



“No killing Goblins.”

So reads the sign outside of The Wandering Inn, a small building run by a young woman named Erin Solstice. She serves pasta with sausage, blue fruit juice, and dead acid flies on request. And she comes from another world. Ours.

It's a bad day when Erin finds herself transported to a fantastical world and nearly gets eaten by a Dragon. She doesn't belong in a place where monster attacks are a fact of life, and where Humans are one species among many. But she must adapt to her new life. Or die.

In a dangerous world where magic is real and people can level up and gain classes, Erin Solstice must battle somewhat evil Goblins, deadly Rock Crabs, and hungry [Necromancers]. She is no warrior, no mage. Erin Solstice runs an inn.

She's an [Innkeeper].

She is not the only person to arrive in this world however, some arrived in groups, some alone, some will die before they find aid alone in the wilds or to goblins or other threats, and some will arrive in the court of powerful kings. None of them know the reason why they have appeared here, yanked from their world, their lives, their families without any warning or preparation but all of them will have to try and survive here in this new and strange world.

This world is odd to say the least, terrible monsters from the simple slime all the way up to terrifying dragons exist (though dragons are understandably rare) and any creature or being capable of sapient thought has the ability to gain a [Class] and earn levels in that class as well as learn certain [Skills] to aid them in their chosen profession and become stronger.

You shall be spending the next ten years here, struggling to survive and make your way against hordes of undead, goblins, monsters, and possibly the errant prankster fae. However unlike those who normally live here you will be getting a little boost, a little something to make things easier on you to get started. As such I you are being given a small stipend to aid you.

**You have 1000 cp!** Use it well.



**Races!** The races in this world are many and varied. They come in all manner of shapes and sizes, as such you get to choose the shape you shall be taking in this world. After the jump your race shall become an altform for you to use as you will. Most of the Races here age at a similar rate barring a few exceptions. Roll  $1d8+15$  for age and you will become your races equivalent of that age, for instance a half elf rolling age 16 would likely be roughly a teenager for their race but around 60 years old in human years. Your gender is whatever you come in as. You may choose your age and gender at will for 50 cp.

**Human** - (Free) - Everyone knows humans, soft, fleshy, hairy, and often rude though sometimes not, humans have a variety of temperaments. Some of the most powerful people in the world are human. Often non-human cities will have a general dislike for this race though as they are rather numerous and control some of the largest cities around the world.

**Beast Kin** - (Free) - The Beastkin that are on Issrysil, don't live in one area of the continent, but are spread around the southern half and can be mainly found among the Gnoll Tribes than in Drake settlements. They don't originate from Izril, though, but from a continent to the east. Beastkin come in many shapes and sizes and can be found all around the world and vary greatly in appearance depending on what kind of beastkin they are. Known beastkin include Cat, rabbit, jackal, and squirrel beastkin and their appearance tends more towards the animal side than the human side. For instance a squirrel beastkin is likely to be very small while a jackal may be quite large. One example of this is Hawk (A rabbit beastkin) who seems to look quite a lot like rabbit from Winnie the pooh with a six pack.

**Fraerling** - (+100) - The Frearling look human, with the average height of a Human's hand. Fraerlings can hold more than their body weight in drink and food; they actually get a bit taller as their bodies stretched to support the extra mass, but alcohol can still kill them if they drink too much in too short a time. Books and armor are hard to obtain as a Frearling because of the skill required to copy or create things small enough for them while also being useable. Fraerlings often have trouble with birds or rats attempting to eat them.

**LizardFolk** - (Free) - Lizardfolk are large humanoid lizards, they can often breath underwater and some grow into nagas after a certain point in their life. Lizardfolk are known to be hyperactive and VERY open with each other to the point that they do not seem to understand certain barriers such as privacy and will ask personal questions of other people at any chance. They are usually known to settle near water more than other races because of their race being rather at home in water. Lastly lizardfolk have one more thing that sets them apart from other races which may be seen as a pro or a con in itself in that male lizardfolk have two rods in their marriage tackle box.

**String Person** - (50 cp) - String people look like normal people from far away and even up close, they seem human. However they are far from the fleshy messes that humans are even if they look human, string people are immune to bladed weapons because even if they are cut in half they simply need a needle and thread to be stitched back together and they will be good as new! String people are made of material and thread, usually around a skeleton of some kind. Their bodies are strong though and many of them can be found around the world.

**Dwarf** - (Free) - Dwarves are an exceedingly rare race outside of their homes in Terandria, one of the reasons for this is that they don't like to travel, as too much water and boats get them seasick. Dwarves often have beards and rarely grow to be over 5 feet tall and most will have some amount of human ancestry in their past.

**Drake** - (Free or 100 cp) - Drakes have scales in varied colors from Green, Red, Pink, Blue, Yellow and Dark Brown, and some have even coloration patterns. Drakes with Green scales are the most common, while scales very bright (like Red) or very dark are the least likely to be seen, especially without patterns, as they are rare. Even rarer are scales that have a bright glow, a unique flame coloration and a midnight black color. Drakes appear to be humanoid lizard people, they are very strong and a very proud race though they have an extreme dislike for lizardfolk and comparing the two races is considered to be a grave insult. Should you pay 100 cp for this race option you can instead be an Oldblood Drake which is functionally the same except you will also have wings which allow flight and the ability to breathe fire like your ancestors the dragons.

**Gnoll** - (Free) - The Gnolls are part of a humanoid race that strongly resembles a hyena. The color of their fur range from black, grey, reddish-orange, and on special occasions white. Gnoll possess an exceptional nose, making it possible for them to know when someone was in a fight, even if the person had washed themselves afterwards, in fact the nose of a gnoll is so good they can tell the kind of wood is in a person's bow simply by smell even if it is put away. Gnoll also have very good hearing and as a race are rather strong.

**Half-Elf** - (50 cp) - Half-Elves look like humans, with the exception of having pointed ears and a beautiful (some may say unearthly, complexion). Half-Elves are often despised and discriminated against, especially on Terandria where they are considered untrustworthy, thieves, criminals and bandits at the best of times. Half-Elves are also extremely talented magic users owing to their ancestry. Half-Elves can live at maximum for around 300 years. That said, they usually die before they even reach their hundredth year, as they likely get themselves killed before that happens. They have greater affinity with plants than other species do, like knowing the best way to planting them so they can absorb more nutrition and placing them in good spots for the sun. Lastly no matter how many generations pass, a half-Elf and a human will always produce a half-Elf child.

**Half Gazer** - (100) - Half-Gazers have a humanoid form, with orange-brown skin, four-fingered hands, five eyes with one huge central eye and four pupil-less smaller eyes surrounding it, and a mouth filled with sharp teeth. They do not have a nose, and their Blood has a bright orange-yellow color. Their five eyes allow them to see at great distance and even through objects at close range. As Gazers are highly magical beings, Half-Gazers have a naturally inclined towards magic. By honing and strengthen their main eye, they can perceive everything in their surroundings, as well as detect the names, classes and skills of others.

