Forgotten Realms Jump
Welcome to Abeir-Toril home to Dragons, Wizards and Bards(among many other things). This jump takes place under the assumptions of 3.5 D&D(barring the influence of any drawbacks that you might inflict upon yourself).

Starting Location Roll 1d8 or pay 100CP to choose.
1-2 Faerun The sub-continent of Faerûn is set on the planet Toril, or, more formally, "Abeir-Toril." Faerûn is the western part of an unnamed supercontinent that is quite similar to real-world Afro-Eurasia. This continent also includes Kara-Tur, which was the original setting of the D&D Oriental Adventures campaign setting, and Zakhara, home to the Arabian Nights setting Al-Qadim. Maztica, home of a tribal, Aztec-like civilization is far to the west, across an Atlantic-like ocean called the Trackless Sea. The subterranean regions underneath Faerûn are called the Underdark.
3 The Underdark
4 Kara-Tur Kara-Tur's cultures and peoples are fantasy analogues of medieval China, Korea, Japan, the Ryukyu Islands, Tibet, and other regions of East Asia.
5 Maztica called by its inhabitants The True World, is a fictional continent that is a land of jungles and (to the Faerûnians) mystery. Early in its history it was a land fought over by the gods Qotal the Plumed Serpent and his brother Zaltec. For a crime against his sister, Qotal retreated from Maztica for an age but returned in recent times.
6 Zakhara is a giant peninsula of the same supercontinent that hosts Faerûn and Kara-Tur on the planet Abeir-Toril. Zakhara is located east of Faerûn, and the closest Faerûnian lands to Zakhara are the Dambrath (by sea) and Var the Golden or arguably Konigheim (by land). Zakhara is mostly isolated from the rest of the world, as the peninsula is separated from the main mass by the World Pillar Mountains (also known as Wu Pi Te Shao in Kara-Tur). Culture is an analog of the Arabian cultures as shown in the Arabian Nights stories.
7 Anchorome is almost unexplored and is at the North of Maztica. Its best-known inhabitants are the Azuposi, as well as the defunct Esh Alakarans and the xenophobic Poscadar elves. There is also a sahuagin realm called Itzcali located in the sea nearby.
8 Free Choice(Anywhere on Abeir-Toril)

Identity
Age - Any that fits a starting adventurer of your class and race(ex. if you pay to be a CR8 Juvenile Shadow Dragon, you could be between 26 and 50 years old.)
Sex - Same as the end of the previous jump, 50CP to change it.

Drop-In Free: You have no memories to trip you up, and no memories to help you out. No friends, enemies or connections locally(barring the effects of any perks or drawbacks taken).

Commoner Free: Look out for house cats. You have memories of farming and oppression, life has been hard but at least you don't really have any enemies, you have friends among the farmers and other commoners of the town you start in but no useful connections.

Expert 100CP: You are skilled in a trade, and have friends among the craftsmen and merchants. You may have some useful connections.

Aristocrat 200CP: You don't really have any skills, but you have money and you know people. You have many connections but likely have a number of rivals and enemies as well.

Classes
First "level" of first class is free. 100CP for each additional "level" in the same or different classes. You can grow more powerful with experience, this merely gives you a starting point.

Archivist: An archivist is a wielder of divine magic, similar to a cleric only in the type and nature of the magic at his command. Indeed, the archivist has more in common with the wizard than he does with the standard servant of the divine, due to the scholarly way in which he collects and maintains his spell selection. Archivists seek out esoteric sources of divine lore, wherever those sources might be, securing those secrets for themselves and their fellow scholars.(Heroes of Horror)

Ardent: A psionic manifester who upholds his chosen philosophies.(Complete Psionics)

Barbarian: A ferocious warrior who uses fury and instinct to bring down foes.(Players Handbook)

Bard: A performer whose music works magic—a wanderer, a taleteller, and a jack-of-all trades.(Players Handbook)

Battle Dancer: An elegant warrior who pairs martial arts with graceful maneuvers in battle.(Dragon Compendium)

