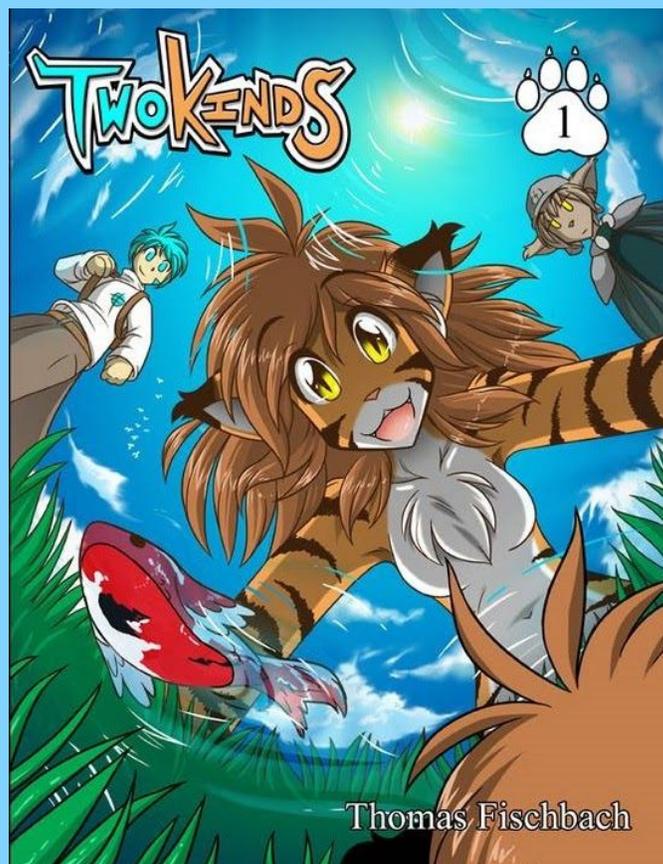


Twokinds Jumpchain

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Welcome to Mekkan! This world is home to many races, each with their own cultures, conflicts, and aspirations. Though these people live in tribal communities or medieval kingdoms, the magic of this universe offers them greater powers and comforts than could be found in your own home's history. Even still, some problems persist no matter how many wonders the world holds. The species of this planet hold a great many prejudices against each other, and nearly all the races keep and trade slaves. There are a great many problems in this world, not least of all the ones caused by an order of human mages known as the Templar. What might appear to be a simple guild of magic users is run by a council of conspirators bent on absolute supremacy.

But all that is starting to change. You have entered this world unseen. Soon, the former Grand Templar, Trace Legacy, will awaken in a field with no memories of his life. The journey he begins and the companions he meets will begin to undo the harm his past hatred has inflicted on this world. But many will stand in his way. What part you play in his story, if any, may have great ramifications on the future of this world. Of course, the same might be said for your own influential life. Whatever you choose, the dangers and opportunities of this world are now spread before you.

Take these, you're going to need them:

+1000cp

Race

Many species and subspecies make Mekkan their home, each with their own cultures and conflicts. Choose carefully; tensions between the races are high and your selection will determine much of your starting circumstances.

[Free] Keidran: By far the most prolific race on Mekkan, keidran are a species of sapient, bipedal animals. Physically impressive and imposing, keidran live in tribalistic communities. Despite their territorial nature, animalistic appearance, and seemingly simplistic lifestyles, keidran can be just as intelligent as the other races, though few people expect them to be. Keidran live fast lives, reaching adulthood by eight and old age by twenty-three. To make up for this, keidran learn faster than the other races, and are more open with their passions and emotions. Keidran have excellent senses of smell, are strict carnivores, and have near-supernatural agility thanks to their arboreal lifestyles.



There are many different tribes and subspecies of keidran, each with different cultures and relationships with other nations. **Wolf** Keidran, **Dog** Keidran, **Fox** keidran, and **Tiger** keidran make up the largest and most influential nations, though smaller communities of **Lion** keidran, **Leopard** keidran and other large felines are known to exist. Alternatively, you may choose to be of mixed race, though mutts have a harder time fitting in with the other keidran groups.

[100] Human: Depending on your definition, one could argue the Human Kingdom is the most advanced nation on Mekkan. Humans are neither as strong as the basitins nor as agile as the keidran, but make up for their shortcomings with a natural affinity for magic. Where other races must rely on mana crystals to power their spellcasting, humans can, with training, draw mana directly from their surrounding environment. Humans also live as long as eighty years, giving them more life experiences to draw on. This incredible lifespan can amaze the average keidran, though it does make human customs and social quirks difficult to understand. What humans lack in physical adaptation, they make up for in strategic preparation.

