit you greatly, finding a great artifact within a chest or even getting boons that would be of tremendous help to you. You seldom encounter bad luck and even then it is for your benefit down the line. This doesn't only include you, it even extends to those whom you call allies. Additionally your plans won't be effected by any mishaps or unfortunate circumstances any more.

Your journey won't end just due to bad luck, only events or beings which are recognized by universe itself as a meaningful encounter for you could hope to put an end to your journey. Thing of it as a personal plot armor. Keep in mind that while this does give you a significant edge most scenarios, you are far from invulnerable. Enemies with great skill and cunning may still outmatch and overpower you. If you keep on relying on this luck to persevere constantly, at a crucial time it will leave you to fend for yourself, until you gain its favor back with your actions.

Not What Will Happen – What Will You Do? (600 CP)

No door is closed for you anymore and no odds are insurmountable. You jumper have the potential to do anything and accomplish the impossible. Any problem you face, roadblock you encounter and dilemma you find yourself in always has a good ending available, for you and for those you care. As long as you search for a way forward, the universe itself will give you an option. You or any of your allies don't have to turn to a mindflayer to defeat an ancient brain, your friend whose heart is a infernal engine doesn't have to make a choice between returning to hells to survive or explode in a fiery death, nor does your vampiric friend need to sacrifice the lives of thousands to enjoy sunlight for a little more time. No – just no. You'll find a way forward. You always have, and you always will.

This doesn't grant you a path to victory or a similar ability. It just opens an alternate path, a one you can follow with your heart and mind in the clear. Chance of your success depends on your actions and your willingness to commit to this cause and even then some things can be near impossible to achieve. But if there is a path, you'll find it and walk it with no regrets. This perks also grants you the ability to invalidate prophecies and destined fates. Now go jumper, follow your heart's desire.

Baldurian

Doesn't That Paint Enough of a Picture (100 CP)

As long as you don't want your secrets to be pried and your privacy undisturbed, people around you will give you great leeway. Maybe you don't want your party to find out you are the worshipper of an evil goddess, or maybe you want to hide the fact that you have magical artifact capable of causing untold destruction sealed within you. Understandable, people often want to explain things on their own terms. If it is not proved with a concrete and undeniable evidence, your secrets and privacy will remain buried and everyone will respect your desire to be discreet.

Bunch of Weirdos (100 CP)

Life in the city has taught you so much about the nature of human beings. Be it alien cultures, otherworldy looks, weird events. Few things can truly surprise you and caught you off guard. You'll have easy time adapting to strange customs and traditions and can accept what seems like a weird thing for most people with a surprisingly accepting behaviour, and people notice that. You find easy integrating yourself to unfamiliar environments and groups and can quickly gain the respect of its people in doing so.

"…" Approves (200 CP)

You gain great insight into wants and desires of people, making you a great social manipulator. Just by spending a few moments with someone can tell you many things about their emotional state and overall personality. You find manipulating people to take actions you want easy as breathing. You can also be able to determine when an action you'll take offends or gains the approval of a person that is witnessing you performing that action. Additionally, you can check someone's disposition towards you on a spectrum of bad to good, with bad end being they hate you to their guts and good end being they are willing to die for you.

Inspiration (200 CP)

On occasion, you may randomly get inspired by some events. This could occur by doing something you are interested in or maybe something closely related to your area of expertise or something that truly satisfied you with how it concluded. On those occasions, you'll gain a something called an inspiration point. You can hold a maximum of four inspiration points at any given time. By spending these points in times of need, you can turn the tides in your favor. Stuck with a problem that is nagging you for days? Spend an inspiration and have that final push to solve it. Having trouble penetrating an enemy's strong defense? Spend a point to gain chance for breakthrough. You get the idea.

Best Part of Murder Is Getting Away with It (400 CP)

You are an excellent actor. Creating multiple personality with different attitudes and tracking each of them perfectly is a child's play for you. Your acting skills are through the roof and even doppelgangers should feel some jealousy towards you. When you want to shift to blame for something you have done to a scapegoat, you do so with almost unnatural skill.

But the best is that you get almost supernatural skill at creating disguises and infiltrating organizations. Your disguises cannot be revealed, even if investigated by supernatural methods. Unless confronted with an absolutely undebunkable piece of evidence, you will not give anything away both in your lies and disguises. Secondly, you gain a set of skills that puts a master spy to shame. You become deft at infiltration, gathering information, eavesdropping and similar skills. It is up to you to use this ability for good or evil.

The One Keeping Things Together (400 CP)

You are a just, fair, open-minded and a responsible person. You have the makings of a exemplary leader of people. You administrative abilities and management skills are through the roof. You can keep a metropol size city with dozens of different races that have different cultures in a relative peace and prosperity, let alone a group of intrepid adventurers. You can manage groups differing views expertly and even could make them set apart their individual differences and work for the greater good together. People under your authority is unlikely to cause any unrest or trouble for you. Also you know which people to trust and which people to keep an eye on, while you are managing an organization or a group. You know the wants and desires of your people well and what to do to help achieve them.

The Grand Design (600 CP)

Master of intrigue, the great schemer, lord of manipulation… these are all the names that can be used to describe a man of your caliber, and they would fall short still. You are a savant when it comes planning, your schemes are labyrinthine in scope and you can plan for events that will come into play months later. Your ability to predict the outcome for your plans and people's reaction to them border on precognition. You could set up an elaborate scheme that will crown you as a ruling lord of one the greatest cities in the world, using the army you constructed from scratch and make it attack the city just so you can have an excuse to declare yourself as a saviour. With your skills of intrigue and manipulation, it is not hard to create something like a cult to worship a false god you created.

However the most crucial part of your ability is to create contingencies for your plans. Even if your intricate plans are distrupted by an unlikely group of adventurers, you'll have something up your sleeve still. You have backup plans for your backup plans. Think of your schemes as a giant cog machine and when one of the parts become faulty, you could replace them instantly with a similar part. Use this ability of yours responsibly… or don't, if that is what you desire.

Road to Redemption (600 CP)

For some evil and dark thoughts infest their very blood, whispering each night to their ear, *urging* them to commit unholy deeds, in the name of something even more unholy. There is no salvation for those kinds of folk, nobody can overcome their nature. Except they can, with your help. Jumper, no matter how bad a person has been, how cruel their deeds, how gruesome their actions, how bad a trauma they were subjected to, you can still find a small sliver of hope for redemption inside of them. Just by interacting with them casually, you can slowly draw out their good side, help them supress their troubles and their dark desires, and finally put them on a path of atonement. You can even use this on anyone who is evil by their nature and not by choice. You may need a lot time time and effort for really twisted folk though, and them giving consent for you reduces the time required significantly. This basically makes you the ultimate therapist.

But what if you yourself are on a road to darkness, what then? Are you truly hopeless? No… no with this. Any issues whether psychological or caused by your very nature, will get better over time as long as you make a concious effort to improve yourself, eventually disappearing completely. If you make that effort, you'll not only find yourself getting better, you'll grow as a person too. Any mistakes you commit would be fully accepted by your inner self, even understanding the reasons behind the failure and gaining valuable lessons from them. Each time you fail, your personality and character will grow and you will become wiser and in turn new paths may open before you. So jumper, leave your worries and regrets behind, don't fear the failure, become a better and stronger than your past self.

Outsider

A Knave, A Wizard, Devil, Gith (100 CP)

Your appearance or race maybe outworldly or simply different to people you encounter. There are many cases of a person being judged solely based in their looks or cultural customs. This is not the case for you anymore. No matter who you are or how do you look, people will only determine your worth by your actions and deeds. Your gender, race, culture, language, looks, affiliation and other qualities are not the basis which you are evaluated. You can extend this ability to those who stand by your side too, if you so desire.

Unshakeable Warrior (100 CP)

Fear and doubt has hold on your heart no more jumper. You have seen too much and faced with such terrors so that your mind has become accustomed to them. No fear may grip your whether it be supernatural or normal in nature. You simply shrug it off, such is the warrior you are. Your mind is unclouded and you keep your cool even in the heat of battle.

Additionally, whenever you are faced with a difficult choice, you don't hesitate as long as its right thing to do according to your ideology.

Among Friends (200 CP)

You find it easier for you to find capable people who can put your trust in. Once you seek them out, it is only a matter of time before you cross paths. They may be of different nature and beliefs, but you find it surprisingly easy to get along with them. It is as if you complete each other. Not only does this perk make you an excellent judge of character, it grants you all the qualifications for being a stalwart ally and a good friend. Finally those you trust with your complete heart won't ever betray you, unless you betray them first. And even then they may be willing to give you a second chance.

Feel No Pain (200 CP)

You feel no pain, it is as simple as that. You do register it as a state of mind, when you are experiencing pain, but you may choose to ignore it. It doesn't restrict you or effect you in any shape or form. This also grants you an another ability. Even when you are heavily injured or on death's door, your capabilities aren't reduced in the slightest. You always stay at your best shape no matter what is the circumstance. They have to tear you to limb by limb, if they want to obstruct you and even then you can bite your foes to death. This also makes your fighting spirit unbreakable and makes it harder for you to be put down.

Finally, I Can See (400 CP)

Your are staunch and resolute in your beliefs. Patriotism that is burning brightly at your heart may never be extinguished. Your ideals are your own, nothing can tempt you, corrupt your mind and distrupt sense of self or influence your ideals without your full consent. Even if you become a soulless monster, you are still you. That doesn't mean you are chained by your views though. If something such as your faith, devotion, patriotism or anything remotely close to forced fanaticism is actively causing you or your allies distress, you instantly become aware of it. In which case you'll have no regrets or second thoughts about abandoning your path and embarking on a new one. Your world view is fluid and your mind is open to be shaped positively by the things you experience.

This perk doesn't only work for you, but allows you to influence people that walks on a path to ruin caused by blind devotion and corrupted ideals. You can plant the seed of doubt in their mind and have them second guess themselves. Essentially granting them a way out. It's up to them to follow it though. You cannot cure any trauma or help with psychological issues, but you can stop those ideals from causing more.

The One Who Sunders (400 CP)

You are a prodigy in the art of combat. Your naturalborn genius extends to all things that are related to battle and war. You can use abilities at your disposal to their fullest extent and even create new and innovative uses for them, specifically designed to combat certain enemies. Be it blade or spell, your use of them makes you a nightmare for your opponents to fight. This perk doesn't grant you just the combat prowess, it also makes you a genius and experienced tactician and strategist that is capable analyzing any combat scenario and type of enemy and

making the best choice to deal with them at any given time. As long as you have enough data about the scenario that is.

If you possess any abilities that differs in nature and usage, as long as they can be applied to combat, you can combine them to create new techniques and methods that have excellent synergy. This also grants you the ability to synergize your fighting style with your companions skills, making you an excellent team fighter.

Hope Is Gone, Or So It Seems (600 CP)

But the game's not over yet… the song goes. This is true on many levels for you. Within you exists a bottomless well of hope that you can draw upon any time you need it. While you are drawing upon your well of hope, despair may not take hold off you and any of your allies. Spirits will be lifted, heads shall be raised back up and morale will be unbreakable. They will look up to you and as long as you stand, they will fight by your side. This aura of hope grants you and your compatriots a boost to their battle prowess and also supresses all negative status effects and conditions, while this aura is active.

But this is not the only use of this perk. Once per jump or one time per ten years (whichever one is the longest) whenever you are in a situation with no way out, you can call upon this perk and a path will open for you to fight another day. If you are on death's door, an ally may arrive and save from the brink of death, if your and your companions are captured, you will get a chance to break free before your execution. This is basically your get-out-of-jail-card. You may choose to activate this ability at any time, but if you are facing jump failure or certain death without having one-ups, this perk will automatically activate itself and go on cooldown.

Spark of Rebellion (600 CP)

You have the makings of a great revolutionary. Whether it be igniting the spark of defiance at the hearts of people, or leading them to raise their heads against an undying tyrant, you know the best way to accomplish your goals. It all takes a single word or an action made by you conciously to rile people up. Word will spread and people will talk, and within a short period of time you will have an army of people that have had enough marching with you. Scale of this matters not, it can be as small as riling up the slave workers in a foundry or rallying people of an interdimensional empire against their god queen, you will have your chance.

Greater the oppression of people, the greater the effect this perk has on the society as a whole, even if the oppressed people doesn't realise they are being exploited. They will soon learn the truth. Not only this perk gives you ability to start rebellions, but also makes the logistics of leading a rebellion much easier to manage. Arms will be found easily, provisions can be acquired, manpower will be supplied and alliances will be made. This doesn't grant you any leadership skills by itself, but if you need a leader for the position, you can find one quite easily.

Items

All backgrounds gain a **+500 CP** stipend for spending in this section only. Additionally, you may select two 100 CP items, two 200 CP items, two 400 CP items and two 600 or more CP items to be discounted for you as well. 100 CP items that are discounted become free. Each item can be purchased only a single time, unless otherwise noted.

TTRPG Collection (Free)

You get a collection of all the books and material that have ever been published by Wizards of the Coast in D&D 5e. It comes with a supply of endless quantities of dice of any design you want, battle maps, miniatures and other supplemental stuff. Enjoy the content!

Larian Media (Free)

You get a collection of all games published by Larian Studios with an appropriate system to play these games on. Strangely this also includes Baldur's Gate 1 & 2 even though they were made by Beamdog.

Character Sheet (Free)

You get a multiple page journal that is in the format of D&D 5e character sheets that is in any style of design you want. This sheet is magical and it displays all your stats, skills, abilities and your personal information in an easy to read manner. It updates with any new powers you gain over the courses of your adventure and it even records your significant deeds. Only people you get permission can access this character sheet.

Starting Equipment (Free)

You get all the starting gear appropriate for a beginner of your class of choice. A fighter may get armor and weapons of their choice, while a wizard gets an arcane focus and components along with a simple weapon. This equipment cannot be magical except spellcasting focuses. You also get a standard explorer's pack that contains some supplies that could last you for couple of days, a bag, a pouch containing a decent amount of gold, fitting traveling clothes and some camping gear like a tent and bedrolls. Consumables in this gear set are non-replenishing but your equipment will repair itself, if broken or damaged.