Beguiler: The warmage (described in Complete Arcane) is an arcane spellcaster who focuses on a tightly themed group of spells. The beguiler takes that idea and does for enchantment and illusion spells what the warmage did for evocation. With a dash of transmutation thrown in, the beguiler is the ultimate versatile spellcaster, with a trick or solution for every encounter.(Players Handbook II)

Binder: Between mortality and godhood, beyond life and undeath, souls exist in a place both forgotten and inaccessible. Mortals too strong-willed to pass into the afterlife, dead outsiders too powerful to be absorbed into their planes, the dreams of slain deities put to rest eons before the current age—these are the beings called vestiges. A seal forms the door between these beings and reality, and knowledge is the key to opening it. Only the binder possesses that key, because only he knows the vestiges' special seals and the rituals by which they can be called from the void beyond reality. By drawing their seals and speaking the words of power, he summons these strange entities, bargains with them, and binds them to his service.(Tome of Magic)

Cleric: A master of divine magic and a capable warrior as well.(Players Handbook)

Crusader: This holy (or unholy) warrior is devoted to the service of a deity or principle. Through exercises of faith and inner strength, she gains the ability to execute spectacular martial maneuvers and confront those foes that are anathema to her cause.(Tome of Battle)

Death Master: A servant of Orcus who commands legions of undead and is a master of necromancy.(Dragon Compendium)

Divine Mind: A psionic holy warrior who adopts the mantles of a chosen deity and becomes a champion of his faith.(Complete Psionics)

Dread Necromancer: A specialist wizard who calls himself a necromancer or a cleric with the Death domain has signifi cant power over undead and the forces of negative energy, but a dread necromancer is their true master. A practitioner of vile and forbidden arts, the dread necromancer roots about in graveyards, searching out moldering components for her obscene spells. She calls upon restless, tormented spirits of the dead, seeking their arcane secrets. She might be a consummate villain, or perhaps a tortured hero whose obsession with death leads her along questionable moral paths.(Heroes of Horror)

Dragonfire Adept: Whether they are bold champions defending the weak and downtrodden, or merciless raiders seeking might and riches, dragonfire adepts are imposing figures who command the magic of dragonkind. Able to call upon a dragon's fiery breath and augment themselves with spell-like abilities, dragonfire adepts have access to powers normally beyond the reach of humanoids.(Dragon Magic)

Dragon Shaman: Drawing on the ancient power of dragons, the dragon shaman provides powerful boosts to every character in the party. The defensive and augmentation abilities of this class allow a group with a dragon shaman to adventure without a cleric.(Players Handbook II)

Druid: One who draws energy from the natural world to cast divine spells and gain strange magical powers.(Players Handbook)

Duskblade: This class provides melee combat abilities and arcane spellcasting in equal measure. Although other ways to achieve this mix of powers exist, including multiclass characters and prestige classes, the duskblade offers this combination from 1st level and throughout all levels of play.(Players Handbook II)

Erudite: An alternative to the standard psion class, the erudite is a psionic character who follows a scholarly and sell-reflective road to power, instead of a merely self-conscious path like the psion follows. An erudite's psionic powers stem from a schedule of austere study and continual practice. Those who can master the teachings of erudite lore eventually call upon an internal reservoir of psionic power.(Complete Psionics)

Factotum: After a lifetime of work, few can claim even a fraction of the versatility that the factotum displays every day. Skilled in nearly every art, factotums draw upon their lore to master almost any trade or ability for a brief period of time before other pursuits draw their attention. Whereas bards use their general knowledge to aid others, factotums focus their abilities solely upon themselves. Constantly on the hunt for new abilities and tricks, factotums eventually find the right tool to overcome practically any problem.(Dungeonscape)

Favored Soul: The favored soul follows the path of the cleric but is able to channel divine power with surprising ease. She is able to perform the same tasks as her fellow divine spellcasters but with virtually no study; to her, it comes naturally.(Complete Divine)

Fighter: A warrior with exceptional combat capability and unequaled skill with weapons.(Players Handbook)