[Free] Basitin: An island-faring species, Basitins have short brown or gray fur, large ears, and long, thin tails. Though small in stature, Basitins are widely regarded as the physically strongest of the races. Their bodies are immune to nearly all poisons and diseases, they have fantastic hearing, and are naturally resistant to magic. Unfortunately, this impressive physicality is not without drawbacks. Basitins cannot use magic naturally, as their minds are slowly broken by it's energies. They also have a specific mental quirk depending on which faction they belong to.



You may start as a militaristic and disciplined Eastern Basitin, and have a biological inclination to follow the orders of your superiors. You may also start as an independent and free-spirited Western Basitin, though their strong individuality has prevented their culture from unifying and advancing as much as the Easterners. Finally, you may choose to be a child of both worlds. With both Western and Eastern parents, you lack the urge to follow orders found in the Easterners, but have the discipline and focus to surpass your Western cousins. Unfortunately, mixed couples

are forbidden, and half-breeds are socially ostracized. Hope you can keep a secret.

[100] Halfkind: You truly are an oddity in this world. You are the product of a union between a Human and a Keidran, and have inherited the traits of both. Technically you shouldn't exist yet, but your Benefactor must have convinced Neutral to turn a blind eye. You are mostly human in appearance, allowing you to use magic the same way, without relying on mana crystals. However, you also have a tail, animal-like ears, and a few other minor traits inherited from your Keidran parent. These traits will vary in appearance depending on your Keidran parent's subspecies, but most of these features will be distinct and noticeable. You are the only one of your kind on Mekkan, and will be for some time. You can expect a lot of pointed stares and questions if you don't keep your true nature secret. Of course, maybe you'll convince them that you aren't so odd at all.



[+100] Lizardfolk: Not much is known about the strange reptilian creatures that live in the mountains. They are not truly cold-blooded, but seem poorly equipped for Mekkan's colder climates. They keep to themselves, and are largely thought to be more primitive beasts than the other sapient races. However, this world is full of ignorant assumptions. Perhaps they are just as intelligent as the other creatures that walk these lands. Whatever



the truth is, you will be a rarity in this world. Expect stares, questions and to be the only reptile in the room. Better nail that first impression!

[+150] Diminutive Cat Clan: Deep in the jungles of the feline keidran, nestled in the south-east corner of the continent, lives one of the most secluded races on Mekkan. Though one might mistake them for normal house cats, these keidran are just as clever, if not more so, than their full-sized brethren. They have the relative agility and speed that all keidran possess, though their size does substantially limit their physical strength. They also bear the same restrictions on using magic, forcing them to rely on mana crystals to cast spells. While they aren't *unheard* of, cats of the Diminutive Clan very rarely leave their territory. Should you enter this world as one of these fair folk, expect to be confused for a house pet regularly. Still, it's possible to find adventure in this world. Stranger things have happened.



[300/600] Dragon: There is one race on Mekkan that soars above the others; one made of magic itself instead of mundane flesh and bone. Dragons are the most powerful creatures of this world, growing larger and stronger with time. Though dragons cannot physically speak, they can communicate with all intelligent life through a universally-understood form of telepathy. As beings of magic, dragons are naturally gifted in its manipulation. Though they must still develop their skills through practice, the slowest dragon would still improve faster than all but the finest human mages. Dragons have a specific talent for shapeshifting, and often take the forms of people and animals to more quietly interact with the rest of the world.

You begin our journey as a relatively young dragon. An equal to Princess Reni, you are still twelve feet tall and have incredible strength and durability. You can fly great distances, and your fire breath will give most folks pause. You are inexperienced in magic, and while you can shapeshift into a few creatures, you cannot eliminate all traces of your true form. This may manifest as horns or a tail that doesn't disappear when you change. For all your power, you still have a lot to learn.



For twice the price, you may start as an Elder Dragon. You have lived more than a millennium on Mekkan, and have grown both physically and mystically. You stand twenty feet tall, weigh more than nine tons, and have a command over magic that would make most armies turn tail and run. Your shapeshifting has improved, letting you transform into a wide variety of creatures and races. You're still nowhere near as powerful as Nana Nora, but only she could claim any authority over you. The nations of this world would give a mountain of gold for your services, but perhaps you prefer to set out on your own.



Age & Gender

While the races of Mekkan all have their strengths and weaknesses, and social inequalities exist in all societies, the *actual* differences between males and females is relatively trivial. You may choose your gender freely. Alternatively, you can roll for your gender to gain an **extra +50cp**. Roll **1d4**; 1-2 is male, 3-4 is female.

Age is a more complex matter, as the species of Mekkan all have different life cycles. Humans reach maturity in their eighteenth year, and can live as long as eighty years. Basitins mature like humans, but generally don't live past the age of sixty. Dragons grow more powerful as they age, and are effectively immortal, but still must accrue skill and experience like anyone else. Finally, there are the keidran, who have the strangest life cycle of all. From birth to age two, keidran are largely feral and resemble animal cubs. At age three, they begin to walk bipedally and are more comparable to a child. Keidran grow rapidly between adolescence at age six and adulthood at age eight, finally settling down and raising their own children around the age of twelve. A keidran may live for up to a decade after this point, but few ever live longer than a quarter of a century.