**Dullahan** - (50 or 100) - Dullahans are a humanoid race, with a loose connection between their head and body, and detachable limbs. When they take their head or limbs off their body, a dark orange/purple light can be seen flickering within the opening and mist coming out from the hole. Underneath their armor is a transparent skin were their internal organs, muscles and tendons are clearly visible. It was as if a normal Human had lost all their dermal layers but left their organs intact. Touching their internal structure however lightly it was, is painful to them, and if the armor breaks and something like a bug or dirt gets in, they will get an infection, hence the Dullahans need to always wear armor to cover and protect their body, even if the armor is made with wood or inferior scrap metal, and why they tried to upgrade their armor, as it is their skin, and any holes would expose them to all kinds of dangers. For an added 50 CP you can instead be a War Walker dullahan, War Walkers have all the features of a Dullahan, only they are at least twelve feet tall and their armor has been scaled up in a massive way. Only their heads were the same size and they have enough strength to easily lift their great swords which are the size of an adult human. Usually this race only comes about by specializing into the [Juggernaut] class though so you may want to keep it a secret if anyone asks.

**Centaur** - (50) - Centaurs are touchy, prideful, and they don't accept bad manners at all, and the slightest offense is instantly corrected, regardless if it causes trouble for all parties involved. They are honorable though and they take pride in not committing shameful actions. An ambush to them is not shameful, nor is a surprise attack; that is simply a good way of fighting wars. But their commitment to the idea of honor only lasts so long as they think the other side is playing by the same rules. If they think there is just a hint of underhandedness, they lose their need for honor as well. Centaurs are large having the lower body of a horse with the upper body and torso of a human where the horses head would normally be. The centaur version of honor seems to hinge mostly on adhering to your word as well as fair play.

**Minotaur** - (50) - Strong, tough, and covered in hair. Minotaur's often stand at over 6 foot tall not counting their horns, they often have hooves and are considered one of the most bad tempered races around. In spite of some rumors minotaur's do in fact eat meat, they love it in fact. Minotaur's often have very straightforward personalities and have historically attempted to take over the world a few times in the past.

**Selphid** - (50) - A Selphid's true form consists of a dark green and yellow semi-fluid wriggling mass of tendrils, with orange blood. They infiltrate the stomach of a body, their tendrils stretching throughout the nervous system and wrapped around some of the organs. They can infiltrate the body of the living, talk with their host and control them forcefully if they want. But this process is permanent. If the body they infiltrate is dead, it takes them some time to assume control of the new form, as they have to remove the blood and several organs. Though they rarely breath if they don't speak, and also blinked much less than normal people. When the body gets damaged, they have to change to a new one, as healing potions don't work on dead flesh. In dead humans bodies, the skin and the insides of the body becomes totally white, as they are bloodless though many other races also become paler due to blood loss when they are used as host bodies. Selphids host bodies are often purchased from cities when they are damaged beyond repair though so long as the selphid is not damaged inside of the body they are able to move to a new body even if their old one is missing a large portion of its head or flesh. They have set a rule that no body they inhabit is allowed to be alive under penalty of death.

**Garuda** - (50) - Garudas are one of the few sapient species that can fly, and their bodies are relatively frail compared to most species as a result, which is the result of their hollow bones. They have a bird like form, with mixed colored feathers and a bird's face with a long curved beak. Their 'arms' are two long wings with long feathers and nimble talons at each end and are in general extremely claustrophobic. They are native to Chandrar, where they vigilantly patrol the arid deserts and fight bloody wars over the limited water supplies. To an unprepared army, Garuda attacks are hard to repel, as the feathery warriors will simply drop rocks from above, loose arrows and magic out of range, and retreat before they can be counterattacked. Prideful and fierce, Garudas make few friends, but those they do accept are comrades for life.

**Antinium** - (Free or 50 cp) Antinium Workers have dark brown chitinous body with a huge abdomen, bipedal legs, four arms, two feelers on top of their heads, two long pincers coming out of their mouth and black bulbous eyes which are multi-faceted like those of an insect. Their shells are as tough as any leather armor. All Antinium connected to the same hive can share memories and thought process, enabling telepathic communication and all Antinium are very strong. You are a rare an Individual Antinium. Something barely ever seen as the process wherein one may become individual instead of a part of the Hive as a whole often leads to aberration making the individual become insane and go on a killing spree. You may become an antinium Worker or a Much larger Antinium Soldier for free. Soldiers lose much of the dexterity that workers have as their fingers and hands are largely made for bashing enemies of the hive (though you may have fingers instead if you wish). They also have no way to speak as standard which will begin to change very soon if all things go as they do in story, because of this you can also speak if you wish (though you may wish to keep that to yourself for a while). Finally you may pay 50 cp to become a variant of the Antinium Prognugator class which is much more agile and only has two arms but has higher manual dexterity as well as the ability to speak. Normally such Individual Antinium would be closely watched by their hive and in some cases even killed though you are, for whatever reason, left largely alone by your hive and your queen. Antinium cannot swim.

**Goblin** - (+200 cp) - Goblins are a humanoid race, with green skin and crimson eyes. While some Goblins can grow hair, they can't grow facial hair, except for old Goblins, whom can grow beards. On average, Goblins are smaller than Humans, with the exception for Hobgoblins, who are taller than them. An average Goblins is weaker than a Human and often are roughly the size of a human child. Goblins are universally hated.

**Hobgoblin** - (+100) - Hobgoblins, or "Hobs", are Goblins who undergo what is described as a "late growth spurt" (it may be related to Levelling) that makes them about as tall as a human, also increasing their physical strength greatly. Though quite fat by human standards, Hobgoblins are deceptively fit and strong; Their added body mass, should they have any (for not every Hobgoblin is fat), does not seem to hinder them at all and instead provides additional protection, as some blades cannot penetrate it deeply enough to truly injure the Hobgoblin. Hobgoblins are often killed on Sight in most villages or cities.

**Skeleton** - (+100) - You are a skeleton, an undead, and unlike other undead you can actually think and level. Most people will hate and attempt to kill you if they can tell you are an undead but you may be able to hide the fact should you wear enough clothes. You are able to regenerate your bones (Which, to be fair is all you are) so long as you have enough mana and they aren't completely destroyed. On the bad side pretty much everyone hates you and fears you. Your eyes also appear as magical colored flames but you can turn this off if you want.

**Vampire** - (50 cp) Vampires look much like normal humans with a few exceptions, they have extremely pale skin, pointed fangs, and red eyes. They have a variety of strengths and have by and large been hunted to extinction with the remaining vampires hiding and acting as normal humans. In general vampires are all around better than a normal human in all physical stats including the ability to heal at an increased rate and have a higher pain tolerance than humans. They also have the ability to turn into a bat, control the minds of animals and weaker people, and don't physically age if they do not want to. The downsides of this (other than being hunted to near extinction and having to live in fear of being found out) are that they are lethargic and tired in the sunlight though it does not burn them, are allergic to garlic, silver causes skin irritation and possibly the worst of all the current race of vampires all suffer from immunological diseases which makes it so that they do not live past the age of 80. Ryoka in the story has compared this to being HIV positive.

**Drowned Person** - (Free, Racial Modifier)

Depending on what aquatic creature one has fused with or were it has fused on the body, they can obtain said aquatic creature natural abilities. For example someone fused with a Blackwater Jellyfish can obtain its paralyze poison, as well as the ability to heal from wounds that would cripple normal flesh, while someone having their arm fused with a Swordfish can obtain an unparalleled cutting weapon. If you wish to be a drowned person you may take this as a modifier of another race, you will gain the ability to breath underwater as well as the detriment of needing to keep your new fishy body moist and hydrated.