Healer: A spellcaster specializing in healing magic, with other healing abilities.(Miniatures Handbook)

Hexblade: Combining the dynamic powers of martial prowess and arcane might, the hexblade presents a deadly challenge to opponents unused to such a foe.(Complete Warrior)

Incarnate: A powerful meldshaper who embodies the precepts of good, evil, chaos, or law.(Magic of Incarnum)

Jester: A prankster who uses his cutting wit and spells to inspire his allies and manipulate his enemies.(Dragon Compendium)

Knight: Skilled with armor and shield, a knight controls the battlefield in ways that no fighter or paladin ever could and can ensure that foes center their attacks on the knight rather than on more vulnerable allies. No other meleeoriented class has so much defensive prowess or ability to influence what foes do in combat, aspects of the game that are usually the province of spellcasters. While an able melee combatant, the knight is different in play from all previous melee combat classes because of his control oriented abilities.(Players Handbook II)

Lurk: A mentally empowered killer who focuses on dispatching his enemies from the shadows.(Complete Psionics)

Marshal: A military leader who inspires the best from companions and battlemates.(Miniatures Handbook)

Monk: A martial artist whose unarmed strikes hit fast and hard—a master of exotic powers.(Players Handbook)

Mountebank: A thief and trickster who draws on the power of an infernal pact with the dark powers.(Dragon Compendium)

Ninja: Ninjas move through the shadows, striking down the unwary and vanishing again with ease. Ninjas walk where others cannot. They blend their training in stealth and assassination with a focused mind.(Complete Adventurer)

Paladin: A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.(Players Handbook)

Psion: A seeker after psionic secrets; a master of the mind and the thoughts of others.(Expanded Psionics Handbook)

Psychic Warrior: A warrior who combines combat skills with psionic powers.(Expanded Psionics Handbook)

Ranger: A cunning, skilled warrior of the wilderness.(Players Handbook)

Rogue: A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.(Players Handbook)

Samurai: Known for their matchless bravery and strict code of honor, the samurai were the noble soldiers of feudal Japan. In a fantasy setting, the samurai brings that courage and honor to the service of a lord, general, or other leader. The reputation of samurai for being tenacious in combat often precedes them in battle, and their mere presence is often enough to make dishonorable enemies slink away in the darkness.(Complete Warrior)

Savant: A scholar and researcher who studies everything from armed fighting to divine and arcane magic.(Dragon Compendium)

Scout: Any force on the move, whether it’s an army or an adventuring group, needs information about what’s ahead and what’s behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent ever detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.(Complete Adventurer)

Sha'ir: A flexible arcane spellcaster who relies on a spirit ally to fetch his spells from across the planes.(Dragon Compendium)

Shadowcaster: The shadowcaster is a potent magic user. Her abilities are tightly focused, making her somewhat less versatile than other spellcasters, but what she lacks in range she makes up in sheer capability. Shadow magic is unfamiliar to most enemies and, especially at higher levels, far more difficult to counter, disrupt, or dispel. Depending on the shadowcaster's focus and choice of paths, she might be an exceptional scout, a master of scrying, a commander of shadowy minions, a thief of life, or any combination thereof. Like most spell users, her role depends largely on the magic she chooses.(Tome of Magic)

Shugenja: A class inspired by the mythologies of Asian cultures, the shugenja is a divine spellcaster who casts spells by attuning himself to the primal energies around him and focusing such energy through his body to produce magical effects.(Complete Divine)

Spirit Shaman: Master of the spirit world, the spirit shaman follows a different divine tradition than the cleric or the druid. Her world is filled with powerful, living spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid her comrades or smite her enemies.(Complete Divine)

Spellthief: Spellthieves use skill and arcane magic to drain the abilities of their opponents and turn their foes' own powers against them. Spellthieves love the challenges that adventure brings, and they relish finding unique and inventive ways to use their abilities.(Complete Adventurer)

Sorcerer: A spellcaster with inborn magical ability.(Players Handbook)