Humans roll **4d6+10** for their age, or pay **50cp** to choose any age between 16 and 65.

Basitins roll **3d6+10** for their age, or pay **50cp** to choose any age between 16 and 55.

Keidrans roll **2d4+4** for their age, or pay **50cp** to choose any age between 7 and 15

Dragons roll **3d6+10** for their age. Add **1000** years if you purchase the **Elder Dragon** option.





Time & Location

Time is an interesting thing on Mekkan. Each month has 28 days, and each year has 24 months. Even still, your stay here will still last ten full years, barring drawbacks. You will arrive one month before Trace Legacy awakes in a field without his memories.

Roll 1d10 to see where in Mekkan you begin your journey, or pay **50cp** to decide freely.

- 1. Human Lands:** You start in the vast expanse of Human territory. From the Northern Tundra to the Eastern Plains, the monarchy and the Mages Templar watch over these lands. *Humans may choose to start here for free.*
- 2. Tiger Territory:** Cut off from the continent by sharp mountains, this forest is home to the Tiger keidran and the minor feline clans. They are a secluded bunch, so best to leave quickly or act friendly. *Feline Keidran may choose to start here for free.*
- 3. Fox Territory:** On the western tip of the continent, the tribes of the fox keidran make their homes. You'll encounter the Coastal Tribe at the southern tip of these plains, and the Ridge Tribe at the northern border. *Fox Keidran may choose to start here for free.*
- 4. Forest Wolf Territory:** Dominating the western side of the continent, the Forest Wolf keidran rule the canine clans of these forests. The Forest Wolves have a long history of conflict with their neighbors, so be wary of the borders. *Dog and Forest Wolf Keidran may choose to start here for free.*
- 5. Snow Wolf Territory:** Commanding the mountainous tundra and snowy forests of the northwest, the Snow Wolves live where few others can. They have a long standing feud with the Forest Wolves, but maintain a tentative peace with the humans to the east. *Snow Wolves and Forest Wolves may start here for free.*
- 6. Western Basitin Isles:** The western half of the Basitin Islands are home to the disciplined, militaristic Eastern Basitins. The basitins are strict isolationists, so you better have a good reason to be here. *Basitins may start here for free.*
- 7. Eastern Basitin Isles:** The eastern half of the Basitin Islands are home to the tribal and free-spirited Western Basitins. Though less strict than their eastern cousins, the Western Basitins protect their home fiercely. You better be ready to explain yourself. *Basitins may start here for free.*
- 8. Lyn'knoll:** Tucked away in a secluded valley, the village of Lyn'knoll is the best kept secret on Mekkan. In the forests of Tiger Territory, this settlement plays home to human and keidran alike. Somehow, the members of this humble village live together in harmony, distant from the strife of the world. Few places make better homes than this quiet, restful town.

9. **Frozen Wastes:** To the north of civilized lands lies a vast expanse of ice and mountains. No sole kingdom claims these lands, but isolated villages and nomadic tribes dot the wastes. Ancient ruins and dragon dens lay hidden in this land; perhaps there's treasure to discover.
10. **Free Choice:** The Masks smile on you. You may choose any place in the world of Mekkan as the starting point to your journey.

Background

- **Drop-In:** You are a newcomer to this world, a blank slate with no ties. Your freedom is unmatched, and the opportunities of this world are yours to seize. Go forth and explore!
- **Server:** There are those that rule this world, and there are those like you. You'll find your kin wherever there's work to be done. Whether you're a full-blown slave, a household servant, or a common laborer, it's people like you who keep the world turning.
- **Rogue:** Your allegiance is to yourself, or at least to your employer. With the threat of war on the horizon and smaller conflicts being fought in the shadows, plenty of factions are hiring muscle on the side. Whether you're an assassin, a thief, or simply a mercenary, you earn your living by the swiftness of your step and the precision of your blades.
- **Warrior:** Wherever you find conflict, you'll find those willing to fight. Whether you belong to the fearsome keidran tribes, the humans' royal army, or the martial tradition of the Basitins, you have no trouble wading into a fight.
- **Mage:** The forces of magic permeate this world, and you are one of the few who would wield them. You might be a self-taught hedge mage, the village arcanist, or a fully educated member of the Templar order, but either way you know secrets that most others don't. Mages are coveted for their power, but also amongst the first blamed for trouble. Best be careful around the masses.
- **Noble:** There's people that work, and then there's you. You and your peers make up the upper crust of Mekkan's different societies. You may be a human aristocrat, an officer in the basitin military, or a highborn member of a keidran tribe, but your birth and station has given you both privilege and power. What kind of leader will you be?