## Locations

Roll 1d8 to find out where you start your jump or pay 50 cp to choose.

1. **Liscor** - Liscor is a city-state located in Issrysil, and it is inhabited by Gnolls, Drakes, and Antinium. 10 years ago, the city was almost destroyed when The Necromancer unleashed his armies of the undead on the continent. Several years ago they made a contract with an Antinium Colony, which offers military assistance for the permission of staying in the city, which greatly increases the strength of Liscor. Once a year the heavy rains around the area turn this city into an island surrounded on all sides by water inhabited by large fish and aquatic monsters.

2. **Celum** - Celum is a human city, located in Izril. It is one of the Northern Plains Confederation Cities. When it isn't winter, Magnolia Reinhart often moves to her manor in Celum. The city is located 88 miles north from Liscor. It is approximately six hundred miles south from Invisil and around 3,800 to 4,000 miles south from First Landing, the most northern city in Izril. Like most human cities, the city is walled, but the majority of the population is located outside of the walls. The walls surrounding the town are only about twenty feet tall.



3. **Invrissil** - Invrissil, also known as the City of Adventurers, is a city located in Issrissil. The city gained its name as the city of adventurers by having largest population of adventurers active and retired on the continent. Not just Gold-rank teams can be found there, even Named Adventurers are seen to pass through the city on occasion. It is said that "the markets are filled with magical items and wondrous things, like the parts of dead monsters and rare gems and artifacts." Regisand Curle is the appointed [Mayor] for the moment. However, he is more of an administrator than one to set policy, as Lady Magnolia Reinhart has the power to persuade the city to adopt new policies or to take her point of view, but she rarely uses such authority. Day-to-day it's usually just the Guilds and various nobles infighting. Invrissil is approximately six hundred miles north from Celum and 435 miles away from Liscor.

4. **Esthelm** - Esthelm is a human city located in Issrissil. It is 60 miles south from Celum and 30 miles north from Liscor. This small city will soon be attacked by the forces of the Goblin Lord and then left to become a spawning ground for the undead before eventually being rebuilt and reinforced, a lot of suffering is going to happen around here soon. Maybe you can help keep that from happening?

5. **Reim** - Reim is the capital city of Flos' kingdom. It is located in the northeastern part of Continent of Chandrar. As it is mostly the case in Chandrar, desert and arid land surround Reim. The city has a battlements that consist of decently tall walls and sixteen high watch towers, that jut out and placed at equal distances along the curtain wall, giving the impression of a crown, which is rather spoiled by the palace in the center. These towers would normally carry high-level archers and mages that could rain death upon an enemy. They're enchanted quite heavily, and Amerys aided in that. Reim is ruled by the [King] of Destruction Flos. You may want to leave this place as quickly as possible or he may add you to his retinue without your consent.

6. **Pallass** - Pallass, also known as the City of Inventions, is one of the six Walled Cities located in Issrissil. Its walls are over 300 feet tall and is ruled by a democratic Council, called the Assembly of Crafts, who vote on issues. It's members consist of numerous representatives from all of the major Guilds. Some people who lived in Pallass their entire lives, won't look over the edge of the walls because of the sheer drop down below.

7. **The High Passes** - The High Passes are located west of Celum, these rugged mountains are the home of all manner of vicious monsters from horse sized Carn wolves, to Carnivorous Eater Goats, and even Gargoyles. This is one of the most dangerous places around that isn't actually in a dungeon. There is a rumor that a Dragon is living around here somewhere too. Good luck getting out of here alive!

8. **Free Choice**, pick from anywhere in the world.

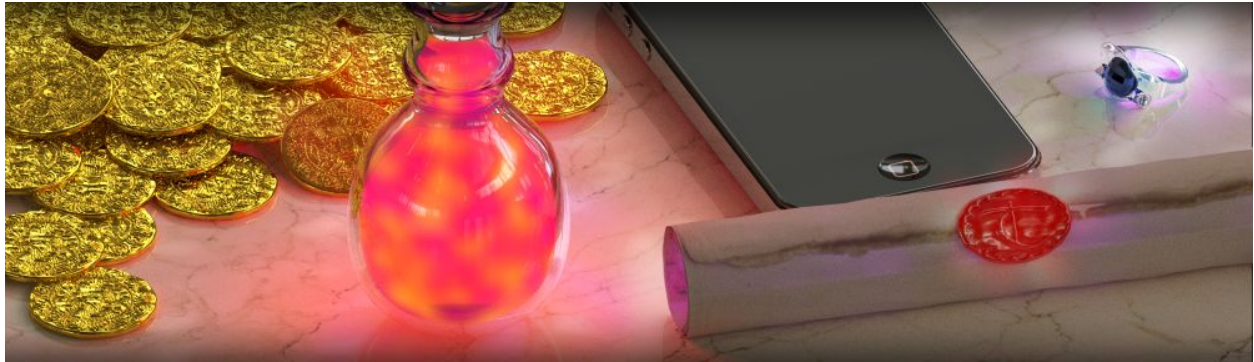
**Backgrounds!** Choose your path in this new world.

**Drop in** - No history in this world means no prior enemies, a fresh start to do with as you will. Gaining a [Class] for you is as simple as setting your mind to it and doing it.

**Merchant** - Maybe you are truly a [Merchant] maybe you are an [Innkeeper] or maybe you are an [Alchemist] seeking to pawn their wares, either way you provide goods or services to others in exchange for coin in an effort to turn a profit. Taking this background grants you easy access to the [Merchant] or [InnKeeper] [Classes] though you are not required to take them unless you wish.

**Royal** - Royalty is more than just a [Class] it is a way of living. You were either born royal or given a title by someone of a higher rank. Your job is to work for the betterment of those below you as they are both your responsibility and your strength. Taking this background grants you easy access to royal classes such as [Lord] or [Lady] though you need not be one if you choose not to be.

**Adventurer** - An adventurer is someone who earns their wage by completing 'quests' or bounties. Generally, these tasks are listed in an "Adventurers Guild." Adventurers generally fight in groups (and even if the individuals in a group are very weak, a group is ranked according to their total efficiency, rather than the efficiency of each individual). In other words, a group could include a Silver-Ranked adventurer and still be considered a Gold-Rank group.



**Perks!** Powers and abilities to aid you in your adventure! Each background receives a discount of 50% off every perk in their line and receives their 100 cp perk for free.

## General

**[Classes] and [Skills]** - (Free or 200 cp) - A [Class] is something that represents a hobby or profession. As you gain levels in a class, you will gain new [Skills], enabling you to do things that you would not be able to do normally. Leveling and gaining a class relies on mentality - if you are convinced that you cannot cook, or you do not find cooking to be important, for example, it is unlikely that you will ever gain a [Basic Cooking] skill, regardless of your actual skill in cooking - an example of this can be seen with Erin Solstice's lack of the [Tactician] class, despite her skill in chess.