Soulborn: A meldshaper and a martial character who wields incarnum in the cause of one of the four extreme alignments.(Magic of Incarnum)

Soulknife: A warrior who fights with an idealized blade of personal mental energy.(Expanded Psionics Handbook)

Swashbuckler: The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.(Complete Warrior)

Swordsage: Also known as a blade wizard, a sword sage is a martial artist who has learned how to invoke a unique form of magic to accomplish truly super human (and supernatural) exploits.(Tome of Battle)

Totemist: A meldshaper who wields the energy of the souls of nature, revering magical beasts as totem creatures and mimicking their powers.(Magic of Incarnum)

Truenamer: Truenamers study the words that comprise the fabric of existence. They seek to unravel and comprehend the mysteries of
the Multiverse by learning the truenames of as many of its components as possible. A truenamer learns new truenames as he progresses in level, which he can use as utterances to manipulate the world around him. All truenamers know the basic words of Truespeak that allow them to describe creatures that they encounter, so the new words they learn enable them to alter those creatures in very specific ways. As they continue to advance, they also learn to describe—and thus affect—inanimate objects and even places, which are more difficult to describe using truenames.(Tome of Magic)

Urban Druid: A master of cities and towns who tends to the urban landscape and its inhabitants.(Dragon Compendium)

Warblade: A warblade is an exemplar of pure martial skill. Though he lacks the supernatural power of the crusader or swordsage, he is fully equivalent to the barbarian or fi ghter in terms of combat skills, relying on martial maneuvers instead of rage or feats.(Tome of Battle)

Warmage: A militant spellcaster whose training focuses on battlefield magic. The warmage first appeared in the Miniatures Handbook.(Complete Arcane)

Warlock: A supernatural character whose sinister powers are inborn abilities, not spells.(Complete Arcane)

Wilder: A passionate, reckless talent who wields uncontrolled psionic power.(Expanded Psionics Handbook)

Wizard: A potent spellcaster schooled in the arcane arts.(Players Handbook)

Wu Jen: A mysterious wizard of the eastern world, whose arcane lore revolves around mastery of the elements. The wu jen first appeared in Oriental Adventures.(Complete Arcane)

Races
Your Race costs 100CP x CR of your Race if your Races CR is less than 1 round it up to 1. If your race would cost 100CP it is free.
http://www.d20srd.org/indexes/monsters.htm http://forgottenrealms.wikia.com/wiki/Category:Inhabitants_by_race

Perks

Wise Arse -100CP Drop-In Free: Your Wisdom is in the top 1% for your race.

Peeked at the Character Sheet -300CP Drop-In Discount: You automatically know the alignment of every being you meet.

Experience Like a River -600CP Drop-In Discount: You advance in your skills and class abilities significantly faster.

A Back Thats Brawny and a Brain Thats Weak -100CP Commoner Free: You are exceedingly physically fit, the top 1% of your race physically including your Strength, Dexterity and Constitution. (In spite of the name you do not take a penalty to your mental abilities.)

Dirt Farmer -300CP Commoner Discount: You are intensely knowledgeable about farming, if it involves raising crops or domesticated animals you are extremely skilled and talented.

Dirt Farmer Hero -600CP Commoner Discount: Your skills and talents with plants and animals now extend to wild and magical plants and animals.

Smarter Than the Average Owlbear -100CP Expert Free: Your intelligence is in the top 1% for your race.

Master Craftsman -300CP Expert Discount: You are exceptionally skilled at crafting things. At your worst, your results are masterwork.

Magical Craftsman -600CP Expert Discount: You gain all Item Creation Feats as bonus feats even if you don't meet the prerequisites.(Must still meet the prerequisites for caster level and spells in order to make items)
http://www.d20srd.org/indexes/feats.htm

Charisma of Kings -100CP Aristocrat Free: Your Charisma is in the top 1% for your race.

The Plot Thickens -300CP Aristocrat Discount: You are exceptionally skilled at plotting, your schemes tend to be ten steps ahead and you always seem to be able to find people to join in your conspiracies and carry out your dirty work, for a price. You also have numerous contacts among the local nobility wherever you happen to be.