Perks

Perks that match your Background can be bought at half price. Perks that match your Background and cost 100cp can be taken for free.

General

[0] Colorful: Mekkan is home to all kinds of people with all kinds of looks. Body types and skin tones come in many varieties, and you can see every color of the rainbow in the hair and eyes of your neighbors. At the start of your time in this world, you may alter your physical appearance to match this vibrant setting. This won't make you more beautiful on its own, but your appearance is yours to customize. Whether you're a purple-haired, red-eyed human or an exceptionally short Basitin with extra large ears, you'll have a place in this world. As an added benefit, this acceptance extends to future worlds as well. Blue hair and face triangles might not be natural, but no one will question your look no matter where your journey takes you.

[50] Exotic Patterns: If people are going to judge you at a glance, you might as well give them something to look at. Maybe you have a stunning figure that leaves others staring in admiration or fuming in jealousy. Maybe you're a human with a peculiar pair of cat ears. Maybe you're a Keidran with a particularly eye-catching fur pattern. However you enhance your appearance, whether you be alluring or adorable, you'll be turning heads whenever you want. Just as with the **Colorful** perk, this appearance will be accepted as natural in future settings.

[100] Mother's Heart: Mekkan has plenty of great parents and plenty of not-so-great ones. Raising children can be tough when they don't come with instructions. With this purchase, you needn't worry. You have the perfect mix of compassion, wisdom, and patience to be an exceptional parent, guiding the children in your care through their formative years. Of course, not everyone's cut out to raise kids. You have perfect control over your own reproduction, and suffer no ill health effects whether you have a litter of kittens or lead a solitary life.

[200] Body of Jade: You are a prime physical specimen! Few of your species ever reach this level of martial prowess. Depending on your chosen race, you will find your strength, speed, and durability climb to supernatural levels. Humans, the weakest of Mekkan's races, would have the strength to punch through brick walls and the speed to match a Basitin of the Recon Corps. A Basitin could lift a horse and carriage above their head in a show of strength, and their bodies would be so durable that they could shrug off any bladed weaponry smaller than a longsword. King Adeleine once toppled a stone tower with her mythical strength. With this perk, you could become a legend too.

[400] Twokinds: Even the darkest of hearts can heal, should they have the will to change. Even Trace Legacy, once a spiteful and hate-filled man, grew to accept his past and begin anew. You may choose two Backgrounds and receive the associated discounts on perks and items for each. If your Backgrounds offer multiple stipends for the Items and Magic sections, you still receive only **400cp**, but may spend your stipend on either section. See the Author's Notes for additional details.

Drop-In

[100] Motley Crew: The world is full of interesting people, and plenty of them would make great friends. With this perk, your travels more often than not bring you in contact with lots of colorful characters. You might meet a runaway royal, or an honorable warrior, or an assassin with a heart of gold. Whoever you cross paths with, you'll find that making friends comes naturally to you. It's tough to go it alone, Jumper. This will make sure someone has your back.

[200] Explorer: For as large as Mekkan is, many people never venture far from their homes. It takes a special kind of person to journey across harsh terrain to visit new and vastly different cultures. You have all the skills you need to be a top-notch explorer, from cartography and navigation to sailing and wilderness survival. You also adapt quickly when immersed in new cultures. You learn new languages astonishingly fast, and you're quick to decipher cultural practices when you have firsthand evidence to examine. The world is vast, and no corner is too far for you to reach.

[400] Floral Attitude: Trace may have eventually overcome his own past, but he couldn't have done it alone. It took living beside a certain striped Keidran to help him let go of his pain and find love again. Now, you too have this effect on others. Your infectious optimism and unwavering positivity will slowly sand away the harshness of others, opening them up to significant positive change given enough time. Mekkan would be a much better place if its inhabitants accepted each other, and the lives you touch will go a long way to building that brighter future.

[600] Adrakist: Spending years studying at the Templar's college or being born into a powerful bloodline aren't the only ways to secure great magical power. For the right price, you can skip all the hard work entirely. The Adrakists are fanatical dragon worshipers, and the most devout of them undergo a lengthy and permanent ritual to grant themselves some of a dragon's incredible features. Their limbs transform to resemble a dragon's scaly claws, while their heads sprout durable horns. They grow a powerful tail strong enough to knock a fully armored man to the ground, and both their skin and scales harden to withstand blows from even a Basitin's sword. However, all of this is paltry compared to the powerful magic that is woven into their body. Adrakists command fire magic with skill and power rivaled by few others. An Adrakist can summon large flaming wings to fly, toss dozens of explosive firebolts in a rain of destruction, superheat the nearby air to incinerate incoming wooden projectiles, and even breathe great gouts of fire from their mouths.