Magical Equipment (100/200/400/600 CP)

For **100 CP**, you get a magical item of your choice from either official D&D 5E sourcebooks or an item picked from within the game itself. This item may be anything you can dream of. Be it a shield, an armor, a weapon, a ring or even a pair of boots. Possibilities are limitless. Only rule for picking this item is that it can only be up to uncommon quality.

For **200 CP**, you can pick a magical item with same rules as above but it can be up to rare quality.

For **400 CP**, you can pick a magical item with same rules as above but it can be up to very rare quality.

For **600 CP**, you get magical item of your choice as well but it can be of a legendary rarity item, if that is what you desire. Same rules as above apply for picking this item too. But buying this version of the item has an additional limitation too. For balance purposes, you can only pick a legendary item that is from the game and not from 5E sourcebooks. We can't have you picking a *ring of wishes* or a *luck blade* cheesing this jump instantly upon your arrival can't we? Still even with this restriction, you have plenty of options left. Maybe you want *Balduran's Giantslayer* to rend your enemies apart or *Helldusk Armor* to gain a plate armor that is as strong as fortress. You can even pick the *Orphic Hammer* to skip a big chunk of the plot. I'll leave the choice up to you.

If you pick an unique one of a kind item that already exists within the game setting, you get an exact replica of it with same powers, while the original one can still be acquired through normal ways.

All magic items picked by this purchase are fully self-cleaning and self-repairing. They cannot be taken from you against your will and will find their way back to you, if they were to ever be lost.

If you were to pick a consumable item like a potion or a scroll, it replenishes itself with a certain cooldown period that is determined by its rarity, if you were to consume or use it. This replenishment period is: daily for uncommons, weekly for rares and monthly for very rares. You cannot choose a legendary rarity consumable item.

You can purchase this item multiple times but your discounts apply one at a time.

Supply Pack (100 CP)

This traveler's backpack is filled to brim with multiple types of provisions that can feed a dozen people, if rationed well. It's generally standard bland stuff that adventurers usually consume along with occasional exotic and luxurious foods and beverages. Materials taken out of from this bag turns to dust, if not consumed within a day. At the end of each day, this backpack fully replenishes all of the provisions consumed within. You don't have to worry about foraging ever again.

Keychain (100 CP)

This simple keychain can be attached to your belt with ease and it weighs practically nothing. You can attach keys you own to this chain without any effort. It can't be lost and it is fully bound to you and can't be taken from you against your will. It will magically sort itself to find anything key you need, when you need it.

Any door you open or any lock you pick, has its key copied right onto your keychain, be it artificial or magical in nature. Any lock with the same mechanism you encounter from now on can be opened by this key without causing any trouble.

Additionally, you can take out a skeleton key from this keychain once per day. This skeleton key can open any non-magical lock it is inserted into without any trouble, no matter how intricate the mechanism is. If it is a magical lock it is inserted into, it doesn't open it but it reduces the difficulty of the lock by half. After it does its job, the key rusts and disintigrates instantly. You still get the copied key to your keychain though, if you manage to open the door.

Tools of the Trade (100 CP)

You get a supply of thieves' tools (that contain lockpicks and pliers etc.) and trap disarming kits that replenish daily. You get a dozen each from both of them and they are stored in a small bag that can never be lost or sold.

Not only that but anyone wielding these tools will find themselves having the proper skills required to effectively use them. This skills start out at the level of a experienced rogue and are only gained when you are actively wielding these tools. However you can permanently gain these abilities, and even improve on them, if you use this tools and train with them constantly.

Alchemist's Supplies (100 CP & Free for Alchemist Supreme)

You get a small pouch that contains a variety of materials and ingredients within it, which are very useful for alchemical purposes. Materials inside or in their natural form and are of usually common or uncommon quality along with an occasional rare material. Materials taken out from this pouch and not used in any alchemical creations turns to dust within a day. At the end of each day, this pouch replenishes all of its used up content. These materials are not something truly extraordinary in most cases, but they can fuel your basic creations quiet easily.

You also get a basic set of alchemist's tools like a mortar and a pestle, a brewing station, a beaker with heating flame and so on. This equipment repairs itself within a day, if damaged. You also get a replenishing set of glass bottles and bomb casings that can only be used for containing your alchemical creations.

Scribe's Writing Utensils (100 CP & Free for Magical Genius)

You get a supply of high quality parchment papers, very rare inks and multiple feather quills that can be used for a variety of purposes at the form of a simple scholar's bag filled with supplies. These materials are replenished to full at the end of each day, if they are used for any purpose. If taken out from the bag and not used used within a single day, these materials simply turn to dust.

Main purpose of these materials are not for simple book-keeping. They are excellent materials for scribing spell scrolls and adding spells to any wizards spellbook. You can scribe dozen or so lower level scrolls a day with these materials, while creating scrolls that contain higher leveled spells can only be done at most one or two times a day with the amount of materails this item produces daily. Same goes for adding spells to spellbooks.

A Shovel (100 CP)

This is trusty shovel is bound to you, cannot be taken from you against your will, is physically and conceptually indestructible, and is an excellent digging tool. Now if that was all this thing could do, it would a pretty meh gear with such a price paid. This shovel can be used a dowsing rod for treasure hunting. It will vibrate with a slight hum that is only audiable to you when loot of any kind is near. Whether it be buried, hidden or out in the open.

A final use for this shovel is that, once per three days, you can let it guide you to a buried treasure that can be found within an hour's walk. If there isn't any treasure nearby, it will spawn one for you. The spawned treasure won't be anything extreme, often being a decent amount of gold, supplies and gems along with an occasional minor magical item like potions or scrolls. It's not much but it is a decent source of income.

Cache of Barrels & Boxes (200 CP & Free for Barrelmancy)

You get an endless supply of empty barrels, crates, boxes, chests and other kinds of storage containers. They are either delivered to your cosmic warehouse when you need them or simply appear magically at your campsite. These containers are of high quality but all shopkeepers assume them as faulty goods, so they won't buy them from you.

Along with those empty containers, you get some full ones as well. You get dozen barrels that are filled with either highly flammable or highly caustic substances of your choice. Not only that but you also get five barrels that are full of high quality smokepowder too. The lid of these barrels are sealed magically and nothing can remove the substances they contain from inside of them. They get replenished to their full amount daily.

Oh and these explosive barrels are totally non-conspicuous. If investigated by authorities, everyone will simply assume they are full of trade goods.

Chest of the Mundane (200 CP)

This is an extremely fine looking gilded chest with very detailed engravings on it. For anyone capable of sensing it, obviously it is quite magical. The enchantment placed on it is very strange though. This chest can store an infinite number of objects placed in it as it is a literal bottomless chest, keep in mind that chest still has the total weight of the objects even if it can hold an absurd amount. Fill it too much and even you may be unable to move it. The weird part about this chest is that any object placed inside of the chest immediately transforms into a really cheap looking useless non-magical trash loot. This is not a simple illusion either it is a full transmutation ability. Luckily the transformation only lasts as long as the object rests within the chest. Once taken out, the transformed object simply back into its original form without losing any of its previous effects (if there were any).

Now you might say 'Well, this is pretty useless." and you might be right. However this chest is the pre-patched version of the original in game chest of the mundane. Any object that transforms into trash loot also replace their own weight with that of the transformed version. So you can stuff a barrel full of gold into the chest to make it turn to a wooden water cup for example. You can take the cup back out and 'boom' it transforms back into the barrel full of

good. And one more good things is that each of the transformed trash loot is pretty unique. So as long as you can remember which loot transformed into which useless trash, you can pretty much reduce their carry weight multiple times.

This even doubles as a really good disguise method for objects, because none of the objects' true nature can be determined with supernatural methods. It simply shows as non-magical objects in magic radars.

This obviously synergizes well with the *barrelmancer* perk.

Absolute's Brand (200 CP)

This is a wicked looking metal prong with a orange-glowing hot symbol at the end of it. The symbol's design is fully up to your choice. By branding people with this object, either willing or by force, you can permanently etch some pretty interesting effects on them.

First of all, they become extremely vulnerable to your mental attacks and manipulation done by you and any people of your choice that you also call the owner of the symbol. A simple psychic headache caused by you would be a debilitating headache for them. A simple suggestion spell could hold the same power as a divine verdict from their most beloved gods. You get the idea.

Secondly, you can place a brand an object like a weapon or an armor piece (as long as it has enough space to hold the mark itself) that acts as a magical limiter. Object that have the brand can only be wielded by those you allow as the co-owner's of the brand and those who you who are branded.

There is any no upper limit amount of branded marks you have currently active. Only you can remove this marks from a target with just a single thought. They still keep the scar though.

Volo's Ertastz Eye (200 CP)

After a dubious surgery concerning one of your own two eyes (you choose which one), you have unfortunately lost it permanently. But no need to fret, Volo has a perfect solution for you! Your lost eye has been replaced by a magical prosthetic that is in the shape of glass eye with a silvery iris color. This eye is capable of all the things a normal eye can do and more.

Your vision with this eyes becomes much clearer than normal sight. By closing your intact eye and focusing your vision on solely this one, you zoom in and out just as well as a telescope can do. You can see through illusions that effect only sight and detect invisible creatures that are trying to hide within your line of sight.

Told you it was better.

Moonlantern (200 CP)

You have in your possession a lantern that emits a pure white light in bright intensity that almost seems like the same as those of moon own light. Normally this lanterns are made by enslaving pixies and torturing them to harvest their inner light. Yours though isn't one of those out of moral concerns. Your lantern simply has a magical power source inside that achieves the same effect without violating the rights of small fey folk.

Within the aura of moonlantern's light no supernatural curse may take hold, while already existing curses will be dispelled. This light also wards off any hostile lesser undead, like shadows or zombies. Although it can't keep away undead big leagues like vampires and liches, it will slightly weaken them and prevent them from using some of their abilities (mostly form changing and mental powers).

Trinket of Allied Forces (200 CP)

You have a small object that fits in your palm. It can take any form you want as long as it can produce an audiable sound, be it a battle horn or a small metallic bell-chime. By activating this charm, you may call a group of magical allies who can help in your battle.

The nature and types of these allies are not determined but can be influenced by certain factors such as environment or the situation you are in. They can be a small group of ogres that rush to your aid, while you are battling scores of goblins in their nest. Or they could be a battalion of imps that come swooping down, as you are battling cambions in the first of nine hells. They won't %100 turn the battle into your favor, but they are guarenteed to provide some kind aid no matter who gets called. They are fully loyal to you and are even willing to die for you. They completely disappear without a trace after the fight ends or may linger for some time to hold off your enemies, if you decide to retreat.

You can only use this trinket thrice per jump. Attempting to use it a fourth time within a single jump will still call the aid, but the trinket will turn to dust permanently and can never be used again.

Infernal Workshop (400 CP & Discounted for Infernal Engineer)

You get a forge, blacksmith's tools along with a whole array of tinker's tools that are in perfectly working order. They are either stationed at your cosmic warehouse or follow you magically throughout your journey. They are fully self-cleaning and self-repairing.

On top of that, you get a steady supply of infernal irons that gets dropped off monthly by flying interdimensional imps. Each of those drop offs are sufficient to fully create a single steel watcher unit from scratch. Also unlike some items purchased here, you can stockpile this infernal iron shipments. If you want, you could use take the shipment in the form of a soul-coin filled pouch instead. Oh and don't worry, only artificial souls has been used in the making of these materials.

The forge itself either follows you magically throughout this jump or is placed in your warehouse.

Infernal Pact (400 CP & Discounted for Outfoxed)

You have seemingly ordinary stack of parchments. Upon closer inspection though, you can notice that it has a whole array of shifting words that may be in an infernal scripts. These are unfinished infernal contracts. You may use them to create binding pacts between you and any outside parties.

Once signed in blood by both parties, the contract becomes fully and active and enforces the obligations determined by both parties. But be careful, usually people who undertake these kinds of deals are quite cunning. Even you may sneak in some discreet rules with enough cunning though. Failure to abide by the rules usually have some pretty nasty punishments, determined by both of the parties beforehand. If you lack the means, Nine Hells of Baator itself could helps you in the department of punishment (even in post-jump).

After signing you keep the only copy of the contract and it becomes completely indestructible. A contract may only end only when the clauses for release from contract activates or both parties mutually agree to end the contract together. But best be on guard, some entities may have some way to abuse such contracts and even break out of them.

You get an unlimited supply of these unfinished contracts, and they can appear right in your hand with a flash of flame and smoke for extra theatrics.

Runepowder (400 CP)

What you have before you is a literal recipe for complete destruction. You have the only intact recipe for infusing regular smokepowder with the right array of arcane enchantments to create *runepowder* in the form of a set of blueprints. Its creation process is intricate and tiring business, but if you follow the blueprints perfectly, there is no way you can fail. Your only restraints become time and resources.

Runepowder is a magical version of the original smokepowder, but its destructive potency is increased by a hundredfold. A vial of rune power has more than double the explosive power of a barrel of smokepowder. Just imagine what a barrel of this stuff can do.

Speaking of barrels, you get a barrel filled with this powder once a jump. You also get a weekly supply of a single barrel of smokepowder. Refining a vial of *runepowder* takes about a half a barrel of smokepowder and a great investment of magical energy. This energy can either be provided by you or if you are incapable of providing this magical energy, the other half of a smokepowder barrel can be compensate for the lack of magic.

Barrels will be delivered either to your campsite or your cosmic warehouse.

Auntie's Boon (400 CP)

You get a disgusting patch of shrieveled greenish skin covered by rough dark green hair. This is a boon granted by a powerful hag. You don't need to consume this one though, unlike the one that is in the game.

You and any person you allow can attune to this boon for a minute get a boost to their capabilities. Any person who uses this boon picks a physical or a mental stat, those being: strength, dexterity, constitution, intelligence, wisdom and charisma. This stat is boosted to its maximum as the user have made purchase of *All 20s* perk.