Your Companions Have Arrived -600CP Aristocrat Discount: You may import all of your previous companions, each gains 300CP that can be used on backgrounds, classes, races and perks. You may improve their starting CP at a rate of 1CP for every additional 2CP spent. For Example if you purchase this perk and spend an additional 200CP, each imported companion would have 400CP available to spend.

A Newcomer Joins the Party -100CP(Cannot be purchased by companions): You gain a new companion with 400CP that can be used on backgrounds, classes, races and perks. Can be purchased more than once. Gains the benefits of extra CP purchased for companions. For Example if 200CP was spent towards increasing companion CP Newcomer companions would have 500CP available.

Tymora's Blessing -600CP: Luck be a lady, namely the Goddess Tymora. The long odds are in your favor, Tymora smiles on those willing to take the big risks. So while success may not be guaranteed, the result is far likelier to be good for you than it would otherwise be.

Items(Aristocrat gets a discount on all items except the Book of Prestigious Possibilities. Commoners get a discount on one item except the Book of Prestigious Possibilities, Experts get a discount on two items other than the Book of Prestigious

Possibilities.)

Gold -50CP: 10,000 Gold Pieces. Aristocrats get 5 Purchases Free.

Magic Item –VariableCP: Any priced item from 3.5 D&D, excluding setting specific items not from the Forgotten Realms. 50CP for each 10,000 Gold in the price of the item, round up to the nearest 10,000.

Swordbow -50CP: Becomes +1 longbow or +1 longsword(Magic Item Compendium 31)

Owlfeather armor -50CP: +1 leather, various owl-themed bonuses and effects(Magic Item Compendium p20)

Lion's shield -50CP: +2 heavy steel shield, 3/day lion's head can attack(Dungeon Master Guide p221)

Trident of fish command -100CP: +1 trident, charm, speak with animals on aquatic animals(Dungeon Master Guide p229)

Sylvan scimitar -100CP: +3 scimitar, gain Cleave, +1d6 points of damage when outdoors(Dungeon Master Guide p229)

Kyton armor -100CP: +1 mithral shirt, chains on armor can be activated as weapons(Magic Item Compendium p19)

Sword of the planes -150CP: +1 longsword, enhancement bonus improves depending on plane/opponents(Dungeon Master Guide p228)

Hank's Energy Bow -150 CP: Hank's energy bow acts as a +2 composite longbow that accommodates a user of any Strength. Although unstrung, it fires arrows of pure magical force that deal 2d6 points of damage. As they are force effects, the arrows do not suffer a miss chance when used against incorporeal creatures.The bow can be used to fire normal or magic arrows, but in such cases the bow does not confer its damage due to force.When drawn, the energy bow sheds light like a torch. In addition, Hank can use the bow to make power shots.To do so, before making attack rolls, choose a number to subtract from your attack rolls up to Hank's base attack and add this same number to the damage dealt by the bow with any attack that hits. The penalty on attack rolls and bonus on damage rolls last until Hank's next turn.

The Book of Prestigious Possibilities -300CP Discount Drop-In: Detailed instructions on how to enter every prestige class(barring setting specific ones from outside the Forgotten Realms). Includes Early Entry tricks. Does not grant the classes, merely the knowledge of the classes and their prerequisites.

Demon armor -300CP: +4 full plate, claw attacks with contagion effect(Dungeon Master Guide p220)

Eyes of charming -300CP: Charm person at will(Dungeon Master Guide p256)

Wings of flying -300CP: Fly 60 ft. with good maneuverability, at will(Dungeon Master Guide p268)

Vest of the archmagi -1000CP: Various powerful defensive, healing, and spellcasting effects(Magic Item Compendium p145)

Mirror of mental prowess -850CP: Create various divination spell effects, use as a transport portal(Dungeon Master Guide p262)

Drawbacks

You Poor Fool +0CP: You are in 4th edition.