Now, you have undergone the Adrakist's ritual, changing your physiology and imbuing it with power. Alternatively, you may choose to be inspired by another mythical beast, gaining their legendary attributes instead. Perhaps you worship a great leviathan, and the ritual has granted you powerful water magic and durable scales. Maybe you modeled yourself after a mythical thunderbird, and have gained command over lightning and the ability to fly at great speeds. Whichever supernatural beast inspires your ritual, you will gain physical and magical powers to make you the equal of a Fire Dragon Adrakist.

As a final bonus, this transformation need not be permanent. At the start of each jump, you may select a new mythical creature to base your ritual on. You won't keep old powers if you

change your patron, but you'll experience a far wider array of abilities than any other Adrakist could ever know. See the Notes section for more details.



Server

[100] Uncrushable Spirit: Whether you're an actual slave or merely a servant, your life is hard. Your work is arduous, and those who command you rarely have winning attitudes. These struggles have taught you to draw your strength from your own spirit, conquering fear, sadness, and strife with the sheer will to go on. They may own your body, but your soul is your own.

[200] Curried Favor: As reprehensible as the slave trade is, many masters treat their servants with kindness. Sometimes this is offered outright, and sometimes it comes from years of loyal service, but these slaves enjoyed a life of relative comfort and safety either way. You'll find your superiors are similarly kindhearted, whether they be a slave owner or just your boss at work. You can still face consequences if you're openly hostile, but your relationship is far more equitable than a simple servant could hope for.

[400] Spotted Skill: Some slaves are simple laborers, but not you! With your wide skill set and efficient mannerisms, you could almost run an entire household. You can accomplish mundane skills like cooking, cleaning, and grooming in a fraction of the time. Whether you need to soothe them with a massage, prepare their favorite tea, or otherwise anticipate their needs, no one can please their master like you. In addition to this versatile competency, you also gain an exceptional talent in one field of your choice. You could be a master seamstress, or an experienced secretary and bureaucrat, but whatever you choose, you'll be indispensable to your leige.

[600] Seneschal: Alright, now you actually *could* run an estate by yourself. Through blindingly-complex magics, you have been linked to your place of "employment." Like a spider in its web, you are connected to all parts of this dwelling, allowing you to appear wherever you are needed without effort. This also comes with a limited omniscience, alerting you to the whereabouts and requests of anyone inside this location. Trace used this power to give his servant the ability to instantly respond to all his needs. Of course, he also established severe restrictions on this power so that his servant couldn't casually arrange his death. Thankfully, your power comes with no such limitations. Should you wish to change which location this power is linked to, you may do so through a week-long ritual.



Rogue

[100] Ranged Training: The difference between warriors and assassins is that assassins know better than to fight up close. The sellswords that stay alive the longest are those that can kill their foes from a safe distance. To this end, you've trained with a wide array of ranged weapons, from longbows and crossbows to throwing knives and even bolos. You're no slouch in a fistfight, but you really shine at range.

[200] Basitin Illusions: Between the large ears of the Basitin, the legendary noses of the Keidran, and the complex wards of the Templar, there's a lot of perceptive folk out there. Worse still, you won't always have magic to let you approach unseen. Thankfully, you don't need it. You've been trained in the art of stealth, and can subvert even the supernaturally keen senses of this world through careful planning and patient discipline. Of course, hiding from enemies is only a part of avoiding suspicion. You also excel at lying, especially when it's to maintain your cover story. With a little bit of time and prep work, you could sneak into almost anywhere.

[400] No Fair Fight: There's more to being a hunter than sneaking around and throwing knives. A good assassin can follow their quarry across the world, plot their way into the strongest fortress, and use any trick to their advantage. Your tracking prowess and

murderous cunning make you one of the best assassins in the world. You're an expert at finding your target, assessing their power, and crafting a suitable ambush. There's no honor in fighting dirty, but your results will speak for themselves.

[600] Clovis Crimelord: You can scrape by as a mercenary, but the guild masters live like kings. Like a certain sly fox, you can quickly accrue financial and personal power, which will only help you gather more of both. By loaning money, leveraging blackmail, and bartering for favors, you'll quickly gather enough power to found your own guild. Not only do you have the management skills to run your new establishment, but the loyalty you cultivate is far less vitriolic than the bonds between Clovis and his men. The nobility may live in their keeps and tout their titles, but we'll know who holds the real power.



Warrior

[100] Melee Training: Mages and archers may rain destruction on their foes, but there will always be a need for strong swords and shields. Whether you were trained as a young Basitin or as a member of the town guard, you are now proficient in the use of melee weaponry. You could use a sword, a spear, or even something more exotic to great effect, and you can move in heavy armor as easily as you could in your own clothing. You may not be a hero of legend, but you are far from defenseless.