The majority of people reach Level 20 in at least one class over the course of their lives. Much less individuals manage to reach Level 30; A handful in each town; a few dozen in a city. Few people ever reach Level 40, and they tend to be quite famous. People who have reached Level 50 or above are generally known throughout the world. It is later determined that there seems to be a cap on the amount of levels one can gain of 100 cumulative levels. This means at most a person could gain 100 levels of a chosen class or 50 levels in two separate classes or even less levels split amongst multiple classes.

You can now take advantage of this set up and gain [Classes] and [Skills] yourself by putting hard work and effort into something to gain levels in it making yourself stronger and better at it, doing so will give you the ability to level and before you sleep you will hear a voice in your mind telling you what levels, [Class]es or [Skill]s you have gained. Should you choose not to receive a new [Class] or [Skill] you can cancel it thereby avoiding losing levels you may want to allocate elsewhere. You gain this perk for free however if you wish you may pay 200 cp to grant this perk to others in future jumps. If a [Class] does not exist there is the possibility to bring it into existence by working hard in a way you think should grant the class as is shown with the [Doctor], [Clown], [Cataphract], or [Medic] classes which were gained simply by the person wanting the class, doing things they thought important to the class and working hard for it.

**Magical Potential** - (Free or 100 CP) - The ability to cast magic is actually rather rare and not everyone can do it. You however have potential to cast magic using the tiered as taught in the famous Wistram Academy of mages. This does not give you any background in actually casting magic it just grants you the potential to do such if you wished to learn. For 100 cp you are actually a graduate of Wistram Academy, able to claim their name as well as having learned a small selection of class 0 to 4 spells (class zero being something such as creating a small flame with class 4 being something such as a wall of flame). Paying 100 cp also allows you to "Skip ahead" and choose a specialization of magic if you wish such as [Cryomancer] or [Necromancer] or [Summoner] if you wish though you will only be a level 1 to start. Unless you wish to start as a [Mage] which are more or less generalists as magic [Classes] go. Generally a [Mage] will reach level 30 and choose a specialization losing all their levels in [Mage] and putting them into the new class, you may still level [Mage] up separately after you choose a specialization though it starts at level 1 again, or you may forgo specialization all together in hopes of one day becoming an [ArchMage].

**A Colorful Voice** - (100) - Your voice has a presence, a quality more than just sound. Those who hear your voice hear something in it that conveys an idea, a color, a context. *Maybe your voice embodies winter with those seeing it knowing it is blue and cold and the feeling of frigid winds. Maybe your Voice is green and brings to mind the smell of springtime, the warmth of the sun, and the promise of a fertile spring. Maybe your voice is Yellow and makes those who hear it think of grand empires and god like strength, flames of passion and warmth of a hearth fire.* Whatever the case your voice is certain to leave an impression on all who hear it, so much so that even if a person was blind they could hear the color of your voice. You may choose what your voice sounds like when you take this perk and toggle the effects at will if you so choose.

**Tears of a Monster** - (200) - There once was a girl in a town. The town was beset by monsters and everyone she loved was killed. To Survive the girl was forced to eat whatever she could find, unfortunately all she could find was the corpses of her people. Upon eating the meat of her fellow man she was cursed, her features changed and became horrific, her fingers, flesh, and face became horrors to behold and she lost the ability to speak. All who saw her fled in terror or attacked her as a beast until she came upon a small band of goblins who took her in and treated her as a person for the first time since she transformed, when they did this for her she wept tears of happiness that someone would actually care. That night part of her curse was lifted and she lost the terrible hunger her curse had put upon her. Like this young girl you also may be cursed one day, and also like her you have a rare opportunity to find redemption. Anytime you are cursed or transfigured against your will you will be able to find your way back to normal and remove the curse by helping others. through good deeds you can find redemption, and through helping others you can find hope.

**Custom [Skill]** - (100 (One free), 200, 400) - Is there a [Skill] you absolutely would love to have but isn't exactly standard for your class? Maybe its just an extremely rare one that is almost unheard of or just plain doesn't exist in setting? Well here is your chance to skip the hassle and get what you want at a cost of cp. [Skills] purchased here come in 3 tiers, tier 1 would be skills that are useful but not very rare or could easily be acquired through training. Skills such as [Unerring Throw] or [Lesser Strength] are tier one for the purposes of this. Tier 2 are [Skills] that are rare or powerful that are in line with your selected [Class] such as a [Warrior] or [Spearmaster] having a [Skill] that allows you to attack three times simultaneously like [Guardsmen] Relcs [Triple Thrust] or a rare ability that is also in line with your class but is not unique. The last tier are truly unique or powerful [Skills] such as Erins [Garden of Sanctuary], these are skills which have the ability to be game changers or would even be capstone abilities for a [Class], or have only been shown in the story to be used by rare and talented high level Individuals. [Skills] which cannot be replicated or trained generally would be tier 3. Please use your judgement on which tier you think a skill you wish to have or create is in. You may take 1 [Skill] from first tier for free. In canon there are no tiers like this, it is only being presented as such here for ease of pricing.

### **Drop in**

**True Sight** - (100) - Maybe it is because you come from a world devoid of magic, maybe it was something you ate but for whatever reason glamours and illusions just do not seem to work on you as well as they should. Your eyes see straight through low level enchantments and fae glamours allowing you to see things as they truly are, unless the effect is specifically targeted at you. although this will not let you see through a powerful invisibility spell or a spell made specifically to trap you it would let you see through a lower level disguise spell if someone were using it to change their appearance.

**[Wondrous Fare]** - (200) - Originally a unique [Skill] earned by Erin Solstice by creating a meal that impressed the fae, you have also earned this [Skill] This allows you to create food with a variety of magical and wondrous effects such as corusdeer stew which allows the person eating it to be warm even if they were naked in a snowstorm, or stonesskin soup which allows the eaters skin to become strong enough to resist even a stab from a dagger. Over time you may learn to create many magical effects from various creatures and plants.

**Fae Magic** - (400) - The Fae are a tricky bunch, they delight in playing pranks on others and causing generalized mayhem. However tricky they are they have done something rarely if ever done with you, they have taught you some of their magic. You can run as swiftly as the wind, see the crossroads and possibilities of the near future, and perform True Magic. Magic not bound by the constraints of tier systems and not requiring mana to use. Of course most of the magic you have been taught is really only useful for pranks such as summoning snowballs, freezing peoples noses, casting glamours over yourself to hide your true form, or speaking to others in dreams. But I am sure you could find some use for it.

**A Blank Slate** - (600) - A blank slate is full of potential, and like that metaphorical slate you are also full of potential. You find yourself earning levels and skills at a rate positively unheard of by others. Your ability to learn and grow is so great that you could learn in half a year what normally takes others decades to learn.

## **Merchant**

**[Spot Deception]** - (100) - A useful ability in anyone who wishes to make money selling goods as well as a useful ability to have in general this [Skill] allows you to know when you are being purposefully lied to or misled. It does not give you the ability to read minds but you can definitely tell if someone is trying to rip you off. Next time that Drake merchant down the block tries to claim that meat is fresh scurry instead of goat meat you will know he is lying.

**Playing the Market** - (200) - no matter what their profession everyone likes being able to save a little money. You can spot a deal from a mile away and are able to haggle with the best of them. Even if someone claims they are selling you something at rock bottom prices you could haggle them down another good 20% without them becoming angry with you. This applies to any transactions you make not just food or services.