This perk can only be used by each person once in their lifetime and anytime someone attempts to use this item a second time for themselves, the attunement process fails and this item becomes a simple disgusting bodily refuse.

Soulcage (400 CP)

You get a solid circular stone at the size of your palm that has some intricate magical engravings and runes carved onto it. You can place this magical stone on a flat ground, upon which the stone melds into the ground and becomes a magical ritual circle that is couple of meters wide. You can make the circle disappear and retrieve the stone at any time you want, unless someone is standing in the circle.

You can trap living beings within this circle with a brief ritual that takes about three to six seconds depending on your skill in magic. To trap the said being in this circle, the target has to stay within the circle for the whole period of the ritual. Once trapped, all of the target's powers become supressed and they become as weak as a normal young human teenager. Also the target is unable to leave the grounds of the circle as they become restrained by magical hands upon doing so. The circle cannot be broken by anyone inside of it, but if its sustains any damage from outside, while a being is completely trapped within it, it turns back into its stone form and reappears in your hand.

You draw out a single natural or supernatural power or skill from the trapped target. There almost limitless possibilities for you to draw upon. You could tap into an aassimar's immortality, an archmage's spellcasting prowess or a devil's cunning. The only limit is your imagination. You gain the ability to use the stolen power as if you have possessed it since your birth. You display the same level of proficiency as the trapped being, if it's a technique or ability that is being tapped into. You can only tap a single power at a time and must give up the previous power before drawing another.

Evolutionary Tadpole (400/600 CP)

For **400 CP**, you get an *astral-touched tadpole* that can break the limits of evolution that is placed upon a person. It basically turns someone into an half-illithid. Transformed person basically gets a purchase of a **200 CP** version of *transcendence* perk, with all of its benetifs. Transformation is permanent but can be reversed by using this tadpole on the same person again. If the transformation is reversed back, all of the powers gained from being an half-illithid along disappears until they choose to transform again. Purchases that used **TP** gained from *transcendence* cannot be changed, when you transform again.

For **600 CP**, you get a *supreme tadpole* that is capable of turning a person full illithid as if they have purchased **400 CP** version of *transcendence* perk. Same rules apply as above for transformation and reversal of it.

Both versions of this tadpole can only be used to cause ten transformations within a single jump, reversals and re-transforming people who have transformed before doesn't count against this number. Counter resets when you go into a new jump.

You might wonder, why would I pay more for this item instead of getting the perk for a lesser price. One: you get the option to nope back out of being an illithid. Two: you relax your budget for perk purchases, while you can pay for this item with an item stipend. Three and the most imporant part: multiple people can use this item as many times as they want (within jump limit of course), effectively giving you a capability to create an illithid fighting force with enough time.

Necromantic Archives (600 CP)

This is the wet dream of a wizard, specifically a necromancer. You get a two magical grimoires that contain some of the most profound and/or forbidden mysteries ever created within the forgotten realms setting, in the area of necromancy.

The first book you get is named *Necromancy of Thay*. This book contains various secrets and vile arts that is ever created in the school of necromancy. Normally you'd have read through the pages of this book, whilst enduring the pure necromantic curse that is radiating from it. Since you paid for it, this is no longer the case for this version of the book. You can simply read it like a bedtime story, and it is pretty easy to understand too. When you finish reading this book, you find that you can converse with spirits of the dead as much as you want. Some rules though: you need a corpse with an intact head to ask questions, you can only ask five questions per corpse, you cannot speak to the same corpse until a week passes and the corpse may refuse to answer your questions, if you are the cause of their untimely demise (unless you are disguised of course). This is the only powers you get from this book normally in game. However with this item, you find that your necromancy spells are more potent than they were before, around %50 of increased potency we are talking about. Also undead minions you raise, if you have the power to do so, has increased physical stats and follow your orders better.

Second book you get is named *Tharciate Codex*. This book on its own doesn't grant you anything. However it contains the secrets of deciphering hidden meanings within the *Necromancy in Thay*. If you read this book before reading the first book you gained from this item purchase, you get the ability to conjure powerful undead servants that are fully under your command. With but a thought and a gesture you could conjure either: twenty skeletons, ten ghouls, five mummies or three wraiths. You'll notice that these options are significantly stronger than the ones you get in game. You paid for them after all. These minions stay at your command until they are destroyed or dismissed by you. You can issue command to each of them mentally and they follow it best to their capabilities. You can only use this power once per day, and if you attempt to summon more minions or change the type of minions you have active, the previous ones are automatically dismissed as they turn into dust.

Both books can also act as a spellbook for the use of wizards. They can hold an infinite amount of spells and rituals, if you want to record spells to them.

Astral Prism (600 CP)

What you have in your hands is a strange looking spiked, black iron icosahedron inscribed with glyphs of the gith language. This is a githyanki weapon that is capable of imprisoning any being within it. Usually the original one holds Orpheus, the Prince of Comet within itself but this one is empty.

By invoking the powers of this device, you can imprison any being who is unable to resist the pull of this device's arcane enchantment. Imprisonment chances increases, when its target is weakened (essentially working like a glorified pokéball). Inside of the prism is a pocket plane that is unaccessible save for the holder of this object. Imprisoned beings are chained with specially crafted infernal iron chains and all of their powers will be suppressed as they are totally incapacitated. Only known way to break these bindings is by the use of *Orphic Hammer*.

You can go in and out of this prism's pocket plane anytime you want by opening a portal to inside of it. You can also communicate telepathically with all beings that are inside the pocket plane. This pocket plane can act as a resting point or a refuge for you too.

Finally, this device has one more purpose. It is capable of navigating the Astral Plane. While you are holding this object, you can innately navigate the endless void and automatically know which direction to follow or avoid, never becoming lost in the starry landscape ever again. Post-jump these navigation capabilities extends to all space-like expanses of void too.

Zaith'isk (600 CP)

This is an incredibly alien machinery that does look too strange even compared to usual githyanki inventions. It has a seat and multiple claw and pincer like appandages that can be used to restrain whoever sits on it. Most githyanki know this device's purpose as cleansing the infections caused by the filthy *ghaik*. The truth couldn't be more hideous. This device does kill the placed tadpole but it also kills its host and extracts their memories and knowledge to get more insight for combating illithids. Luckily for you, this device seems heavily modified.

You can use this device the cleanse any kind of diseases and parasitic infections that are biological in nature, while not being harmed during the process. It can even cleanse any psychic influences from the body. It doesn't do anything against magically modified tadpoles though.

If you want to, original purpose of this device can be used by you too. You can peruse and extract knowledge and memories from any being you strap on to this machine. Whether they are harmed during the process or not is up to your choice. Githyanki slates inserted into this device (which it comes with) can act as storage devices for those data.

Finally, the original device had some unintended but nonetheless positive side effects on psychic powers. Any mental or psychic abilities and powers you have at your disposal will be magnified, if you expose yourself to this device. They require half the effort to use, drain half the resources they normally consume and you can activate them twice as faster. Just make sure this doesn't get into *ghaik* hands.

This device either follows you magically throughout this jump or is placed in your warehouse.

Mirror of Loss (600 CP)

This tall full body mirror is an incredibly powerful sharran artifact that has many uses. It's at its core a magical item that is used to completely change someone's personality. You can add, remove or modify memories from anyone who gazes upon the mirror, make them forget who they are and even remake their whole personality from scratch.

The mirror itself can copy or steal memories and skills from its targets and it already comes with a bunch of poor sods who have succumbed to its power. These memories and skills are indexed with an innate sorting system you can peruse at your leisure. You can graft skills and experiences stored within the mirror right into your mind, essentially gaining those abilities for yourself. The memories trapped within the mirror came from geniuses and savants of the Realms, you basically have quite a large selection. You could tap into the bargaining skills of a merchant or maybe a fighting prowess of a legendary sellsword. The only rule is that you can benefit from a single grafting at a time and must give up the previous one before gaining another. In time you may add even more skills to this artifact's repertoire.

The original mirror itself was cursed, forcing you to give a part yourself before you gain its boon, but you don't have to worry about giving anything, if you don't want to.

This artifact either follows you magically throughout this jump or is placed in your warehouse.

Sussur Tree (600 CP)

Sussurs are a rare and magical species of tree native to the Underdark, found only in the largest of caverns and often in ones where wizard fire was present. It can reach up to dozens meters of height and have some pretty interesting effects associated with them.

This sussur tree is only a slightly matured sapling, reaching only a couple meters in height. Unlike the normal sussurs, it doesn't have to be placed in Underdark and doesn't need faerzress to survive. It can sustain itself magically without the need for any water or light. This tree has strong antimagic capabilities and no spell or magical effect may exist within its presence. All magic items but the artifacts are supressed within its aura. But being bound to you, it grants you the option to exclude yourself and any being and object you choose from its effects. It's caring like that.

Up to half dozen petal blooms may be harvested from it monthly, and this number increases as the tree continues to grow. Petals themselves has the same antimagic ability but with a much smaller area of effect. They also wither in time, if they are seperated from the main tree for three days straight.

One final use for this tree is that of its bark. You can harvest enough bark from it to fuel the creation of a single handheld item or a dozen ammunition monthly. Bark harvested will increase in quantity as the tree grows. Weapons and ammo created with this bark ignore magical defenses and disable any spellcasting for a time upon striking. If you want to craft shields from this bark, you'll find that they straight out dispel any spell of your choice that comes near them. Same goes for buildings constructed from this material.

This sussur tree will reach its maturity in a couple decades and remain in that state for all of eternity unless destroyed. If the tree were to be destroyed, a small sussur seed will spawn in your hands, which can be planted to grow a new one.

This tree either follows you magically throughout this jump or is placed in your warehouse.

Noblestalk (600 CP)

Noblestalk mushrooms are one of a kind medicinal fungi that can cure all ailments know to mortalkind. Usually they are quite a bother to harvest, but you seem to have some in your possession already. Nature of the ailment it cures doesn't matter. Disease, poison, infections, amnesia, confusion, depression or even things like spiritual corruption will be purged upon consuming this mushroom. To summarize, it can cure all things that are classified as a status condition and then some. It's not able to cure your tadpole infection within this jump though, until the netherese magic modifying it is undone at least.

Also consuming even a single stalk gives you a permanent resistance to normal diseases and poisons. Consuming more stalks over time could make you immune to all poisons and diseases (magical or common) eventually (usually takes two or three per person).

If you are a skilled enough alchemist, you can distill potions of status effect immunity that its effects could last for days from a single stalk of this mushroom.

You get ten stalks initially and get ten more each time you go to a new jump. They are placed in a perfect magical stasis that only breaks just before consumption or usage. They are magically sterile and cannot be reproduced.

Nautiloid Vessel (800 CP & Discounted for Astral Knowledge)

How in the nine hells did you hijack this vessel jumper? You are now in the possession of one of the strongest vessels that was ever created in the history of the Realms.

Don't let its conch-like shell and tentacled look deceive you, this is thing truly awesome. This ancient illithid ship can propel itself through sky and void both with pure psychic energy. It is around 50 meters long and 10 meters wide with a cargo capacity of 17 tons. It has protection against all elements of both space and void and has an infinite air supply with its own gravity. Normally it is manned by 10 to 15 illithids but that is not the case for you. You can issue commands to it telepathically and it is more than capable of defending and piloting itself. Oh, it is semi-sentient alright, being more of a living being than a ship.

Its shell-like carapace are impervious to all but the mightiest attacks. It even boasts a strong magical resistance. If the hull armor wasn't enough already, this thing can put up psychic shields to defend itself against all external attacks and boy they can take a lot of punishment before needing to recharge for a brief moment. It can also psychically cloak itself to avoid any sensors and detection attempts, when not in active combat.

You have multiple offensive options. Four great tentacles that extend dozens of meters are attached to the ships hull. They can be used for teleporting living beings (no large than an

auroch) they touch into stasis chambers of the ship and immediately incapacitate them. Tentacles themselves are also devastating bludgeoning weapons that can knock down large towers. A dozen heavyweight psychic cannons decorate the deck and are capable of raining magical devastation that can knock out adult dragons from the sky.

Inside of the ship is filled with illithid bio-tech. You have stasis pods, bio-computers, incubation chambers for tadpoles (currently empty), a brine pool for an elder brain (also empty), ceremorphosis accelaretors, mind domination and thrall making devices, operation units for intellect devourer creation, restoration apparatusses and relief chambers. The ship also has a transponder within the helm that can be used for planar travel within your local multiverse. Post-jump this encompasses all of creation.

The ship repairs itself over time and is self-maintaining. It doesn't need any fuel to move and it can continue voyaging endlessly. If destroyed completely, it appears back in your care in the next jump you go to.

When you don't need it, the ship docks itself within an harmless pocket plane. You can mentally summon the ship to the sky with a gigantic portal created by the transponder.

House of the Damned (800 CP & Discounted for Infernal Cambions)

You are the proud owner of an accursed residence that seem to be located in a land of fire and smoke that very closely resembles Avernus, the First of the Nine Hells of Baator. In fact your residence is located in Avernus. Don't worry about any devils or demons infiltrating it though, you got some protections installed.

Design and architecture of your manor is heavily inspired by Raphael's House of Hope (don't let him know) but it is up for renovations, if victorian infernal style is not to your taste. It is located in a clifface that overlooks a ravine that littered with fiery pits and rivers. You have imps and other lesser devils in the house, working as servants. They number in dozens and they are completely loyal and devoted to you. But you cannot take any of them out of the house.

Only people you designate can go in and out of this residence and its location is far from frontlines of the Blood War. So no demons barging in through your front door. Only way to go in and out of this house is via portals or teleportation.

Speaking of portals, you got a portal room in the house that can open up a portal to any location you are vaguely familiar with in the material plane of your current jump's main world. This doesn't allow you to appear in any indoor or private locations though. Other facilities provided by the house are also useful (in most cases) and quite luxurious. You got multiple feasting halls and relief chambers along with lovely balconies and terraces. You have access to a private boudoir that contains a rejuvenation spring that can make you as good as new just with an hour of rest along with a shapeshifting succubus/incubus that can *entertain* you or your guests. An archive will be provided, if you want to display your justly earned artifacts (don'T worry the archives are fully trapped in the case of intruders). Basement of the manor also acts as a minor prison complex that hangs from the bottom of your house overlooking the ravine and has two spectators guarding it along with armed imps. Finally you get a collection of four soul pillars that contain the souls of thousands of damned (don't worry they deserve such

punishment and they are mostly non-sentient at this point) that can be used to boost your powers to a ridiculious degree, when you are standing near them.