[200] Grit of Brutus: Winning a battle takes as much mental fortitude as it does physical stamina. Your fighting spirit cannot be stopped, and any wound that doesn't outright kill you will barely slow you down. You may ignore your pain, drawing on it as a source of strength to fuel

your fury. This doesn't confer any physical protection, and your injuries may bring you down eventually, but until that happens you'll be fighting at full force. They'll need much more than a few pathetic arrows to stop you.



[400] Guard Captain: Due to the distance between most settlements, local guard captains are often the

highest authority within a few days' travel. That independence has forced these officers to develop strong leadership skills and self sufficiency. With this perk, you can inspire confidence in your followers and effectively lead them in battle. Your knowledge of small unit tactics let you use the limited garrisons of most towns to full effect, policing your community and defending against aggressors. With your stalwart presence and ability to lead, few towns could ask for a better captain of the guard.

[600] Master General: The most powerful warriors are those who combine martial mastery and peerless intelligence to potent effect. Like the great General Alaric, you are a master swordsman and strategic genius, whether you are leading armies or fighting a duel against a single opponent. You can navigate a battlefield or a complex legal system with ease, easily out-plan both your physical and political rivals, and wield both your weapons and your artist tools with equal mastery. There may be *stronger* fighters in the world, but there are few, if any, who are *better* than you.

Mage

[100] Proper Schooling: Whether you attended the Templar's schools or were trained by a practiced mage, you have received the necessary instruction to effectively and efficiently craft spells. While this knowledge isn't strictly necessary to use magic, you'll be hard pressed to develop your craft without some kind of formal instruction. This education is the difference between seeing magic as a strange, nebulous force and starting to understand the complex formulae and equations that form the most complex spells. Wherever you secured this seed of knowledge, it has the potential to bloom into frightening levels of power. Every mage started somewhere, and the world is full of opportunities to grow.

[200] Natural Remedies: Academic pursuits are all fine and good, but mages need to make a living like anyone else. To that effect, most of the magically inclined make money by selling alchemical solutions and other plant-based compounds. Your knowledge of alchemy and herbalism lets you craft everything from common medicines to potent poisons. While not as powerful as purpose-built magic, these natural alternatives are the preferred purchases for all but the wealthiest of patrons. Any village would welcome an alchemist like you.

[400] Artificer: Of course, plenty of people *will* pay serious coin for self-contained magic. You now have the skill to build magical artifacts and constructs. These items can replicate any spell you are capable of casting, so long as they are supplied with sufficient mana. More powerful artifacts will require more expensive materials and longer construction times, but the demand for reliable, consistent spellworks exists in every community on Mekkan. Whether you make these devices for yourself or for others, your devices are only limited by your access to materials and arcane knowledge.

If you have the **Natural Remedies** perk, you may now brew potions that confer spell effects. Whether you bottle an Invisibility spell or cook up a cauldron of Cat's Grace, your spells now come in a convenient liquid package.

[600] High Magical Reserves: Are you related to the Silverlocks? Or maybe you've got that Legacy boy in your family tree. Magic is in your blood. You have an incredible innate magical talent, with reserves of power that would even give young dragons pause. You have a knack for learning new kinds of magic, and can decipher and develop new magical techniques much faster than your peers. Finally, you can store a tremendous amount of mana in your body, allowing you to cast larger and more complex spells without additional foci or magic crystals. This is no replacement for hard work, and even a naturally gifted individual like yourself would still need to learn the basics of spellcasting, but both your starting point and ultimate potential are greatly elevated.



Noble

[100] Noble Presence: The life of a noble is spent in the public eye. Aristocrats have to be experts at public speaking, navigating parties, and managing diplomacy. Whether you're the chieftain of a tiger tribe or the duchess of a human village, you know how to entertain guests and address the public in a professional manner. You're even a pretty good dancer, should the situation call for it.

[200] Advancement through Combat: The problem with succession-by-lineage is that there's no guarantee your ruler will be any good at running things. The Basitin way is better. By challenging an authority figure to single combat, defeating them, and defending your claim, you may assert yourself to higher positions of power. This couldn't be used to usurp a kingdom (unless you pulled off a full coup), but you could replace middling leaders and administrations by proving your capabilities. This perk also lends an extra sense of legitimacy to your claim, making people more accepting of your new station should you triumph. Of course, the drawback to this means of ascension is that you open yourself up to future challenges. You better be prepared to defend your title.

[400] Duchy: You're the real deal. Through inheritance or service, you have gained a noble title within your home country. You might be the prince of a Keidran tribe, a ranking officer in the Basitin military, or even a titled noble in Humanity's kingdom. With your title comes authority, and no small amount of perks. A section of land appropriate to your station has been bequeathed to you. A lord or baron might oversee a small village, while a duke or duchess would oversee a large, prosperous town. With greater titles comes greater responsibility and notoriety, but also more productive towns and larger swaths of land to control. This comes with all the documentation to legitimize your new position. See the Author's Notes section for additional details.