**Reinforced Properties** - (400) - Similar to the [Reinforced Structure] [Skill] your properties are now much stronger than they should be. However unlike the aforementioned skill this applies to all of your properties, not just ones you are physically present in. This reinforces your properties to such a great amount that a thin pane of glass could withstand multiple sledgehammer blows before it would crack and wooden walls would be able to sustain such great forces that even an army of goblins couldn't break down your door and that is before you even get to stronger materials such as steel or stone.

**Magical Properties** - (600) - Your properties are more than just plots of land, they are veritable fonts of magical energy. Any property you own creates enough untapped magical energy to power multiple high grade artifacts as well as allow mages to cast up to three times the amount of spells they normally would and regain their reserves of mana in a quarter of the time. Any and all properties you own may as well be built on ley lines and empowered with magical focusing enchantments because they pump out enough natural mana to be an amazing resource for any magical project.

## **Royalty**

**Air of Grandeur** - (100) - People look at you and they see more than a man, they see more than the frail flesh and fragile bones of your body. When people look at you they see what a ruler should be. You appear taller, more beautiful, more imposing than other people. It is a subtle thing but one that will weigh on those around you.

**Sight to the Blind** - (200) - This is not quite a skill but more of an ability some [Emperors] gain. You can sense anything that goes on within the bounds of your property. If you try you can sense everything that goes on, the exact placement of any items, and even "see" the movement of any people or animals there. This is not really true sight but more like a type of sense similar to how a bat would "see" with echolocation. It has no sound or any real ability to pick up details but it allows you to see anything that goes on in any place you have claimed as your own.

**Sense Intentions** - (400) - Though you cannot read someone's mind you can sense their intentions, a skill some of the most powerful leaders use to great effect against their enemies. This ability allows you to know what a person you designate is intending to do at any given moment. Should someone decide they will try to kill you in the future while you are using this you would surely know, but if they merely give the idea some thought without actually intending to do you harm you would probably not know. The trick is in knowing what people intend to do and what they actually will do.

**Voice of Command** - (600) - Royalty always have the ability to command their vassals and those in their employ, you however take this to a whole nother level. Those of a lower rank than you, or those employed by you, can be controlled by your words and commands. You can give them orders and they will do it, often times without even knowing you have given them a command. This shows its greatest power when used on those who willfully grant you power over them such as vassals or those in your employ, those who give you such power can be ordered to do more than they normally would be capable of. One such example is telling your subjects they are not allowed to die until a battle is over, in which case their bodies will refuse to bleed and they will refuse to die until they have been dismembered, destroyed, or the battle is won at which point they will die as normal. This power has many flaws however, once used on someone it is less effective a second time and each successive time afterwards if used without their permission and anyone who realizes it has been used on them has the opportunity to break your control if they have a strong enough will and decide to fight back, it is best used on those who give you permission or those who do not realize they are being manipulated.



## **Adventurer**

**Adventure Senses** - (100) - To be an adventurer one must be able to spot any dangers coming your way. As you are an adventurer (or maybe you seek to become one) you have developed a skill that is invaluable when plundering a dungeon. Your eye sight even in low levels of light is positively astounding allowing you to spot both magical and mechanical traps with merely a glance. Your reaction speed is enhanced so well that you could block an arrow fired at you and you have also learned the [Skill] [Danger Sense] which warns you if a situation is imminently dangerous even if you cannot see what the danger is, kind of like a certain arachnid superhero. [Danger Sense] can be fooled by sneak attacks however so be warned and be careful.

**Group Dynamics** - (200) - The strength of an adventuring party lies in the ability of the group to work together effectively. To do so they must trust one another, you know this and that is why you have learned to work together even better than before. Any group you may find yourself working with is both stronger and faster as well as able to push themselves further without wearing themselves out. On top of that you find that any group you are part of will have less problems, less drama, and you will never need to worry about your group falling apart due to fighting over some treasure you may have found in a dungeon or being betrayed by those in your group.

**Proper Planning** - (400) - success in a dungeon often comes down to how well prepared you are and how well you plan your trip from entry to escape. The best teams make plans for any eventuality from traps, to monsters, to the occasional random teleportation. You are a master at planning, you could create such in depth schemes that you could plan exactly what to do in any situation that no matter what a dungeon throws at you and your party you will at least be able to survive in one piece even if you are injured. You always seem to have packed enough healing and mana potions and you always have an escape route planned ahead of time should the situation go south. You are a master and that is before you learn any special [Skills].

**Hitting it Big** - (600) - Ok there is lucky and then there is you. Adventuring parties go into dungeons every day risking life and limb in the hopes of finding something worth the risk, braving traps and monsters and magic alike for the rare chance that they can come out with something worth a profit. You however seem to fall ass backwards into hood stuff, every trip you and your party makes into a dungeon will net you something worth something you could sell to make a moderate profit off the trip. Traps and monsters also seem to miss you and those around you a lot more than they should. Though it won't save your life if you attempt to rely on it alone with some pre planning and preparation you should be able to make quite a name for yourself in the adventuring community. To top it off it seems to have become impossible for you to be flat broke for very long now as any time you are you will end up finding something worth enough that you could at least trade it for enough gold for a good meal and a night at an inn.



**Items, Items are discounted 50% to their background. All 100 tier items are free to their background. You also receive a 400 cp Item stipend to be used here only. Companions do not receive an Item Stipend.**

### **General Items**

**Bag of Gold** - (50) - 5,000 gold coins. Almost enough for a person to retire on and never have to worry about money again, or enough to buy a single good piece of adventuring equipment. Up to you what you spend it on. Don't flash it around please.

**Talisman of Consumption** - (50) - allows you to eat and digest food without getting sick no matter how rotten or disgusting the food may be. Even if you happened to be lactose or gluten intolerant you would be able to consume it easily while wearing this talisman.

**The Book of Levels** - (50) - a book that was originally written nearly a thousand years ago, is part of the education of any child, which teaches them the essence of leveling. This one is even better than normal as it shows exactly what classes one could get from doing what, keep this book close as some people would kill for information on how to move up a rank.

**Magical Monocle** - (50) - A simple monocle, made of glass and gold and enchanted to allow you to see the levels and classes of those around you by looking at them through it and focusing on them. Doing such will give you their information in glowing letters above their head. Also comes in glasses form if you would rather have them that way.

**General Food Stuffs** - (50) - A 50 lb bag of flour, a 10 lb bag of sugar, 30 lbs of pork, and 2 gallons of milk in glass bottles all stored in this tidy wooden box. Once a week the box will refill all the food stuffs within back to this amount. Never worry about starving again!

**A Dozen Large Jars of Acid (And flies!)** - (50) - 12 large jars of Acid Flie acid and 12 large jars of acid flies (Without acid), Antinium and drakes love the taste of them. The acid is extremely powerful and can eat a hole inches deep in flesh in seconds but strangely only seems to work on flesh. Refills once a month.

**Slime core** - (50) - A small magical crystal with a bit of slime on it. When placed inside a liquid the liquid will become a new slime. Though the slime will not obey orders unless you have a beastmaster [Class] it will not be violent either. Slimes do not feel pain but they do feel loss so farming chunks out of the poor thing will probably be pretty traumatic at least.