If you are still worried about intruders even after having a cadre of devils and magical protections guarding your house, with just a thought you can summon semi-sentient flaming boulders that will try to immolate and crush any intruders at your behest. Oh and any attempts at divination targeting the people in the house will simply fail, if that is your desire.

Occasionally dead or lost souls can wander into your house to make deals, if you allow them that is.

You can teleport yourself and any people you like in and out of this house as many times as you want with a simple gesture. Post-jump this house will be relocated to a hell-like pocket plane.

Arcane Tower (800 CP)

You gain the administrative rights to a very powerful magical tower. This tower closely resembles that of the famous Ramazith's Tower but its design and style can be changed at your whim. It has got multiple floors with teleportation circles you can travel between them and various other utilities.

This tower is a trove of magical knowledge. Any world you are currently in and any world you'll visit in the future, will have their magical knowledge and arcane history recorded within the giant library of this mage's tower. Common and uncommon knowledge are simply copied to the library, while rare and forbidden ones may take couple years to get acquired. This includes spells, rituals, notes on magical artifacts, enchantment and potion recipes and many more things that are related to magic.

This tower is magically protected with various arcane locks and magical glpyhs that explode or restrain any intruders. You get a squadron of automatons patrolling the house and at the same time acting as servants. If you want to protect your loot or your artifacts, this house has a magical basement that has a labrythine protection mechanism with multiple traps that only you can decipher.

Any enemies that try to assail this tower will find that it has strong arcane turrets that have endless battery firing at them. Also at any time you want, you can call up a magical bombardment from the roof of this house. It will open a portal to a location within your line sight from the house, and fire its arcane turrets there. This volley is strong enough to devastate an area at the size of a city district. After you call the bombardment, it goes into a week long cooldown before you can use it again. Turrets still remain active during this period though.

At any time you can open a stationary portal to this tower from your current location and may open a portal back to return to your previous location. At the start of the jump you can decide to place this tower on a safe location within the jump world or keep it in a demiplane attached to your warehouse. No one will find out strange that a magical tower has appeared out of nowhere and will act as if it has always been there. If you want, you can hide the tower's magical nature too.

Adamantine Forge (800 CP)

The legendary forge build by the folk of the deep is in your possession jumper. You have access to a massive smithery that is installed in an enormous cavern room.

This smithery has giant mechanisms and multiple pipes that provide lava flow working the place. Within the center is a giant piston like hammer that can mold an object to any shape or blueprint you want with just a single strike. You need only to provide the mold for it. Hammer itself is magical and can even place enchantments, provided in the blueprints, in these items too.

Speaking of molds, you get a array of various blueprints in the shape of weapon and armor molds that can be used to create extremely well designed equipment. You get an assembly plant that can be used to create your own custom molds too.

However the true value of this place stems from the fact that it can work with adamantine. This magical metal is an incredibly strong alloy that can stand extreme heat and trauma. Anyone who uses equipment made of this metal will find it extremely more effective than usual items of similar craftsmanship. Adamantine also conducts magic extremely well, making it very suitable for enchanting. You get a supply of adamantine ore in the form ore veins, which can be processed to create these items. You get enough adamantine to create five normal sized items of your choice once you receive this item and get the same amount again at the end of each year as well.

If you are woried about the safety of this forge, you worries are totally unfounded. Within this forge rests an adamantine golem of immense power. Its blows can topple pillars and its fire breath can melt down steel. It is virtually invincible to all kinds of damage and can only be slightly damaged, if it is superheated. It can only work within this forge though and it goes into stasis if taken out.

Only way to access this place, other than digging the packed earth and stonework, is by following the secret passages that go deep underground. Don't worry these passages are well hidden and takes a lot of effort to find. You can find these passages anywhere in the world and they seem to magically shorten the distance traveled to this place. At the start of your each jump, you will be given a choice to either attach this place to your warehouse or place this forge into somewhere deep underground within the world.

Artifacts of Karsus (1000 CP & Cannot be discounted)

Which archdevil's vault did you rob to get this artifact jumper? Within your hands rests an artifact of immense power. It can even topple gods themselves and it already had as a matter of fact. You get one of the three artifacts of the legendary wizard Karsus, which he used to ascend to the godhood. You can only take this item once and pick a single one these artifacts. Also your companions can't purchase this item.

First artifact is the Crown of Karsus. This three pronged jet black crown magically floats above your head, if placed upon it. Netherstones dot the center of each prong of the crown. This crown is an incredible power amplifier. It can turn a squire into the greatest knight of all time,

a wizard's apprentice into an archmage capable of rivalling ones with centuries of experience and so on. Not only it boosts your prowess and skill, it also provides you with boundless potential in any subject you devote yourself to. If we were to put it to numbers, it boosts your overall power about an order of magnitude and this number will increase more you attune yourself to the crown. It's limit for growth is potentially limitless and only limited by your lifespan and ambitions. This crown also has an another function. Using the netherstones placed in the crown, you can fully dominate a single being that wears the crown. Once you target a being this way, the crown immediately flies above their heads and they will be fully controlled by you, no matter how powerful they are compared to you. Sheer willpower and mental prowess will provide a great deal of resistance though and some beings can even overtake your mind. Be careful of how you use this power.

Second artifact is the Orb of Karsus. This orb, to simply put, is a magical battery. But this battery can hold magical power up to entire span of the Weave. For context, this means practically infinite magical energy for any mortal being. It continuously absorbs energy from the atmosphere without a need for any input. It can be used to power any ritual or arcane machinery forever, but it can only power a single process at a time. This orb can be melded within you chest and act as your own personally magical battery, you can also detach it with a single thought. While you are melded with this orb, your spellcasting energy (arcane, psionic, divine all of them…) is close to infinite. You can cast fireball all day without a single break and you won't be able to deplete a noticable percentage of this orb's total energy. However this energy isn't infinite and rituals of godly power can still deplete its energy somewhat. Even then it only takes couple of hours for it to recharge up to its full capacity. As a last resort you can cause all of the energy stored within this orb to erupt with a single thought. Resulting explosion will be cataclysmic, it will be flatten out an area equal to a metropol city. This ability cannot be used by anyone other than the owner of the orb. Additionally, this version of the orb works as intended and you don't have to feed it like Gale's orb.

Third artifact is the Scepter of Karsus. This is the most mysterious of Karsus' artifacts but it is equal to other two in terms of power nonetheless. This scepter has the ability to regulate the flow of magic perfectly. It acts as an excellent spellcasting focus and will boost the potency and efficiency of your spells threefold. You can imbue spells within this scepter for casting them later, without any resource expenditure on your part. It can only hold a single spell at a time and that spell can only be cast once per day this way. It seems underwhelming compared to other two so far, right? But the true power of this artifact lies elsewhere, these are only the side effects. This artifact can discharge and unmake any kind of magical energy at your will. This means that you can negate any spell and magical effect with a single wave of this scepter. It can even disenchantment magical items including artifacts. You can create zones of dead magic, where no spell can be cast, either temporarily or permanently. Finally, if you were to touch someone with this scepter, you can cut them from magic. This means they lose any magical effects they have and lose any spellcasting they have access to. With a brief touch this could only last for couple minutes at most, but with extended exposure you can take away their magic permanently.

None of these artifacts can be taken from you unwillingly, they are fully bound to your soul, cannot ever be lost, damaged or destroyed. Only by your choice this objects can be given to another.

Now temper your ambitions jumper and take an example from Karsus. Otherwise in time your actions may come to be known as Jumper's Folly.

Illithid Powers

You have reached deep within your mind and extracted the secrets of psionics from your tadpole jumper. You can purchase any illithid powers below, if you want to, using **Tadpoles** or **TP** for short. You can convert CP to TP at a rate of 100:1 at your discretion. Half-illithid gets a **+6 TP** to spend in this section, while full illithids gets a **+12 TP** stipend instead.

You can also purchase all of these powers for your companions, using your TP stipend.

Each power costs **1 TP**, unless stated otherwise, and some powers have prequisites that must be fulfilled before you can pick them. And some powers even require you to be an half-illithid or more.

Favorable Beginnings

If you are attacking or interacting with a creature, you can draw a psychic inspiration from your mind and do so with extreme competence. Your arrow may strike truer than before or your mind can be more gold than silver when persuading. You can use this ability as many times as you want but it must be against a different creature each time. At least a day must pass before you can use this ability on the same creature again.

Force Tunnel

You can dash forward multiple meters, coated with psionic energy, and push all objects and creatures on your path away from you. No creature can react to your dash or interrupt this charge. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Concentrated Blast

If you concentrating on something fully (either a spell or a similar effect), you can unleash mighty psychic blast on a target within your sight by redirecting the mind power you use for your concentration upon them. If they are also concentrating on something, you leech their psychic energy too and heal your body with it.

Psionic Overload

You can infuse your attacks with a psychic energy for a time that bites at your enemies' mind each time you strike, be it a weapon or a spell attack. This infusion can last up to ten minutes. Using this more than a single time before resting at least an hour puts an heavy burden

on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Transfuse Health

You can sacrifice your own vitality to heal a target for the same amount sacrificed at your will. During this period your lifeforce weakens and you may even bleed from your orifices, while your target's wounds closes and their vigor is restores.

Charm (Requires: Favorable Beginnings)

If an enemy is about to attack you or harm you in any sort of way, you can use the dark allure of your mind to prevent them from attacking you for a couple of seconds. This only works on a single enemy at a time.

Luck of the Far Realms (Requires: Favorable Beginnings)

Once per day, you can turn an attack you made to a foe to a critical hit. Your attack damages the target twice as more than normal and finds vital spots in their defense.

Perilous Stakes (Requires: Transfuse Health)

Once per day, you can make a creature vulnerable to all sorts of damage for a minute. But this creature heals itself rapidly, when they attack and deal damage to other creatures.

Shield of Thralls (Requires: Transfuse Health)

You can conjure a volatile psychic shield on either yourself or a willing ally. This psychic shield grants them protection against some damage (think of it as capable of handling couple swings made by a sword and the like). If the damage dealt overcomes the shield, the barrier bursts and stuns all nearby enemies for couple seconds. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Displace (Requires: Force Tunnel)

You can accelarate the velocity of any falling creature you see using you psychic might. This causes them to hit the ground harder and faster. Any damage from the fall they sustain is also dealt to their mind with the same amount as psychic damage.

Cull the Weak (Requires: Concentrated Blast)

When you bring an enemy close to dying by harming them, you can cause their mind to explode with a psychic screech and also damage each creature close to them with a psychic wave. Amount of illithid powers you have increases the executed health range.

Psionic Backlash (Requires: Concentrated Blast)

When an enemy you can sense casts a spell, you can react with a psychic assault and damage their mind with raw psychic energy. This energy becomes greater, the more powerful the attempted spell is. You can only use this ability on a single creature in a single moment.

Ability Drain (Requires: Psionic Overload)

If you damage an enemy, by spell or weapon, you can reduce their abilities by corresponding to the method you use to deal damage to them. A spell you cast using your mind can damage their intelligence or wisdom, a weapon swung with your pure strength can weaken their body, a deftly swung knife can reduce their dexterity or speed and so on. Time for this reduction scales with your mental power. If your mental power is sufficient, this debuff can even be permanent for some.

Stage Fright (Requires: Psionic Overload)

You heavily restrict the attacking capabilities of your target by instilling unnatural fear into their mind. This fear lasts about ten minutes and within this period, any attack they make is at heavy disadvantage. On top of that, each time they miss an enemy with an attack, the psychic curse that plagues their mind bites at them dealing psychic damage. They can overcome this curse by succesfully making a connecting attack. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Psionic Dominance (Requires: Charm & Half-Illithid/Illithid)

If an enemy you can sense is casting a spell and you are capable of reaching the same potency or might of that spell by yourself (either by magical or physical potential), you can nullify that spell with a thought. You can only use this ability on a single creature in a single moment.

Absorb Intelligence (Requires: Charm & Half-Illithid/Illithid)

You drain the intelligence of a creature you can sense, making their mind work slower, while you feed yourself on their psychic energy. This psychic energy heals your wounds up to a minute, granting your minor regenerative capability for the period. The drained intelligence stacks as well making an enemy mentally sick over time. Drained intelligence is temporary for the period but can be made permanent, if you have enough mental prowess. Using this more

than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Mind Sanctuary (Requires: Psionic Backlash & Half-Illithid/Illithid)

Once per day, you can form a magical nexus that translates to a psychic aura for up to ten minutes. Any creature of your choice within the aura (including you) will find that they make take actions faster and more efficient, up to a factor of two. Also they can turn their fast actions (like a single word healing spell) slower for more potency and efficiency.

Fracture Psyche (Requires: Ability Drain & Half-Illithid/Illithid)

You can shatter a target's mind and invade its defenses, meaning that they become easier to hit and their defense is weakened. This lasts up to ten minutes. If they die under this effect, you can carry this effect onto an another creature. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Black Hole (Requires: Displace & Half-Illithid/Illithid)

You can create a point of intense gravity (not a real black hole though) within your line of sight for very brief amount of time. This intense gravity pulls all the creatures close it and slows all their actions and mental processes for couple of seconds. You can create up to five more black holes after you use this ability first time after resting. Using it more before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Mind Blast (Requires: Cull the Weak & Half-Illithid/Illithid)

Once per day, you can spew forth a conical wave of psychic energy that assaults your enemies' mind. This energy deals massive damage to them and may stun them for couple of seconds. Weaker minded creatures will have their heads exploded immediately.