[600] Council of Five: The Templar are not the rulers of human society, though one might think so based on their reach and influence. Though the king might officially command humanity, the most wealthy and magically gifted of the nobility plot from the shadows, working to further their own ends and assure the superiority of their kingdom by any means necessary. With this purchase you are now just as ruthless and clever as the five Master Templars, able to craft ingenious plans years in advance. Your machinations are so thorough that you can account for the likely reactions of your adversaries, ensuring that no matter how they respond to your plots, they still play right into your hands. Best of all, keeping these plans secret is as easy as breathing. You could swear undying fealty to your king in one moment while expanding your own power and connections with the next. If you're willing to cross any and every line, the world will be yours for the taking.

Magic

*Mages and Nobles receive a **400cp** stipend to spend on this section only. A single purchase from each of the below categories of magic will grant you a basic understanding of that magic's principles, as well as the ability to cast a small but varied array of spells from that school. A second purchase will make you a master of this kind of magic, granting you far more versatility, power, and longevity in all of your related workings. See the Author's Notes section for more details on magic. Basitins may purchase magic from this section, but using it during the Jump will steadily drive them insane. This restriction is removed post-Jump.*

[0] Telekinesis: Often the most fundamental of magical skills, telekinesis allows the caster to move and lift physical objects with their magical energy. Novices may only be able to lift small items or objects they could manually carry, but masters of this art could lift heavy loads into the air with none of the physical strain. This option is free, but mastery cannot be purchased. Instead, time and practice will increase your control and lifting capacity. Never underestimate the effectiveness of throwing a crate at someone.

[50] Sunder: Everyone wants to learn how to blow things up. This simple spell releases a concussive explosion of force from the caster's palm. This spell is strong enough to burst through brick walls, but can't be cast at long distances. Be careful, Jumper.

[50] Dirty Magic: Less of a school and more of a style, dirty magic sacrifices versatility, power, and efficiency for pure speed. Favored by self-taught mages, this is a great way to rapidly cast familiar spells. Be the fastest wand in the west!

[100] Divination: Divination spells focus on enhancing one's awareness. Novices can enhance their mundane senses to supernatural levels, while adept spellcasters can pierce illusions and send messages great distances. Masters of divination magic can project their astral form to spy on faraway lands, or perhaps even look through the eyes of distant animals.

[100] Healing: A delicate but practical pursuit, healing magic cures diseases and fixes injuries. A novice could mend a sprained ankle or small cuts, but it would take a master's knowledge and training to mend more grievous wounds. While impressive, this magic is not all-powerful. It cannot reverse aging or extend life beyond its natural course.

[200] Elemental Manipulation: This is often the magical discipline people think of when they imagine arcane power. Mages can use these spells to control fire, air, water, earth, and other natural elements. Experience with this kind of magic improves the caster's precision and the quantity of each element they can manipulate. A novice would struggle to move small amounts of each element, and would find it impossible to summon water or earth where none exist. Meanwhile, a master could create new elemental material from raw mana, and could manipulate far larger quantities. Few magics are more iconic, or more suited for combat.

[200] Abjuration: The school of Abjuration focuses on protecting the caster and their charges. Spells like shields and wards protect people and places respectively against everything from physical attack to magical intrusion. Dispelling and counterspelling, on the other hand, focus on canceling out or undoing active magical workings. Experience in this field grants the caster the ability to protect against larger and more powerful forces. The shield of a novice would falter after a few arrows, while a master abjurer could guard against a rain of fireballs.

[200] Enchantment: The school of enchantment deals with spells that affect the mind. Novices can put weak-willed targets to sleep, communicate telepathically across language barriers, and eventually take brief control of a target's body. Masters can manage subtle suggestions, memory manipulation, and even emotional amplification so delicate it's nearly undetectable.

The greatest user of enchantment magic enhances his lies with it, bending reality itself to accommodate his falsehoods. Of course, such a technique is of little use against beings of greater magical power and strength. See the Notes section for additional details.

[200] Illusion: Illusion magic is among the most common and recognizable on Mekkan. Focused on fooling the mind and senses of onlookers, good illusions have both a mental component and a visual component. The invisibility spell of a novice would only fool a single sense, while any false images they create would be physically intangible. On the other hand, masters can trick multiple senses, even touch, with their illusions. Zen once wove a disguise so fine that he was able to wear the face of another, then invisibly retreat as his illusion was physically captured.

[300] Summoning: The school of summoning magic focuses on bringing objects and creatures to a place of your choosing. Novices of summoning magic are limited to drawing small, inanimate objects from pre-designated locations. The Legacy Manor's "room service" tables are an example of this application. Adepts and masters of this discipline gain a far more complex use; teleportation. By effectively "summoning themselves," skilled mages can translocate themselves and nearby creatures near-instantly across distances. This process becomes more complicated as distances increase, and only a master could travel across a continent without incident.