**Magical Chessboard** - (50) - A wooden chessboard of extremely good craftsmanship. Simply sitting in front of it and tapping the board twice will cause glowing blue chess pieces to appear on the board as if holograms. Doing such will allow you to either play against someone with you or allow you to play with someone unknown at roughly your level somewhere in the world. Should it be lost or damaged a new one will appear in your warehouse within the week.

**A box of High Grade Healing Potions** - (50) - A small box containing 12 High Grade Healing potions. These potions can be poured on wounds or drank to heal injuries in moments. Stab wounds, slash wounds, cuts, scrapes or sores can all be healed in seconds simply by pouring a potion on them. However they are not a cure all in truth, if a wound is not properly cleaned there is a chance that it may become infected later and a healing potion will not cure infections, nor will a healing potion heal an amputated limb, these can set bones however only if the bones are in the right place, if a bone is shattered or broken and in the wrong place there is a good chance that the shards or misaligned bone could attempt to grow where it is resulting in greater permanent damage to the body. You receive 12 potions in this box and a new shipment will arrive in your warehouse each month.

**A box of High Grade Mana Potions** - (50) - These potions allow a person with magical talent to restore their mana in seconds simply by drinking them. They taste like blueberries (a great improvement over normal potions) and can be used in times of need to keep a mage slinging spells when they would normally have to rest. Overdosing on mana potions causes extremely bad things to happen and drinking more than one when you already have all your mana will often result in mana poisoning which can be fatal. You receive 12 potions in this box and a new shipment will arrive in your warehouse each month.

**A box of High Grade Stamina Potions** - (50) - These potions allow a person to exert themselves physically without getting tired, simply drinking one is enough to keep a person going for hours without rest. Sadly fatigue still will build up and the user will need sleep as normal, they also have a rather hard crash period after use. However while in effect you basically can work like a machine. You receive 12 potions in this box and a new shipment will arrive in your warehouse each month.

**Ring of Water Breathing** - (100) - A simple ring made of wood with a simple enchantment placed upon it, this ring allows the wearer to breath while underwater as if they were on dry land for up to 3 hours per day. After that it requires some time to recharge before it can be used again. Should it be lost or damaged a new one will appear in your warehouse within the week.

**BarkSkin Ring** - (100) - This magic ring makes the wearers skin as strong as thick tree bark as well as allowing them to gain energy from sunlight as if they were a plant, though the wearer will still need food and water they will find themselves able to go much further without tiring in the daylight. Should it be lost or damaged a new one will appear in your warehouse within the week.

**Ring of Jumping** - (100) - This magic ring has very special properties when worn, as long as the user wills it they are able to use the rings magic to jump up to six times their own height and land safely, this effect is not done in the same way as many rings or spells would accomplish this effect though. This ring instead uses gravity magic to remove the effects of gravity on the user and then release them all upon landing into the ground or surface below them. You could also call this a Ring of Stomping if you wished, as it would make flattening an enemy quite easy to accomplish. Should it be lost or damaged a new one will appear in your warehouse within the week.

**Ring of Shatter Burst** - (100) - Wearing this magic ring allows a person to launch a translucent spike of energy at a target whereupon it shatters and erupts with explosive force similar to what people from earth would call a grenade. The effect is only usable once per day however it may be triggered with a simple flick of the wrist. Should it be lost or damaged a new one will appear in your warehouse within the week.

**5 large Jars of Ash Bee Honey** - (100) - 5 Large 4 gallon jars of Ash bee honey. This honey not only tastes delicious but if applied to injuries it will act as an antibacterial agent. It works so good that you could rub it on a putrid wound and in about a week you would heal back to normal. Refills once a month.

**Alchemy Lab, Books, and Ingredients** - (200) - Everything you need to get started learning to make potions, a small portable lab with cauldron, a book on the basics of alchemy, and a large box of ingredients good for creating the three basic potions (Healing, Mana, and Stamina)

**Sagegrass Field** - (200) - A rather large field of sage grass that can produce a large amount of mana which can be used either to produce mana, be harvested for alchemical potions, or even just sold for a profit. The field is 10 acres long by 10 acres wide and will grow to maturity over the course of a week if harvested. This field is located in a pocket dimension accessible from any of your properties.

**Set of Memory Flames** - (200) - A set of flames each in a different color conjured from emotions and memories. At this time only 4 are known, the flames of sorrow which burn blue and cold and inspire sadness in all who view them, the flames of happiness which burn purple and with a gentle warmth that inspires happiness, and the flames of glory which burn pink and white and inspire memories of both the great and terrible in those who view them, and the flames of Anger which burn with a hot invisible flame and spread extremely easily slowing burning what they touch to ash. You receive a candle with each flame burning on it which you can use to start more of them. These candles will never go out and will only spread their flames if you wish them too.

**Inn** - (400) - A three story Inn complete with kitchen, large basement, and outhouses around back, and 20 rooms. The cubborts and basement all have strong runes of preservation on them meaning you could leave a chunk of meat in them for years and it will be as fresh as the day you bought it. The kitchen has a small stack of wood in one corner that never runs out, and a small room with a bed in the corner of it. The common room is large enough to seat 30 people comfortably and has a bar stocked with a small assortment of kegs of drake and gnoll alcohol, barrels of water and fresh milk, and even a barrel of iced cider. These never seem to run out of drinks. Once per jump you may place this in a location of your choosing and after the jump it may become a warehouse attachment if you choose.

**Potion of Temporary Youth** - (400) - A single Vial of the high grade Potion of temporary youth which will revert the user to the prime of their life, for about a week before it wears off. Extremely valuable however it is just as likely to get you knifed as it is to make you money if you spread around that you have one.

## **Drop In**

**An Iphone** - (100) - An iPhone 6 that never needs charging. It has 45 gigabytes of storage filled with music and apps of your choice. Unlike Ryoka Griffins phone you do not need to cast [Repair] on it in order to charge the batteries as it will always be fully charged as well as coming with a built in Loudspeaker spell that can amplify the sound from its speakers so much that it could be heard for miles. Should it be lost or broken a new one will be delivered to your warehouse within the week.

**Bag of holding** - (200) - A small pouch sized bag of brown leather which seems rather small on the outside. The inside however is much larger than the outside, it can hold up to 60 lbs of weight inside and never loses its enchantment. No weight inside the bag can be felt outside the bag and you can put anything under its weight limit into it regardless of size simply by placing it near the bags opening. It also has no mana leak which means it is safe to wear with any other enchanted gear you may have without causing you to explode! Should it be lost or damaged a new one will appear in your warehouse within the week.

**A mind protection charm** - (400) - A small charm shaped like a dream catcher and bound with string. This charm can block all but the strongest mind control magics; simple spells such as sleep spells or mind control spells simply bounce right off the holder. Should a spell be too powerful however, such as a greater geas cast by an ancient dragon for instance, it will still block it but the charm will become inert and unable to be used for a day afterwards. It can also be used to erase the effects of an in place mind control spell if you touch it to an affected persons skin. Doing such will activate it as if you were using it for yourself. Should it be lost or damaged a new one will appear in your warehouse within the week.