Illithid Expertise (Requires: Luck of the Far Realms & Half-Illithid/Illithid)

Your sense of self deepens and your presence along with your social manipulation skills increase to match best of the illithid kind. This basically grants you a single purchase of *All 20s* perk's charisma increase. They also stack on top of each other, straight up doubling in potency, if you have that perk.

Repulsor (Requires: Shield of Thralls & Half-Illithid/Illithid)

You unleash a mighty telekinetic wave originating from you, damaging and pushing any objects or beings away from your location. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Freecast (Requires: Shield of Thralls & Half-Illithid/Illithid)

With your grand psychic potential, you have discovered marvelous ways to adapt yourself. Next action you take that requires any kind of innate resources you have in your possession (spell slots, charges, energy pools etc.) can be performed freely without any expenditure. Using this more than a single time before resting at least an hour puts an heavy burden on your mind and excessive use may lead to brain damage. Your brainpower could reduce this burden.

Displacer Beast Shape (Requires: Stage Fright & Half-Illithid/Illithid)

Once per day, you can transform into an displacer beast, a predatory panther-like aberration that can blur its location in combat with the use of tentacles on its back. You take the physical attributes of the beast but retain your mental faculties. This transformation lasts until your form takes enough damage so that you revert back, with excess damage carrying over to your form, or until you dismiss this form yourself. This transformation also ends, if you stay in this form more than 24 hours.

Fly (Requirements: Half-Illithid/Illithid)

You gain the ability of flight permanently. You are as agile as you were on foot, while flying. Your flying speed is always noticably faster than your running speed no matter how fast you become.

Companions

Below are options to bring your companions to this world, create new companions to aid you or even take cannon characters as companions. Any creature you befriend can choose to follow you in your further adventures, but they can't be coerced and any choice they make must be of their free will.

OG Crew (Free)

You are destined to meet with all origin characters and they will join your party. Not counting the origin character you replace (if you took that scenario) or the Dark Urge (which is not a normal origin character). If you treat them right and resolve their personal quests successfully, they may be willing to join you on your jumpchain. This may be harder for some origin characters and may require some persuasion (Lae'zel for example).

Hirelings (50/100/200 CP)

You can create new allies or import your existing ones as companions in this jump. Created companions are fully loyal to you and can be customized to your will.

For **50 CP** you can import or create a single companion.

For **100 CP** you can import or create up to four companions.

And finally, for **200 CP**, you can import or create up to eight companions.

All of your imported or created companions gain a background, a class, a race, **+600 CP** to spend in perk section and **+300 CP** to spend in item section. They can't choose scenarios but can take drawbacks upon your discretion.

Cannon Character (100 CP)

By buying this option, you'll make sure that the fate itself arranges a meeting with your selected character from Baldur's Gate 3 characters. They will join your party and be willing to adventure with you. However choice is up to them in the end, if they want to join you or not. But you are guanrateed to adventure with them until the main plot is resolved, unless you antagonize them greatly of course.

You can't target non-humanoid beings with this option and cannot select any main villains of the game (such as Chosen of the Dead Three). But any origin character, in game companion or a side character is game.

Withers (Free/300 CP)

For the duration of this jump, Withers (our friendly skeleton who may be an ancient god of death) will grace yourself with his presence during you camping hours. If you or any of your companions die, he can revive either of you with an exorbinant amount of gold. Keep in mind that this revification process can only be initated by you or any of your *active* companions for this jump. You'll get your body reformed perfectly without any ailments once you get revived (except for serious problems like an infernal heart, vampirism etc.). He will do nothing more, nothing less. He will depart once the main plot is resolved.

For **300 CP**, you can keep him around for your further adventures which he joins you happily. He'll still doesn't aid you in any combat or similar scenario, except for the occasional advice, but he can still perform resurrection for you. He won't charge you anything for this and doesn't require any active companions to do the ritual with, unlike the free version, but he can perform this ritual only once per each jump. Essentially acting as a one up.

Pet (50/100/200 CP)

You gained the companion the companionship of a friendly and an intelligent beast of your choice.

For **100 CP**, This can be a cat, a dog or any mundane creature you can dream of. They are capable understanding you (even though they can't speak), are fully loyal to you and have some minor magical ability that make them useful. This can be anything up to your choice as long as it isn't anything major. Some examples are: finding hidden items, distracting enemies by making sounds etc.

For **200 CP**, you can choose a more exotic creature. This can be an owlbear cub, a tressym or even a dirty-mouthed quasit. It can't be anything more powerful than this options. They don't come with any magical abilities more than the ones they already possess. Or instead of choosing an exotic creature, you can improve the magical of ability of your chosen mundane pet to something more extreme. This ability is fully up to you but it can't exceed the potency or usefulness of a 3rd level spell. An example may be the swamp frog's ability to spew deadly acid.

Dream Companion (200 CP)

You gain the companionship of a truly otherworldly being, an illithid. However they were once a person like you, before you they were transformed. They accepted their transformation and welcomed their new form but didn't become a soulless sociopath (literally and figuratively) and retained their ability to feel empathy towards all life. They saw something in you jumper and they will be watch over you as long as you like.

Your dream guardian may be an illithid but has a shapeshifting form of your choice of gender and appearance, which is exquisite in its beauty. They have all the benefits of *2 Hours in Character Creation* and fully purchased *Transcendance* perkline. They also possess all of powers from the illithid powers section and are extremely talented in all of the powers of the mindflayers. If you possess illithid powers too, you'll find that they are an excellent teacher for using them efficiently and creatively. This teaching ability extends to training you on all psychic powers you possess as well.

They are completely loyal to you and are even willing to die for you. They are capable of plane-shifting to a small pocket plane in and out, and they can take you with them. While they are in this pocket plane, they can communicate you in your mind and advice you on verious matters. They can even help supress any psychic ailments and influences you have on you for a time.

Cute Fellow (Free/400 CP)

For **Free**, you gain the company of an illithid tadpole. This creature is a cute little milky white worm that is completely harmless. It has lost its ability to crawl into the eyes of mortal folk and cause them to go under ceremorphosis. It is compeletely cut off from the colony of its origin and no illithid may command it. It doesn't possess any other power than floating around aimlessly around you and being cute in general. It has come to like you and be willing to follow and cheer for you with its small tentacles as long as you want its company.

For **400 CP**, this illithid tadpole becomes more than it used to to be. It will still remain a cute little worm for as long as you want, but upon your request (which can be conveyed telepathically) it can turn into a neothelid. Neothelids are creatures of untold psychic and physical prowess that resembles great worms with tentacles. They usually appear on unsupervised tanks of the destroyed illithid colonies and are extremely rare. This one has great psionic powers, immense bodily strength, magic resistance, creature sense and a deadly acid breath on top. It is over 37 meters in length and massive in size. However it usually wants to remain in its tiny form and snuggle up to you. You don't need to feed it as it sustains itself magically. It is fully loyal to you and all of your allies.

Drawbacks

There is no limit to the drawbacks you can take. Your companions may also take drawbacks at your discretion.

Third Party Content (+0 CP)

Normally setting of BG3 is purely based on official Forgotten Realms content. With this drawback you can integrate things from other highly known settings recognized by wizards, such as warforged from Eberron, dunamancy from Exandria and so on. Keep in mind that other people in this world has access to them too, evening the playfield.

Extended Stay (+50 CP for each time & Capped at 200 CP)

Not wanting your adventure to end so soon? Each time you take this drawback, you can extend your stay in the Realms by 5 years. You can pick this drawback as many times as you want, but you can only get a maximum of **200 CP** from it.

That Effing Squirrel (+100 CP)

Squirrel, hamsters and other cute creatures of similar sizes seems to hate you for some reason. You find yourself encountering these creatures more than often and they always want to nibble or bite your foot for some reason. If you have the ability to speak to animals, you'll find out that each of them has a personal beef with you and can't be reasoned with. This doesn't put your life in danger, but a rat crawling up your pants to bite your *nether* regions is simply unpleasant.

Fashion Nightmare (+100 CP)

Clothings and accessories of the people of Faérun is beautifully made and can be matched with other pieces to make great combines. Unfortunately for you, you have zero fashion sense regarding these clothes. Bicorn hats with brightly colored doublets, golden armor with jet black gauntlets and green boots. These are just few examples. Ugh, my eyes…

Outsider, Away (+100 CP)

Some races of this world, like tiefling and drow, can encounter the occasional distrust and discrimination here and there. You seem to be one those folk (regardless of your race). People not of your (excluding your companions) seems to distrust you for some reason and has a somewhat biased disliking towards you. This can be overcome with enough sweet talk and good deeds, but it puts you in negative at the start.

Fixed Dice (+100 CP for each time taken & Capped at +600 CP)

You are the averagest guy to live, at least regarding a single attribute of your choice. Choose one of the six main attributes, these being: strength, dexterity, constitution, intelligence, wisdom, charisma. Now imagine you are playing a tabletop rpg character and all d20 rolls that are related to your chosen stat, basically any action you take and interaction you are in, is capped at a roll of 10. It can go lower of course but you never will be able to exceptional things in your average stat. You can pick this drawback a total of six times, encompassing all your main stats (highly not recommended).

Elminster's Obsession (+100 CP)

No you don't get the interest of the legendary wizard of the Realms. You get his obsession regarding a certain dairy food, that being cheese. You love cheese of all kinds, you are simply addicted to it. You try to sample different kinds, grate them into your food and even consume them with really unmatching palates. You become really grumpy and irritable, when you don't consume any cheese for a day straight.

Thirsty (+100 CP)

Thirsty for some booty that is. Your horniness and libido will rocket during this jump. You'll try to sleep with your companions or allies, invite them to intimate activities or even have some flings with interesting people. That clearly evil cambion from hells? Smash. That drow twins charging a reasonable fee for an intercourse? Smash. That half-naked female ogre you caught with a bugbear? Maybeee smash? If you are drunk enough.

No Meta-Gaming (+200/300 CP)

BG3 is a great and immersive setting that is enjoyed most, when you are experiencing it the first time. This drawback is here to help you catch some of that feeling.

For **+200 CP**, this drawback doesn't out any meta or out of context knowledge you have about the setting, it simply obscures the important plot points and hidden lore of the setting. You'll no idea about the origin behind your tadpoles, your destination of moonrise towers or your companions backstories for example. You'll have some gut instincts and feelings deep in your mind just so that you don't get completely cut off from the main plot and miss important

events. You'll gradually start to remember things, when you encounter them during your adventure.

For **+300 CP**, your knowledge about the setting and the plot of BG3 are completely wiped out except your background memories.

Brain Full of Holes (+200/300 CP)

Oh jumper, what happened to your head? Oh it does look ordinary but you seem to be a little confused. Do you have amnesia perhaps?

For **+200 CP**, your out of jump identity has its memory locked away permanently for the duration of this jump. You'll basically become your created character. Alternatively you can lock your background memories instead of your own so that you won't have any idea about the character you are playing. You'll get vague ideas and hints about your background during your adventure and can recover your memories back with enough self-reflection. This won't be easy though.

For **+300 CP**, you become a blank slate, a tabula rasa. Both your in jump identity and your out of jump identity has its memories locked away. With exploring your background and your personal story, you can slowly regain your in jump identity's memory.

Lore-Friendly (+200/300 CP)

Nope, none of that homebrew content here. Not at this table.

For **+200 CP**, all of your abilities, perks and items that don't fit within an high fantasy setting like Forgotten Realms are locked away for the duration of this jump. Your ability to do magic and basic psionic powers are free to use for example but your advanced space-age tech or your laser shooting eyes are a no go.

For **+300 CP**, all of your out of jump abilities, items, perks and even your warehouse becomes inaccessible for this jump.

Lone Wolf (+200/300 CP)

You are a lone wolf jumper, like one of those main characters from that edgy fanfics.

For **+200 CP**, you cannot import your existing companions to this jump nor create new ones from scratch. Your companions cannot accompany you into this jump's world and are stuck in your warehouse in stasis. All in setting characters or origin companions are game though.

For **+300 CP**, you'll truly be alone in this jump. You cannot have companions of any kind during your tenure here. Oh sure you can travel with the main crew and fight with them your side but you won't be able to take them with you or form really close bonds with them. They can still respect or even admire you, but you won't gain their true companionship.

Succubi's Blessing (+200/300 CP)

You had a night you forgotten and it involved a tryst with a shapeshifting devil of pleasure. Now that devil has gained access to your form and can shapeshift into it. And they are one of the greatests whores in the realms.

For **+200 CP**, you'll only get your reputation tainted and the devil will occasional disguise itself as you to have intercourses with others in the material plane. Expect angry heartbroken folk to chase you on occasion.

For **+300 CP**, each time devil has sex with someone in your form, you'll feel all the pleasure that they experience. This will distracting and it will embarrass you on occasion. Luckily for you, chance for this to occur in combat scenarios is heavily reduced.

Dangerous Wildlife (+200/300 CP)

Did you desecrate a shrine of Silvanus or something jumper? Very residents of the nature herself hate you.

For **+200 CP**, any animals you encounter have a bad disposition towards you. Cats seem to hiss and dogs seem to bark at your passing. This can be remedied with a serious effort, however don't expect to pet all of those good boys and girls. Oh and any wild any animal you found yourself in conflict with will specifically target you during those encounters. This doesn't attract all of the local wildlife to you per say, but the ones you encounter won't be friendly.

For **+300 CP**, this gets taken to a bit more extreme. You become the victim of almost daily animal attacks. Dogs try to bite your foot, cats try to scratch you and even the birds seem keen to shit on you. Your interactions with safer kinds of animal kingdom will be annoying but won't be dangerous. What is truly impressive is that any time you venture from a city to an untamed location, you attract at least one or two packs of something feral.

Down Came the Claw (+400 CP)

And that, love, was that. Seems like you attracted the attention of something sinister jumper. Not the rabbit nor the cat. But the fox, biding its time to strike at the right moment.