Feeble +100CP: You are physically a poor specimen, effectively a 3 in all your physical stats before racial modifiers.

Frail +100CP: You can take only half as much of a beating as you should be able to.

Lawful Stupid +100CP(Requires Paladin): You are that guy paladin, good luck not falling.

They Really Are Out to Get You +200CP(Requires Lawful Stupid): Circumstances are actively conspiring to cause your fall. (You will fall during your stay here, it is inevitable)

Inattentive +200CP: You can't seem to notice anything without having it pointed out for you.

Meager Fortitude +200CP: You are constantly ill, and in a perpetual state of nausea.

Forlorn of Men +300CP: If there is more than one humanoid within 30' of you, you suffer from a panic attack.

Honor of the Duel +300CP: You cannot say no to a duel. You will be challenged to a duel at least once a week, and there is a 50% chance that your challenger will be of your class and higher level than you.

Start in the Abyss +300CP: You start in the abyss surrounded by endless demons, good luck.

Light Blindness +400CP: You cannot see when exposed to sun light, you are dazzled when exposed to normal light sources.

Ponderous Spellcaster +400CP(Must be a Spellcaster to take this drawback): The casting time of all your spells is quadrupled, to a minimum casting time of 24 seconds(4rounds). Increases time for all magic, not just magic from this jump.

Delicious +500CP: Everything wants to eat you, everything. If something has the swallow whole attack, you are treated as being 2 sizes smaller if it tries to swallow you whole.

Weresheep +600CP: You are a weresheep, every full moon you turn into a fluffy defenseless sheep. In addition, when you are in sheep form, you suffer from the Delicious drawback and gain no additional points for it.

Beshaba's Tribulation +600CP: Luck is a bitch, namely the goddess Beshaba. Everything that can go wrong, will go wrong and in the worst possible way. If you bet on a coin flip and use a double headed coin so you can't lose, the coin will land on edge. No matter how improbable it is that a bad outcome will occur, your luck will find a way to make it happen.

Pig Bond +700CP: You have a pig, it weighs exactly as much as your maximum carry weight. You must always be touching the pig, if you move, you must carry the pig. If you are ever more than 2 inches from touching the pig, it turns into Orcus and skins you. If you survive being skinned, Orcus will attempt to kill you and turn you into an undead of his choosing. If Orcus kills you, you are treated as deciding to stay here in the Forgotten Realms where you will serve Orcus for eternity.

Elder Evils +800CP: Roll 1d10, during your stay an Elder Evil will visit Abeir-Toril if you fail to stop it, you fail the jump and go home.

1. Atropus
2. Father Llymic
3. The Hulks of Zaretha
4. The Leviathan
5. Pandorym
6. Ragnorra
7. Sertrous
8. The Worm That Walks
9. Zargon
10. Lucky you, choose your doom.

You may take this drawback more than once, additional instances of this drawback give half the prior CP reward. 1st Elder Evil 800CP, 2nd 400CP, 3rd 200CP, 4th 100CP, 5th and further 50CP.

Driz'zt Doh!urden +1000CP: A certain token good Drow has lost his plot armour, you must keep him alive and on the path of good. You start in Menzoberanzan in 1297DR and must become his plot armor from birth, working from the shadows. If you can keep him alive and on the path of good until 1367DR he will regain his plot armor. At that point you can take 10 years before the jump ends.

End Choices

Return Home

Stay Here

Continue Jumping

Notes
If the jump ends and you have a Divine Rank greater than 0, you cannot leave. Neither can companions leave if they have a Divine Rank greater than 0.

The Epic Destiny Divine Immortality while only granting Divine Rank 0 includes a clause about settling down to manage your domain rather than continuing to adventure, so while ordinarily Divine Rank 0 does not bar continuing this route to Divine Rank 0 does.

If you become Pun Pun, you can't leave.

Manipulate Form cannot grant abilities that the user does not possess. Example: A Sarrukh with Manipulate Form cannot give a snake a spell like ability to turn invisible unless the Sarrukh has a spell like ability to turn invisible.

Jump by Otakumick