**Rihal Magic Tome** - (600) - If a person wanted a spellbook to teach from this would be the one they would dream of. This is a first edition copy of a magical teaching aid created by the lost civilization of Rihal. Contained within its pages are spells from tier 0 all the way to tier 4. This book was created in such a way that it could be used to teach a complete idiot to be a reasonably good mage. To add to that you could use it as a study guide to teach anyone, even those from other settings, or those without a bit of magical talent how to cast spells up to tier 4. Should it be lost or damaged a new one will appear in your warehouse within the week.

## **Merchant**

**Blue Fruit Tree Orchard** - (100) - Think of a blueberry, now imagine it is the size of an orange, now imagine it has a peach seed size pitted in the center of it. There you go you have a blue fruit. You have a small orchard of 20 trees that produces this fruit, the trees are a dark grey color and are extremely tough. The fruit tastes surprisingly good however the pit in the center contains an extremely toxic liquid that could kill a person in minutes if ingested. Beware the pits are toxic, however so long as the pitted is removed without breaking it the fruits are perfectly safe to eat and the pits can be used to deter many large monsters from attacking you if you manage to hit them with one. After this jump it may become a warehouse attachment if you wish.

**Faerie Flowers in a Pretty Planter** - (200) - 12 Faerie Flowers in a Pretty flower pot, these flowers are amazingly easy to grow only needing sunlight and water. So long as you don't actively try to kill them the flowers will continue to grow and they can even be transplanted into other pots if you wish. Should the planter ever be completely emptied a new batch will grow in a month. These flowers have a few strange properties, first if you pick a flower from the stalk and say the word "Gold" it will become a gold coin for 12 hours, as a coin it is indistinguishable from a normal gold coin in any way. Their second property is that if you squeeze them and allow the dew to drip into an alcoholic drink it produces an effect where the drinker will fall into a deep sleep and dream of their past, often times they will meet those who they have lost in their dreams and be able to speak to them allowing them to move on easier when they awaken, unlike Erin's flowers these do not require the {Wondrous Fare} [Skill] to use.

**Store - (400)** - A shop fully furnished and stocked with foodstuffs and wares of the kind commonly found in a fantasy world general store. Contains things such as flour and beef as well as honey, milk, bread, and cheese and a rather modest stock of melee and ranged weapons of decent make. Also has a blackboard with prices written on it that allows you to order goods through to restock however you will have to pay for anything you buy through it. So long as what you wish to purchase for your store is not too rare you can probably place an order and have it arrive within the week. Earlier if it is something common like flour or beef. The shop has a full glass windowed front and enough room for 20 people to stand comfortably in it as well as a small room in back with a bed and bathroom as well as a basement behind the counter. The basement is enchanted with high grade preservation runes that keep anything within it fresh, you could keep a side of beef in there for years and it would look the same as the first day you bought it. Once per jump you may place this in a location of your choosing and after the jump it may become a warehouse attachment if you choose.

**Magic Portal Door and 10 anchor stones - (600)** - A magical doorway that consists of the door and the frame only, ready to be inserted into any establishment or place you wish! Or just left standing, that works too. This door is intricately carved and made of an unknown indestructible dark wood. It comes with 10 anchor stones, simply place an anchor stone into the frame of another door and it will become linked with a portal between the two doors. This means you may have 10 locations linked to the doorway at any time making it seem like the distance between the two doors does not exist. These portals can be a maximum of 500 miles from the main door and unlike the original door in the Wandering Inn this one does not seem to run out of mana when used too much. Should you wish you can turn off the link between the door and its anchor stones at will to prevent people from using it against your wishes. Should it be lost or damaged a new one will appear in your warehouse within the month.

## **Royal**

**A Pet Monster - (100)** - It seems you have found a beast of some kind that likes you. It could be anything from a giant blue eagle to a mossbear or maybe even a skeleton if you wish, whatever the creature is it seems to follow your orders and protect you to the best of its ability. Treat them well as mistreating them too much may see them walking off and leaving you stranded in a mountain pass over a hundred miles from home. The pet is not sapient though it can be incredibly smart for an animal.



**Emperor's Feast Glade with Fae** - (200) - A large open meadow with tables filled with enough food and space for hundreds of people to have a feast. Hams, beef, chicken, greens and potatoes, all manner of sweets and puddings and food bound to satisfy all who would eat there. Not only can normal people come here for a feast it also attracts many fae to come and join in the revelry, so long as you invite them. This glade has another special property as well in that you can meet those from your past here, those who have come before and even those who have died can be found here around your table if you care to look for them. They cannot be taken out of the glade however, and they can leave when they choose to at will. The feast table will not run out of food but food cannot be taken from the glade unless already eaten. This may become a warehouse attachment or be imported into future jumps should you wish it.

**Manor** - (400) - A large house with iron and stone walls around it and enforced windows. Wards on all the walls to help protect against projectiles and make both the roof and walls immune to fire. It would not be an exaggeration to call this manor a minor fortress as behind its walls 20 people could hold out against a force five times their size. This building is lavishly decorated inside with exquisite carvings, indoor plumbing (Thanks to some very impressive enchanting) and a basement complete with preservation runes to keep food fresh. This may become a warehouse attachment or be imported into future jumps should you wish it.

**A Village of your Own** - (600) - A small village with roughly 30 families living in it has come under your rule, you own the land (Roughly 30 miles worth around the village) and the people who live there look up to you and see you as their [Lord]. The land is great for growing produce and is mainly inhabited by farmers. Though the people on the land do not follow you between jumps a similar group will be found in each new jump. You may place this property once per jump or add it to your warehouse as an attachment.

## **Adventurer**

**Mask and Cloak** - (100) - A simple mask and cloak in a design of your choosing. These two pieces of fashion wear seem to have an odd power to make people see you as just another human and as long as nobody insists on a thorough search they will often overlook you. However if someone decides they really want to know what is under the mask it will not stop them from pushing the subject.

**Emergency Teleport Stone** - (200) - A small stone roughly the size of a human fist that seems to be nothing more than a simple smooth rock with a rune carved upon it. Once per day this stone can be used to teleport yourself and those around you (up to twelve people) to a predetermined location no more than 100 miles away. After use it requires a day to recharge its mana. There is no known way to block the activation or use of the Teleport Stone which makes it an amazing fallback option for someone in a dangerous situation.

**Magical artifact weapon/armor** - (400) - When Adventurers go into dungeons one of the things they seek is artifacts. Well artifacts and gold, which is often used to buy artifacts. You have one such piece of equipment, something like a robe that is as durable and protective as a suit of armor and never gets dirty and always stays a comfortable temperature, or a sword that can coat itself in flames that are hot enough to melt stone while at the same time never losing sharpness, or possibly a magic wand that can enhance your spellcasting power and efficiency many times over that can channel any spell you wish to put through it. What ever you choose you can be sure that this piece of gear alone would allow you to qualify as a gold ranked adventurer. They also have no mana leak which means they are safe to wear with any other enchanted gear you may have without causing you to explode!

**Dungeon** - (600) - A massive dungeon spanning nearly 50 miles under the ground filled with all manner of monsters from simple undead to massive Flesh Worms which can rip the skin off a person with a touch, to Giant Face Eater Moths the size of a building, to creatures right out of racial nightmares like the Raskghar. This Dungeon starts out rather mildly, a team of silver ranked adventurers could survive easily enough on the early layers, but quickly becomes far more dangerous until the point where it is almost suicide to even contemplate continuing. The riches within never run dry however, and neither do the monsters. This is a place where danger and fortune meet. This may become a warehouse attachment or be imported into future jumps into a place of your choice should you wish it.