Our very friendly cambion named Raphael has taken an interest in you and not in a positive way. It may be an artifact you possess or he has simply found your soul worthy of taking. He'll approach you friendly at the beginning, offering you deals that sound almost tempting. If you have the common sense to reject all those sweet talks, he'll go for *other* methods. Until you end him for good or make an reasonable deal with him, he'll do his best to make your adventuring life a living hell. This may be as simply as giving you enemies generous deals to make them harder to deal with for you or he may simply send couple of merregon squads to take care of you. His encounters with you won't be frequent but once he strikes, he will make it count.

Vlaakith's Enemy (+400 CP)

Did you steal the Astral Prism or tried to spread the truth about Vlaakith's rule? Our undying alien dictator hates you for some reason and will try to dispose of you as long as she is active. Expect githyanki hit squads to teleport to your location and finish you immediately at least once per month. And beware, these are the finest of the githyanki warriors, not some goons or minions she dispatched. She is too busy in her conflicts to send any other force or come personally though. But if you manage to annoy her greatly, she may send a red dragon or two to assist her hunters. If you put an end to her, githyanki will finally put a stop to their attacks.

Nobody Expects the Sharran Inquisition (+400 CP)

You have offended a major religious (mostly at least) organization and they will need your head to remedy that. You get to pick your poison as well. In the case of wanting purge already evil organizations may I recommend nightbringers of Shar or cultists of Zariel or devotees of Lolth? Your chosen organization will have a sufficient force to deal with you regardless of their nature or scale. Although their approach may wary. Zariel may send devilish warlocks disguised as paladins to hunt you, while dark justiciars of Shar may rely on subterfuge of plots to deal with you. Luckily they won't devote all of their resources to dispose of you. If you encounter any followers of this organization, expect hostilities (this doesn't extend to any of your companions which follow the same deity). On top of that, occasional party of inquisitors may try to stalk you, if they are in the area.

This hostilities doesn't end until either the organization is completely wiped out from Faérun or you are decapitated. You may reason with them however and with enough guile and compensation paid to them in full, you may even end the hostilities. This is quite an hard task though and won't be easy to accomplish.

Blind Devotion (+400 CP)

This cannot be healthy for you, not at all. You worship or devote yourself to something to its most extreme end, jumper. This may be a goddess or a ruler, nevertheless you are no more than a blind fanatic. Your ideals and aspirations become corrupted to match the worst examples of that beings followers. Even you worship something like Lathander, the Morning Lord, this drawback will cause you something like trying to smite every evil looking being you can see with extreme prejudice. This can be overcome with enough help and self-reflection, but it will take an a lot of effort (even with relevalent perks) and friend support. Someone doesn't just abandon the ideals they hold dear with just a few words.

Creature of the Night (+400 CP)

You become a monster that the mothers tell the tales off to warn their children not to go in the woods alone or wander in the dark streets. You carry a curse that turns you into something evil, jumper. A vampire spawn or a lycanthrope (up to your choice).

A vampire spawn is a former mortal being that has been drained fully of their blood and filled with the foul undead blood of the drainee, a full vampire, becoming an undead bloodsucking thrall for them. You get all the abilities of the vampires spawn like agelessness and not needing to sleep. A good thing you got going for you is that normally these spawns are bound to their master's will, but you are not. Your tadpole seems to be messing with your undead nature causing you to defy it to some extent. It also supresses most racial weaknesses of the vampires like burning in the sun, no uninvited entries or running water feeling like acid. You still crave blood though and will find yourself weakened, if you go long periods without drinking some. Keep in mind though, your other weaknesses are only supressed when you have your tadpole though and even then your master can take control over you with enough proximity. Your master doesn't seem to notice your newly gained independence for now at least. Only way to be truly free is to kill your master or drink their blood to become free from their influence. Or you may find a cure for vampirism, although that is near impossible to do.

A lycanthropes or a werecreature is a cursed being that has been infected by an other werecreature. You may the nature of your curse. Some options are werewolves (a timeless classic), weretigers, werebears, wereboars or wererats. There may be other exotic options like weresharks or werebats and choosing something like them is highly up to your decision. You get the improved senses, immunity to non-silvered weapons and increased physical stats of your chosen curse. You get all their downsides too. You are more feral and bloodthirsty than usual and each time the moon is full, you curse flares with great power causing you to go completely berserk. This bloodshed can be prevented with sufficient measures like having an immense willpower and tying yourself up with chains. Nevertheless it will provide a hardy challenge for you at the end of each moon cycle. Your curse is unremovable by simple remove curse spells or greater restorations. You may find a way to control or dispose of your curse, but that won't be an easy task and may take a lot of time.

This drawback may seem you more like a perk than a drawback jumper, but I assure you, it is not. Vampires and lycanthropes are hunted by all forces of good and you'll have a hard time finding trusty allies. No matter what perk you possess, the beast within will always hunger and won't be easy to deal with. Just to put a cherry on top, you are guarenteed to encounter an hunting squad of Gur. A group of nomadic folk that dispose of evil beings like you. They won't be friendly to say the least.

If you manage to survive without getting impaled or burned to death while keeping this curse, you get it as an alt-form post-jump. You'll stil have the weaknesses, but they only become active once you shift yourself to this alt-form.

Lootaholic (+400 CP)

You are a looter, an hoarder and an obsessive collector of all sorts of treasures. You become addicted to looting treasures. It gives you ecstasy and joy of unimaginable degree. Be it gold, gems, magic items or useless trash, you want it all and have an all consuming desire to keep most of them on you. Your greed often makes you take risks and prefer riches over safety. You also get a not-so-minor kleptomania too. Your addiction often gets you in trouble for stealing and makes you argue with your companions about all the junk filling your storage units. Be prepared for a rough period with forks and paperweights filling your pockets.

Sold Your Soul (+600 CP)

Oh, you've done something incredibly foolish jumper. I don't know if it was out of desperation or ambition on your part, you've made a deal with a devil on the price of your eternal soul. Your contract is quite detailed and that devil has placed much restrictions on you like you cannot disobey or hurt them and more. On top of that there is a slight detail. You see you've bound your soul to the Nine Hells by selling your soul, which means you cannot continue your jumpchain any more, at least as long as your contract stands. Leaving this world means that you are going out of the boundaries of your contract and hell itself will turn you into a lemure (a wrecthed lesser) to be used as a meatshield during Blood War once you do so. You must break your contract or let your devilish master release you from it during your time here, otherwise you face eternal damnation, resulting in chain failure.

Your benefactor in this contract is by default Mizora. You can choose a custom devil of similar power, if you don't want her services. Oh and one final thing. Picking the *Outfoxed* perk doesn't immediately break you out of this contract for the purposes of this drawback only but it does give you a sure way for your release. This path will be tough, if you choose to follow it. Nonetheless it's better than not having an option.

Fiery Heart (+600 CP)

Someone must have betrayed you or you were truly without an option. Otherwise nothing can explain the act of replacing your own heart with the motor core of an infernal engine. With this in your chest you feel searing pain constantly jumper but not enough to debilitate you in combat entirely, you've grown accustomed to it after all. You are too hot stand near let alone touch. One good part is that you can use this offensively. If you manage to score some souls coins even, your heat and battle fervor can even grow stronger.

But all of these features comes with one tiny detail. The more you stay away from hells, more the engine is likely to blow. You see the engine was designed to endure the heat of the Avernus, and the material plane doesn't have required temperature levels to maintain this motor. Couple weeks of unobstructed exposure to material plane's atmosphere will cause this engine to blow and kill you in a flash of fire, bypassing all of your protections. You can extend this period by maintaning and reinforcing your core with infernal metal. If you have the *Infernal Engineer* perk, this doesn't guarentee you'll fix it, because the engine itself is hard to be operated on by you as it is placed in your heart. But the perk itself will give you a foolproof method to prevent your engine from blowing up. It's up to you to find someone capable of following your immensely detailed instructions perfectly to operate on you or you'll have to find some other way to fix yourself.

Your heart will explode regardless even if you survive until the end of this jump. You blowing up results in chain failure as your soul will be tainted by infernal energies, causing you to descent in to Nine Hells for eternal service (unless you have a one up). Only way to prevent this is to fix it or get rid off it.

Corrupted Weave (+600 CP)

Did you take a cue for a certain wizard hailing from Waterdeep and shoved a netherese orb into your chest? Oh don't worry, you don't actually get the Orb of Karsus shoved into your chest but you get a piece of Karsite Weave corrupting your essence instead. The corrupted weave inside you requires you to consume a magical item every couple of weeks to sate its uncontrollable cancer-like growth. If this weave manages to grow enough, it will flatten an area equivalent to a big city with a grand explosion, bypassing all of your protections and disintigrating you.

Consuming magical items too will one day reach its limit in negating the growth of Karsite Weave in you and it will explode regardless. You must find a way to either extract or permanently seal this magic or you face chain failure (unless you have a one up). Powerful magic that can deal this kind of weave may exist within this world but it won't be as easy as casting a fireball. It will require tremendeous research and magical skill… or divine intervention.

Murderhobo (+600 CP)

Something foul brews within you jumper. You have dark thoughts and dreams filled with blood and slaughter as if something sinister whispers into your mind every single moment. You become a bloodthirsty person jumper. Inflicting harm, causing violence and being cruel in general becomes your second nature. These urges propel you to a path filled with blood and damnation. No one is safe from you, not even your allies. It will take an immense willpower to resist these urges and even then some may slip through. If you give in completely to your nature, you'll become a mindless beast that only lives for slaughter and blood. Essentially causing you a chain failure.

You'll have to deal with this all the time during your jump here. Some perks may help you reduce the instensity of these and even put you in a road to redemption but they will never go away fully. You'll just have to be a better person and control your intrusive thoughts. Another option may be to sometimes indulge in these urges to let out stress for a while, but you must be careful to not dive all the way down.

Ire of the Dead Three (+600 CP)

Bane, Bhaal and Myrkul have noticed your arrival to this world and realised that you have the potential to be an obstacle to their plans. Now the chosen are notified and they have it out for you.

First opponent you are likely to encounter is Ketheric Thorm, Chosen of Myrkul and former follower of both Seluné and Shar. He has the command of an army of cultist that compromises mostly of rallied goblinoid tribes. He will issue search parties to find your trace and send goblin skirmisher squads to both exterminate you and test your strength at the same time. If you prove too much for goblins, he won't hesitate to send other True Souls like Nere or Minthara on your trail along with a capable squad of minions. He won't come after you personally unless you seek him out at Moonrise Towers. His fighting prowess along with tactics

and strategy is around the same level as *The One Who Sunders* perk's. Oh and one more little thing, whilst he has the Nightsong, he is totally invincible.

Your second opponent is Gortash, Chosen of Bane. He will bide his time and plan until you reach the city of Baldur's Gate. He won't take direct action against you, unless pushed to the edge, and instead will try to make things harder for you by both utilizing Steel Watch and Flaming Fist. In the meantime he will plan and scheme of your downfall. His scheming ability is at the same power as *The Grand Design* perk.

Your third and final opponent is the murderous doppelganger Orin, Chosen of Bhaal. She will also wait for your arrival to Baldur's Gate before taking action. Once you reach the city she and her doppelganger cultist will disguise themselves and find a right moment to assassinate you. At first she watches and only reveals herself on occasion to unsettle you, leaving her followers to do most of the work. But as the time goes by and you deal with her assassins, she takes actions by kidnapping one of your companions and leave an ultimatum for you to face her in the Undercity's Temple of Bhaal. If you don't have any companions for her to kidnap, she will instead take hostage innocent people and slaughter them until you give in to her challenge. Keep in mind that she is a *Bhaalspawn* (without some of the quality of life bonuses) and has equivalent ability to *Best Part of Murder Is Getting Away with It* perk. And she can also take a Slayer form to deal with you, if you trouble her enough.

They only come after you one at a time as they don't get along too well. But if you don't deal with them before they complete their grand plan, they'll eventually become strong enough to utilize all forces of Baldur's Gate to go after your head and deal with you once and for all. At that point with all the resources they'll have, you are pretty much screwed.

Ceremorphosis (+600 CP)

It seems your tadpole isn't anything special after all. Congrats jumper! You can finally become one of the main crew. Your tadpole no longer has the ability to prevent ceremorphosis and will turn you into a mind flayer within seven days, if you don't have any measure to prevent or delay the process. Turning into a mindflayer while Nether Brain is active, will immediately put you under its control and cause an insant chain failure, just to your knowledge. And you know the worst part is? The Nether Brain itself will hijack your jumpchain and utilizing your planar powers it will go on a road to enact the Grand Design on an omniversal scale.

If you or your companions have the *Orpheus' Blessing* perk, it's ceremorphosis prevention ability for both you and your companions will be suspended until you supress your own tadpole permanently. This can only be achieved by putting an end to the Nether Brain and the Grand Plan. One thing you have going for you is that *Orpheus' Blessing* perk will slow down the ceremorphosis by half, giving you another seven days to find a cure. The original blessing received from Prince of the Comet or the Astral Prism still works on you or your companions however.

One good thing about this drawback is that, you are guaranteed to get entangled with the main crew unless you choose to push the opportunity away by your hand.

Main Scenarios

Main scenarios are quests that can be undertaken by anyone without any requirements. Failing to complete a scenario within 10 years of jump time or the scenarios own time limit will result in chain failure. That said these scenarios are not without any rewards. For picking a scenario, you get **+200 CP** to spend immediately in this jump, on top of all the rewards you get for completing them. Two scenarios provided below are mutually exclusive with each other.

Hero of the Realms

May all the gods of good be with you jumper, because some of them will certainly be against you during your adventure. The conditions for completing this scenario is quite simple on paper but very hard to do in action. You must distrupt the master plan of the Dead Three and put an end to the threat of Nether Brain enacting the Grand Design of the illithids. You fail this scenario, if the Grand Design is complete, either by the Dead Three or the Nether Brain.

Regardless of the location you pick, you'll start in *Nautiloid in Hell* location and you are destined to encounter all of the original crew during your adventure. After you survive your hellish journey, whether you help the druids or goblins at the ravaged beach is fully up to you. On your time here you are guarenteed to encounter Raphael and he will make life interesting for yo uby tempting you with his deals.

Then your journey must lead you to Moonrise Towers one way or another and fate itself will prevent you from reaching Baldur's Gate before you deal with Ketheric Thorm and his minions. Once you defeat him, you get his netherstone.

During your tenure in Shadowcursed Lands, you'll finally have the chance to meet your dream visitor, namely the Emperor aka Balduran himself. He'll offer you many benefits but at the same time try to manipulate you to do his wants.

Once you reach Baldur's Gate, Gortash and Orin will both offer you deals and hound your steps at the same time. You must navigate through the schemes and dangers plaguing the city perfectly and find a way to collect all of the Netherstones from the remaining Chosen. Then you must control the Crown of Karsus to put an end to the Grand Design once and for all.

Unfortunately it doesn't end here. Only an illithid can match the thinking process of the mutated Nether Brain and control it using netherstones. You'll have to make a grim decision, if you don't have OCP means of dealing with the Nether Brain. Either you or one of your companions must turn into a mind flayer to deal with the brain otherwise. Emperor will offer his assistance, if you trust him with the netherstones that is, and he will stay loyal to his word until the brain is defeated. You can also get the assitance of Orpheus, if you free him. But doing so will make the Emperor betray you and join the Nether Brain.

No matter what methods you use or what path you walk, as long as you command the brain to destroy itself and the tadpoles of the infected, you win this scenario.

Rewards:

Rewards heavily depend on the side you take during your endgame.

In all versions, you get a higher chance of persuading cannon crew (including Act 2 and Act 3 companions) to join you on your further adventures as a companion, if you had a friendly relationship with them that is. Even Lae'zel may be willing to abandon her crusade, if you have freed Orpheus.

If you have sided with the Emperor and let Orpheus die: You'll gain the *Orpheus' Blessing* perk either forcibly taken from the Prince of the Comet or granted to you permanently by your illithid companion. If you already have the perk, you'll get the amount you spent on it refunded back to you. On top of that Emperor can join you as a companion on your adventures. He will gain all the things a *Dream Companion* can do and has the experiences and skills of a legendary adventurer well over level 20.

If you have sided with Orpheus and didn't trust the Emperor: the Orpheus won't join you but will gift you with all the knowledge collected by githyanki on the topic of *ghaik*, essentially giving you the *Astral Knowledge* perk. If you already have the perk, you'll get the amount you spent on it refunded back to you. On top of that, he'll gift you another thing in the shape of an dark red scaly egg in the size of a backpack. This is a red dragons egg kept by Orpheus a long time and it will hatch a wyrmling within a year's time. The wyrmling will be completely loyal to you once hatched and will join you as a full companion. Eventually they may grow into great wyrms.

If by a miracle, you manage to make both sides see reason and set aside their differences for a greater cause or find an another path to victory other than their suggested method, you'll have truly accomplished the impossible. Unfortunately, you may still only pick the rewards of a single side of your choice. But on top of those rewards, you get the services of *Withers* as if you have paid full price for it and he will join you as a companion, impressed by your guile and resolve. If you have paid for him, you get your spent points back.

In My Name

You have taken the path of a true villain jumper. This basically the villanous version of *Hero of the Realms* scenario. In this one though, you have to distrupt the plans of the Dead Three, while making the Nether Brain either bound to your will. You fail this scenario, if the Grand Design is complete, either by the Dead Three or the Nether Brain.

(The part starts and ends with '*' is the same as the one in the above scenario, read at your leisure)

*Regardless of the location you pick, you'll start in *Nautiloid in Hell* location and you are destined to encounter all of the original crew during your adventure. After you survive your hellish journey, whether you help the druids or goblins at the ravaged beach is fully up to you. On your time here you are guarenteed to encounter Raphael and he will make life interesting for yo uby tempting you with his deals.

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Unfortunately it doesn't end here. Only an illithid can match the thinking process of the mutated Nether Brain and control it using netherstones. You'll have to make a grim decision, if you don't have OCP means of dealing with the Nether Brain. Either you or one of your companions must turn into a mind flayer to deal with the brain otherwise. Emperor will offer his assistance, if you trust him with the netherstones that is, and he will stay loyal to his word until the brain is defeated. You can also get the assitance of Orpheus, if you free him. But doing so will make the Emperor betray you and join the Nether Brain.*

The fun begins after you dominate the Nether Brain. You must command it to be bound to your will and in the process you must either persuade your companions to (if they are of the main crew) to rule the Realms with you or get rid of them to reign alone. You win by doing either of those.

Rewards

Regardless the choice you make at the end, you get the Nether Brain itself as a companion. Crown of Karsus will meld into its gigantic body, never to be separated again, and this will grant it undying loyalty to you. Your new companion is basically a giant psychic creature that has immense psychic powers and multiple other abilities. It has all the powers in *Illithid Power* section boosted by an order of magnitude along with gaining all the abilities of a *Dream Companion*. It can also breed more tadpoles for you at your leisure and control the people infected by them. It has other psychic abilities other than the ones in the *Illithid Powers* section. Some of those are: multiple kilometers range telepathy with creature sense, a resistance to magic, devastating psychic assault abilities, spellcasting, domination abilities, mighty tentacles and more.

If the Emperor is alive at the end, you can choose him as a companion. He will gain all the things a *Dream Companion* can do and has the experiences and skills of a legendary adventurer well over level 20.

Additionally you can get all of the main crew (Including Act 2 and Act 3 companions) to join you as companions after your domination of the Nether Brain, and they will be completely loyal to you.

Origin Scenarios

These scenarios basically give you the option to play as a certain origin character you wished to be in the game. All of them have requirements for you to take them. This can be mandatory class, race and drawbacks. You can only pick a single origin scenario and you replace the origin character you picked in universe, getting all their memories. You must take *No-Meta*

Gaming/Tier 1 and *Lore Friendly/Tier 1* drawbacks before you can pick even a single origin scenario. This is for added immersion. You still get the points from drawbacks though both from this and from required drawbacks for scenarios. There is no point reward for taking an origin scenario. You won't remember the spoilery parts of the scenarios during the jump and instead get an overview of them in a spoiler free form just like in *No-Meta Gaming/Tier 1* drawback.

Daughter of Darkness (Class: Cleric – Race: Half-High Elf – Drawbacks: Brain Full of Holes/Tier 1 Alternative & Blind Devotion/Shar)

You are on a sacred mission assigned to you from your goddess. You have a mysterious icosahedronal artifact in your possession which you must deliver to House of Grief in Baldur's Gate. Your memories are sealed by the Mirror of Loss to maintain the secrecy of your mission. Your only job for now is to get to Baldur's Gate and deliver the artifact.

Nothing's that simple of course.

You'll find that this artifact is your protection against Absolute and you must never let it leave your possession and your past will seem even more mysterious as you continue adventuring. Flaring scars and buried memories, you'll have to discover yourself truly to win this scenario.

Over the course of your adventure, you'll discover hints and understand the truth about Dark Justiciars, which you wanted to be one for a long time. You'll visit abandoned shrines of Shar and even a forgotten temple deep in the Underdark in Gyrmforge.

Your journey will eventually lead you to Gauntlet of Shar in Shadowcursed Lands. There you'll have to take the trials of your goddess and take possession of the Spear of Night and venture into Shadowfell, to your lady's domain.

The choice you'll make there will determine your final path in this scenario. There is a person trapped in there, the Nightsong, a child of Seluné. You must either slay her in the name of your goddess or defy your faith and spare her to learn the truth about yourself.

If you have slayed the Nightsong and doomed the Shadowcursed Lands to their fate, you must then reach the Baldur's Gate and become the leader of Shar's army by talking to Mother Superior. You'll have won this scenario by completing it as the *Sharran* route.

If you have spared the Nightsong and saved the Shadowcursed Lands, things will get a lot more complicated. Your goddess will abandon you but have the guidance of Dame Aylin and Isobel to accept Seluné as your new patron deity. You learn the truth about your past from Nightsong, Dame Aylin, and learn that you were once Selunite and your parents were kidnapped by Sharrans to brainwash you. You must go to House of Grief and rescue your parents. In House of Grief, you'll find that the only way to save your parents will be to fully dedicate yourself to Shar again, unless you can find another way of course.

If you devote yourself to Shar, your parents become free and you still become the leader of Army of Shar. This also lets you win this scenario as of the *Sharran* route.

If you defy Shar once again and slay your parents to free them, you'll then have to fight Viconia DeVir and her followers in House of Grief. After you defeat them, you'll have won this scenario as of the *Selunite* route.

Rewards:

Regardless of how you complete this scenario, you gain the *Mirror of Loss* as an item. If you already have it, you'll have the amount you paid to it refunded back to you.

If you have chosen the *Sharran* route, you'll also get the improved *Spear of Night*, a legendary spear imbued with the power of darkness and shadow, given to you by your lady of night and loss.

If you have chosen the *Selunite* route, you'll get the modified *Spear of Seluné* instead, a legendary spear that can summon pure beams of moonlight and pierce darkness, given to you by the lady of silver. Also your *Brain Full of Holes/Tier 1* and *Blind Devotion/Shar* will be permanently removed, if you haven't overcome them yet.

Wizard of Waterdeep (Class: Wizard – Race: Human – Drawbacks: *Corrupted Weave)

The orb you implanted on your chest has made you fall out of favor with Mystra and limited your prodigious magical powers. You must continue feeding it with magical items until you find a permanent solution to it or you'll risk blowing up with a cataclysmic force.

As you feed the orb, you'll find that maintaining it with magic items become less effective as you do so. When you are finally about to lose hope, the Legendary Wizard Elminster arrives to your rescue. He'll put a temporary seal on the orb and will give you the key. Your job and Mystra's order for you is to blow the orb up when the time is right and defeat the Absolute. You'll choice of path at this time will heavily impact the end of your scenario.

If you choose to blow yourself, you'll definitely fail this scenario unless you have a one up. The only other choice for winning is finding an alternative path.

For now you must follow your path as it leads you to Baldur's Gate, where you'll have the chance to commune with Mystra. She then will inform you of your orb's nature of being a creation of Karsus, the legendary Netherese wizard. She'll also let you know that the Absolute has the *Crown of Karsus*. She'll want you to return to crown back to her, if you want to have a chance to redeem yourself.

If you choose to follow your ambitions, you must delve into the vaults of Sorcerous Sundries and learn of the true nature of Karsus' artifacts in the archives. With that knowledge at hand you must then defeat the Nether Brain and reforge the reclaimed *Crown of Karsus*. If you want to become a god with it or not is up to your choice at that point (highly don't recommend it). Regardless you'll have won this scenario as of the *Ambition* route.

If you choose to suppress your desires, you must defeat the Nether Brain and return the crown back to Mystra. She'll then thank you and forgive you for your past mistakes. You'll have won this scenario as of the *Humbleness* route.

Rewards:

Regardless of your choice at the end, you'll have your *Corrupted Weave* drawback removed from you, if it is already active still.

If you have chosen the *Ambition* route, you get the *Crown of Karsus* as a reward. If you already possess the item by purchasing it, you'll have your spent points refunded back to you.

If you have chosen the *Humbleness* route, you'll instead get the *Orb of Karsus* as a reward with Mystra placing it in your care. If you already possess the item by purchasing it, you'll have your spent points refunded back to you.

*You'll get the true *Orb of Karsus* implanted on your chest in the *Corrupted Weave* drawback.

Pale Elf (Class: Rogue – Race: Half-High Elf – Drawbacks: Creature of Night/Vampire Spawn & *Nobody Expects the Sharran Inquisiton/Gur & Cazador's Brood)

You have been slave to your vampiric master about 200 years. In that time you have done unimaginable things in your master's name and you regret it greatly. With your newfound freedom, you must find your own path now.

You must first learn the origin of mysterious scars on your back that your master has inflicted on you. Be it from an accursed book or a devil, you must find out what they are for. Meanwhile you'll have to evade the hunters that Gur and Cazador will send after you.

In time you will learn of your scars' meaning. It is a ritual for ascendancy that sacrifices numerous vampire spawn and purges the weaknesses of vampirism. You must defeat your former master before he sacrifices you in return for power.

In the city of Baldur's Gate, in Cazador's Manor, you'll have to face countless creatures of night to reach the heart of your master's lair. Once there you must resist his influence and put an end to him once and for all. Once you do so, you'll be presented with the choice of sacrificing all your kin for power or declining it to set the innocent people you have captured over years in the name your master free.

If you choose the route of *Power*, with the sacrifice of 7.000 vampires spawns you'll ascend as a vampire. You'll then also need to purge the clan of Gur that is chasing you. After that you'll finally win this scenario.

If you choose the route of *Mercy*, you'll set all of those vampire spawn free to Underdark to find their own way and make peace with Gur.

<u>Rewards:</u>

Regardless of your choice in the end, you'll lose the *Nobody Expects the Sharran Inquisiton* both for Gur and Cazador's Brood.

If have chosen the route of *Power*, your *Creature of the Night* drawback will be removed but you'll get all the abilities of a vampire spawn in addition to all the powers of a full vampire boosted by an order of magnitude and without any racial weaknesses permanently.

If you have chosen the route of *Mercy*, gods will take notice of your action and cure of your vampirism, removing *Creature of the Night* drawback from you. Also the Gur and the remaining vampires will gift you a *Trinket of Allied Forces* that can summon hunters of Gur

and vampire spawns to your aid, when you need it. This summons are stronger that the usual summons of the item but still has the same restrictions.

*You get the normal **+400 CP** for *Nobody Expects the Sharran Inquisiton* drawback on Astarion's scenario. Gur and brood are only minor organizations and can't match the might of bigger organizations.

Blade of Frontiers (Class: Warlock – Race: Human – Drawbacks: Sold Your Soul/Mizora)

In an act of desperation to save your city, you have sold your soul to cambion Mizora in return for power. Your current job is to chase down the devil Karlach and slay her.

When you finally confront her, you'll find that she is just a normal tiefling that has been enslaved by Zariel. Your choice at that point heavily impacts your ending for this scenario. You lock yourself down to route of *Glorious*, if you slay Karlach at that point. Of course you can choose to spare her, but this comes with consequences. Your devilish mistress will turn you into a tiefling as a price for disobeying her.