## **Companions**

**Companion import** - (50 cp or 200 cp) - You may import a companion into a background of your choice, they receive discounts in line with their background as well as 600 cp to spend on perks or items as well as a race of your choice. Alternately you may spend 200 cp to import up to 8 companions.

**Canon Companion** - (100 cp) - A person from this world has chosen to join you on your adventure! A person of your choice has chosen to become your companion at the end of the jump, maybe Erin the [InnKeeper] or possibly the great [General] Zel Shiverail? Whoever you choose they will accompany you onward at the end of your time here.

**Custom Companion** - (100) - Want to find a new companion but don't like anyone you see? Then this option is for you! You can create a companion with a background, race, and personality of your choice. They receive discounts in line with their background as well as 600 cp to spend on items or perks.



### **Drawbacks**

You may receive a maximum of 800 cp from drawbacks, any more drawbacks are simply to satisfy your masochism.

**Prickly** (+100) - You now have a very prickly personality, you will often find yourself over reacting and acting as if the world has it out for you. Basically you are an ass with a chip on your shoulder now and everyone around you will see it. It won't be impossible to make friends but it will be damn hard not to run them off.

**Ugly** (+100) - Damn you are ugly, is your father a troll or something? People look at you and walk the other way, the sight of your face is enough to make young children cry, sure you could cover it up but anything short of a full face mask is just going to add to your ugly.

**Mute** (+100) - You cannot talk, simple as that. You can still make some sounds and you may be able to do things such as howl if you are a gnoll but making words is right out. You could possibly carry a chalkboard around with you if you needed to or get really good at charades but you won't be speaking to anyone even if you can understand them.

**Lets Get Nekkid!** (+100) - Your glory cannot be contained, you're just too wonderful to keep yourself covered! At least once a week you will find yourself naked in public, you may not see this as a problem but the local guard sure will as they toss you in jail and charge you a fine every time you are caught.

**I Do Not Understand** (+100) - You just do not understand figures of speech, or metaphors, or anything that is not straightforward and spelled out. If someone uses any form of language that is not straightforward and literal you will find yourself attempting to find out what it means by asking the nearest person what it means.

**Phobia (+100)** - Most Antinium have a crippling phobia of water, this comes from them being an underground dwelling species as well as them being unable to swim. Just like the Antinium you also have a phobia, something that makes you nearly breakdown and be unable to function when you come upon it. Maybe you are afraid of spiders and freeze up when you find one near you or maybe you are afraid of water and refuse to go near lakes. Whatever it is you are bound to come upon it at some point relatively often. You can get over this fear however but it will take a lot of work to make that happen.

**Obsessed (+200)** - Bird bird bird, I like birds, I shoot birds cause I like birds, bird bird birds, I like birds. Much like the Antinium worker bird who is obsessed with birds you are obsessed with something, maybe it is chess, maybe it is a certain animal, whatever it is you will think about it constantly.

**Injured (+200)** - It seems you were injured at some point in your past, maybe your arms have been weakened to the point where the bones may break if you try to block with them but they still keep their dexterity, maybe you have lost the flesh on one of your hands but it can still move albeit without feeling, either way it's going to be uncomfortable and probably painful. The injury has healed but it limits your abilities to a degree making you weaker than you were before but doesn't completely remove your ability to use the injured limb.

**Arch Enemy (+200)** - Wow you have really pissed someone off. Someone hates you and they have both the means and the will to hurt you. Better watch your back or you might find yourself pushed under a moving cart, poisoned, or on the receiving end of an assassination contract. No matter what you do to them they seem to survive somehow and it only makes them hate you even more.

**A Debt to be Paid (+200)** - You made a deal with some fae jumper, stupid thing to do really but maybe you didn't have a choice. Now you have a debt owed not only to them but to a young child (you may choose their race and gender) You will have to raise this child until their 18th birthday (or their races equivalent) (they are around 5 now for their race) making sure they are both safe and happy. You may not attempt to put them in any kind of prison or stasis to achieve this end nor are you allowed to speed up their aging. Should they die your chain is over but should they grow up and reach the age of 18 (or their races equivalent of 18) you may take them with you at the end of the jump as a companion. (Note you cannot take a skeleton child and stay indefinitely with this drawback.) (Depending on the race of the child you may end up staying a longer or shorter amount of time, if your charge takes longer than your allotted ten years here you will be staying for the entire time required. Choosing a short lived race such as goblins may in fact be more difficult than some longer lived races due to goblins being so universally despised.)

**[Class]less** (+300) - For some reason you do not have a [Class], you do not have levels and you do not have any [Skills], you cannot get them either. In this world people will view you as a cripple, possibly something less than human even. You will find that dealing with monsters is now much more difficult without the gifts of this worlds [Class]es. You can still use potions or artifacts of course but while everyone else can just level up and get skills to make their lives easier you are going to have to shell out a mountain of gold just to survive.

**Mana Chained** (+300) - Well it looks like you are a slave now. Now you are bound to a master and must use their mana to survive, if they die you die because you will no longer receive their mana. Your new master can order you to do pretty much anything they want too and you will obey them, unlike a certain skeleton however you will not be breaking this binding any time soon, for ten years you will be bound until your final day when the binding will be undone, have fun being told to do stupid stuff like drag a sleigh through the snow with bells on your head.

**Trouble Magnet** (+300) - Much like a certain well intentioned [Innkeeper] or a young off colored gnoll seen in the story, trouble seems to find you no matter what you do, bad luck will hound you, enemies will show up out of nowhere, monsters will attack you and anything you own, and every night and day will be a fight to survive. Sure there may be some days where you have a quiet time but they will be few and far between.

**Split Personality** (+300) - Looks like you are going to have some company jumper! Sharing your head with someone who is basically your exact opposite mentally and morally. This alternate personality will often talk to you and sometimes take over and do things you would not do, usually in times when you are tired or stressed. They will get you into all manner of trouble and it will always be your job to clean up the mess as much as possible.

### **The End**

So now the time has come, your time here is up and you are ready to make your final decision. What will it be jumper? Will you

**Stay here:** Making a life here and keeping all your powers and property

**Move on:** Go forward to your next jump

Or

**Go Home:** Take all your powers and properties and go home, finally ready to return from whence you came.

### Notes

Please support the author if you decide you like the work the jump is based on, the website is here: <https://wanderinginn.com/>

Wiki for more info: [http://thewanderinginn.wikia.com/wiki/The\\_Wandering\\_Inn\\_Wiki](http://thewanderinginn.wikia.com/wiki/The_Wandering_Inn_Wiki)

Magic works on a tiered system here with tiers 0 to 8 with a theorized 9th tier.

People who learn magic with the Rihal magic tome can learn up to tier 8 and are not capped at 4.

Colorful voice may be taken multiple times for different voices that you could use or change to at will if you wish.

Magical properties puts out a uniform amount of mana for each property of the same size, though larger properties will create more simply by having a much larger amount of space producing mana.

You start around the same time as Erin finds her inn.

Made By Aionon,

As always if someone thinks they can do a better job they are welcome to make a better jump. I really do not mind. You are also welcome to just update this jump or any of my jumps if needed.