After a period of adventuring you'll find that your father, Duke Ulder Ravengard, has been kidnapped by the cultists of Absolute. At that point you must find his trail and save her so the city of Baldur's Gate won't dissolve into chaos.

During your infiltration of Moonrise Towers, in search of your father, Mizora will once again contact you and offer to release you from your contract, if you choose to rescue her from the prison of the towers.

Once you rescue her, she'll offer you a choice. You can make your soul eternally hers and learn the location of your father or you can choose to break free from the infernal contract and doom your father. If you choose to save your father, you'll lock yourself to the *Glorious* route instantly. If you choose to release yourself, you'll still be able to save your father but it will be much harder.

Regardless of your choice, whether from Mizora or from your own investigations, you'll find out that your father is being kept at the Iron Throne, an underwater prison complex that can be only be reached with a submarine.

Mizora will aid you in your mission, if you accepted her deal, and you'll be able to rescue your father easily. Otherwise Mizora will obstruct your path and set her devilish servants on you and your father to block your rescue attempt. No matter what your path is, you will win this scenario once you rescue your father. You fail this scenario, if your father perishes. If you choose to do it so and release your contract at the same time, you'll have won this scenario as of the *Virtuous* route.

<u>Rewards:</u>

Regardless of your route, your *Sold Your Soul* drawback will be removed from you by Mizora.

If you have chosen the *Glorious* route, you'll get the item *Potent Robes*, which buffs your warlock powers greatly by increasing their destructive power along with giving you a defensive ability. On top of that, Mizora offers to join you as a companion. She is a powerful

cambion with many tricks up her sleeve and has the natural ability to manifest *Infernal Contracts* along with experience to use them up to their fullest.

If you have chosen the *Virtuous* route, you'll get the perk *Outfoxed* as a reward for your cunning dealings with Mizora. If you already have the perk, you'll get your points refunded back.

Githyanki Warrior (Class: Fighter – Race: Githyanki – Drawbacks: Blind Devotion/Vlaakith)

You have been serving faithfully to Vlaakith until you have been captured by the *ghaik*. Now you are infected with a tadpole and must cleanse yourself in a *Zaith'isk* as by the protocol.

On your journey you'll find out many small facts that will shake your faith in Vlaakith little by little. Slates containing knowledge about Orpheus, githyanki warriors seeking the artifact that has saved your life and more.

Once you finally reach the mountain pass, you'll have to find the Creche K'liir. In there you'll find the *Zaith'isk*. If you choose to submit yourself to cleansing, you'll immediately regret it as it tries to kill you and extract your knowledge. And with further research you'll find out that Vlaakith kills all of her higher ranking warriors and absorbs their souls. This will heavily shake your devotion to Vlaakith and with effort you can work on lessening the effects of your *Blind Devotion* drawback.

Just before you reach the Baldur's Gate, you'll be dragged into the artifact you are carrying and after defeating the githyanki infiltrating it, you'll learn that Orpheus, the Prince of the Comet is alive. Shortly after, Vlaakith appears before you and commands you to slay Orpheus in her name. You may choose to follow her command or not but first you must find a way to free Orpheus from his infernal bindings.

You must get the *Orphic Hammer* to do so, from the cambion Raphael's possession. Either accepting the deal he presents you or by forcefully breaking into his House of Hope with the aid of a talented portal master.

After you get the hammer, you must free Orpheus. Then you'll face an imporant choice. If you slay Orpheus in Vlaakith's name, you win this scenario as of the *Patriot* route. If you defy your ruler and free the prince to usher a rebellion, you also win this scenario but as of the *Rebel* route. After defeating the Nether Brain, you can either choose to serve Vlaakith on yoru time here or lead your peopl in rebellion with Orpheus. Choice is up to you.

<u>Rewards:</u>

Regardless of your route, you get the item *Zaith'isk* as a reward. You'll get your points refunded back, if you already have the item.

If you have chosen the *Patriot* route, Vlaakith in a fit of admiration doesn't take your soul and rewards you instead. You get a legendary *Githyanki Silver Sword* and a *Trinket of Allied Forces* that can call githyanki skirmishers, which are greatly more powerful than item's normal summons.

If you have chosen the *Rebel* route, Orpheus grants you a personal adult red dragon steed named Quuthos who is devoted to you unconditionally. You can take him as a companion. On top of that, your *Blind Devotion* drawback is removed, if it is not so already.

Hellion's Heart (Class: Barbarian – Race: Zariel Tiefling – Drawbacks: Nobody Expects the Sharran Inquisiton/Zariel & Fiery Heart)

Your trusted ally, Enver Gortash, has betrayed you ten years ago and has sold you to Zariel. She has implanted an infernal engine into your heart and used you as a slave in the Blood War for a decade. Now that you have broken free from her control with your escape from Avernus, you must enact revenge from Gortash and find a way to fix your failing engine heart.

First you must find an infernal engineer capable of lessening the effects of your engine. This can be someone with *Infernal Engineer* perk or Dammon from the Emerald Grove. You'll also need infernal iron for maintenance of your heart.

With your first fixing of your heart, you'll learn that more you stay away from hells, more likely you are to blow up with your engine overheating. You'll have limited time to enact your vengeance, otherwise you perish and fail the scenario.

To defeat Enver Gortash, you must first reach the city of Baldur's Gate. There you must disable his infamous steel watchers and kill him in his heavily trapped fortress.

After all that you have limited time to find a way to fix your engine. You can choose to return to Avernus and risk getting captured by Zariel. If you do so, you win this scenario as of the *Soldier* route. If you find a way to fix your heart, you win this scenario as of the *Badass* route.

<u>Rewards:</u>

Regardless you have fixed your heart or not, after the jump ends you keep your *Fiery Heart* drawback but all of its negative aspects will be removed and can be toggleable to active on yoru whim.

If you have chosen the *Soldier* route, your companions symphatize with you on your desire to survival and you get any of one your allies you gained during you adventure as a permanent companion.

If you have chosen the *Badass* route, you immediately get your *Fiery Heart* drawback removed but keep all the positive aspects of having an infernal engine as an heart. You also get the *Infernal Engineer* perk. If you already possess it, you'll have your points refunded back.

The Dark Urge (Class: Any – Race: Any – Perks: *Bhaalspawn – Drawbacks: Brain Full of Holes/Tier 2 & Murderhobo)

Someone wounded you so much that you have lost all of your memories. Now you are a blank state and you must re-discover yourself. Oh and you also have irresistable urges pushing you towards a path of gore and blood now.

You can choose to resist them, until the fates align and you meet either a sweet tiefling bard named Alfira or a wandering dragonborn bard named Quill. She will want to join your journey and will be very persuasive. You'll have no choice but to accept. On your first night together, you'll brutally murder her in her sleep.

At that point you must either confront your companions or hide the body. They will either be wary of you or be on guard for potential killers. Deed is done nonetheless.

Shortly after a goblin servant named Sceleritas Fel will join your company and tell you that he is former servant of yours and greatly admires your murders.

From that point on these urges will keep increasing and it is up to you to resist them or indulge in them. You will finally reach a breaking point at some time and your butler will tell you that you will murder your most trusted companion or lover that night. If you don't have one, fate will conspire you to do the same for either Nightsong or cleric Isobel.

If you choose to murder, you lock yourself into route of *Slaughter*. If you manage to resist, the urges will be suppressed until you reach Baldur's Gate.

In the city you'll encounter Orin, the Bhaalspawn that is cause of your memory loss. She will taunt you and invite you to a final showdown within the Temple of Bhaal. In the Undercity on your way to Temple of Bhaal, you'll come across the Murder Tribunal led by the legendary Sarevok Anchev. Once again you'll be offered a choice, you can become an unholy assassin by obeying your dread father or once again defy your nature. Obeying will lock you into *Slaughter* route again. Defying your nature means that you'll have to defeat Sarevok and his champions.

Once you finally reach Orin, you will learn that you are a Bhaalspawn and must fight to the death with her for the spot of Bhaal's Chosen. If you are not locked into the route of *Slaughter*, she will have access to the legendary slayer form and will be even harder to defeat.

After her defeat, you are once again given a choice. Your dread father wants you to act as his champion. Accepting it means that you win this scenario as of the *Slaughter* route. If you defy your father one last time, your father will execute you on the spot. However the skeleton who has been following you all your adventure, *Withers* will resurrect you and sever you from your father. In that case, you win this scenario as of the *Redemption* route.

<u>Rewards:</u>

Regardless of your choices, you gain the *Deathstalker's Mantle* item, which is a cloak that make you invisible once you kill your enemies. Also your *Bhaalspawn* perk will get its potenct doubled and you find that against any being that carries divinity within them, your resistances will improve and any damage you deal with them is doubled.

If you have chosen the *Slaughter* route, you'll keep the *Murderhobo* drawback but your chain fail condition will be removed. You also gain the *Form of the Slayer* which is a hideous transformation into a monstrous creature that multiplies your power manifold.

If you have chosen the *Redemption* route, your *Murderhobo* drawback will be removed. Also your blood and mind will be your own from now on. You'll become immune to all kinds of corruption and subversion from any sources. Not only that, but you'll find that your creators, people who possess your blood or simply beings stronger than you will no longer have any

power over your being. You cannot get one shotted, conceptually erased or simply wished out of existence anymore. You can still get overwhelmed with pure power from them but at least you'll be able to fight to your last breath.

*The Dark Urge origin scenario requires you to purchase the *Bhaalspawn* perk and you won't remember purchasing it for added immersion.

Notes

*More information will be added in future document updates to the notes section.

Races & Classes

You can either use the in game data for races and classes or the ones from D&D 5E rulebooks, it is fully up to your choice.

I'll provide you with two links that you can access any of that data freely.

https://baldursgate3.wiki.fextralife.com/Baldur's+Gate+3+Wiki

http://dnd5e.wikidot.com/

You get all the skills, abilities and resistances from your chosen race and will get that race as an alt-form post-jump.

Class levels are capped to 12, while the main plot is in progress. But you can get to level 20 in this jump and post-jump you can even get into epic levels with heavy commitment.

200 CP Race Option

As long as that race is capable of acting as an adventurer, capable of sentient thought and isn't above CR 3 it can be whatever you want. There are too many options to list here without making it pretty cumbersome to read. You can access any monster of CR 3 or lower in D&D 5E rulebooks but I'll provide with some links to help you.

https://www.dndbeyond.com/monsters

https://media.wizards.com/2014/downloads/dnd/MM_MonstersCR.pdf

There are more creatures that are featured in *Mordekainen Present's Monsters of the Multiverse* but you'll have to find about them on your own as they are not a free content.

True Aasimar, Cambion & Young Dragon

These three races may not be equal in power but all of them have certain advantages over one another.

True Aasimars are immortal in terms of lifespan and are pretty hard to kill. They can recover from getting their heart pierced or your limbs being torn off. They also have quite the regenaration ability as good as wolverine at the start of x-men movies. They are the most

resilient race of those three. They are also resistant to necrotic and radiant energies along with damage from non-magical weapons and have darkvision on top. They can imbue their weapons with radiant energy that burns the their enemies and have multiple divine abilities on top. They can detect lies, heal with a touch, have resistance to magic, call down radiant energy beams, change shape to a creature weaker from them and even have the ability to raise the recently dead. Oh and they can fly with the wings on their back.

Infernal Cambions are also immortal in terms of lifespan. But apart from somewhat increased durability they have no regenative capacity like those of aasimars. What they have more than makes up for it though. They are resistant to fire, cold, lightning, poison and damage from non-magical weapons and have darkvision on top. Once per they, they can reflect any radiant or holy damage they receive back onto its dealer with double the force. They have increased skin toughness to compensate for reduced regenaration power. They can shapeshift to any creature weaker than them, magically issue words of command, detect magic, walk between planes (in local multiverse until you gain your spark), shoot rays of fire, absorb mortal souls to boost their abilities and charm mortal beings. They can also fly using their wings.

Young Dragons on other hand are not biologically immortal but they are by far the stongest option among these three. Although they are not immortal, they have a lifespan that can exceed thousand years. They gain an elemental resistance and elemental breath weapon corresponding to their scale color. Some metallic dragons even get a special breath weapon with effects like sleep or weakning but their elemental breath is weakened for compensation. Dragons can shapeshift into a single mortal form of their choice at will. In terms of raw physical power and durability, almost no creature can match a dragon. All dragons have darkvision and blindsight and some can even burrow. Their very presence causes fear to all creatures weaker than them. By default you are middle aged young dragon and your age is around 50. Around your 100s you will advance into being an adult and after 800 you can call yourself an ancient dragon. As your age increases your power will too. Some dragons can even swallow their parallel world versions to advance into a godlike great wyrms.

Regarding Perk & Drawback Interactions

You'll notice that some perks and drawbacks have contradictory effects. This is intentional. Drawbacks always override perks but having the perk which opposes the drawback makes the drawback easier to best.

Scenarios

I am planning on adding future scenarios and side quests but this may be a lengthy project. Rewards for some origin scenarios may seem stronger than others. This is intentional as some origin quests are harder than others.

I you already have the perk or item provided by the reward purchased, you get the exact amount of points you spent on it refunded. If you bought it at a discount, you get the discounted point price back not the full amount, but you will be free to use your discount on another perk once you get refunded.

Special Thanks

This is my first official jump-making experience and I'd like to thank you for all of your feedback. Especially to people who gave me their input in my reddit post linked below:

https://www.reddit.com/r/JumpChain/comments/16ivnn9/bg3_jump/

All of you people are wonderful!

There may be some unbalanced options and typos within this jump. Although I know English very well, it is my second language and some grammar errors and typos are to expected. Also I did mention this is my first jump document. Nonetheless they will be fixed in future updates.

I appreciate your feedback until this point and encourage you to contribute more, if you have some criticism and suggestions. As long as it is respectful and constructive, I'll definitely heed it and make changes accordingly in future updates.

BG3 is one of my favorurite games so far and I had quite a lot of fun in making this document. Hope all of you enjoy it too!

Changelog

V1.0

Created the document.