This school of magic also deals with restraining and sealing other creatures, both from the material world and the spirit realm. A novice would struggle to bind a mischievous poltergeist, while a skilled conjurer could stop a powerful demon mid-attack! Just be careful meddling with spirits. This discipline can *protect* you from ghosts and the like just fine, but you'll need darker forces if you wish to meddle with the souls of others.

[400] Transformation (Discount Dragon): Also known as Dragon Magic, the effects of this school are no illusion. These spells deal with physically transforming the body of the target, whether that be the caster, their ally, or their opponent. Experience with this kind of magic allows for greater changes, faster transitions, and more efficient mana usage. A “novice” of transformation magic must be an experienced mage, and may still only create small, temporary changes with possibly painful transformations. Once extensive research is done and a mage becomes practiced with these techniques, their transformations become quick, painless, mana-efficient, and possibly even permanent.

[100] Basitin Black Magic: There’s really no such thing as Basitin Black Magic, but Nora’s mischief helps the rumors spread. This inflexible “school” seems solely focused on altering the gender of the target. While simpler workings are just visual and tactile illusions, masters (if there are any) can manage full physical transformations. Regardless of how they work, all but the strongest of these spells wear off after a day or two.

[50] Black Magic: This choice contains great power. The spells of this school would allow you to attack your opponent’s soul directly, create dark facsimiles of living creatures, and even hold sway over death itself. So why is this option so inexpensive? Because black magic isn’t fueled by mana; it draws on the lifeforce of the caster and their surroundings. Black magic can serve a mage when no other energy source is available, and can accomplish many powerful things, but it’s corrupting effect cannot be negated. Eventually, a mage who relies on black magic will be consumed by their ambition. Be wary, Jumper.



Items

Drop-Ins, Servers, Rogues, and Warriors receive a 400cp stipend to spend on this section only. Backgrounds get their matching items at half price, and receive their 100cp items for free.

General

[50] Quality of Life: Magic is an incredible, fundamental force in this world. So it should come as no surprise that some savvy entrepreneur found a way to package it and sell it in the most trivial way possible. Small magical conveniences can be bought, such as an orb that turns mana into light, or pre-prepared crystals that can heal minor injuries when consumed. This option will give you one trivial magical item per purchase, whether you want an automatic firestarter, a canteen that always refills, or some other small convenience. If this item is broken or consumed, you will receive a new one in one week.

Drop-In

[100] Camping Supplies: Mekkan's a big place, and most settlements have a fair bit of wilderness between them, which means travelers spend a lot of nights under the stars. Whether you're hiking across a continent or just spending a weekend in the woods, this rucksack has everything you'll need. Weatherproof and durable, this bag contains a two-person tent, a bedroll, cooking supplies, a rope, and all the minor tools that make living off the land possible. If you break your fishing pole or tear a hole in your tent, the damage will be repaired by the next sunrise. With a bag like this, all you need to pack is food and clothing, though that last one may be optional for the keidran amongst you.

[200] Magic Bandages: No, these aren't for healing. Sometimes you just want to give your back a rest and lighten your load. Maybe you need to hide some things from the public eye. These strips of cloth are enchanted so that one side opens into a small magical pocket of space. All one needs to do is place the desired objects into the magic pocket, then tie the bandage around their body. When you want to retrieve the stored objects, just untie the bandage and reach through the enchanted side. It's not quite a Bag of Holding, but this simple enchantment is a great way to keep any number of things hidden. Unlike the prototypes, these are guaranteed not to tear or break.

[400] Collar of Keidranification: This unassuming collar was found



in a box labeled “Do Not Touch,” so it’s got to be fun, right? When worn by a sentient creature, this collar transforms the user into a keidran version of themselves. The collar is ordinarily keyed to a specific kind of keidran, but you can set a different race as the default by touching this collar’s paw print charm and concentrating for several minutes. As impressive as the collar’s transformation magic is, it is not without its quirks. If the collar were to be worn by a member of the species the collar was currently set to, the wearer would instead be transformed into a full animal version of themselves. For example, if the collar were set to “Tiger keidran” and then put on a Tiger keidran, they would transform into a full tiger instead. Even stranger things can happen when the collar is worn by animals, so best not to experiment with it.



[600] Dragon Grotto: These caverns were once the home of an incredibly powerful dragon! They’re not here anymore, but their presence has left a lasting effect. As creatures of magic, dragons naturally draw in the surrounding mana and cause it to crystalize. When dragons spend lots of time in one place, this can cause the formation of vast veins of naturally occurring mana crystals. This grotto is home to such a deposit. The wealth present in these crystals alone could buy you several lifetimes of luxury, but creative individuals will find additional uses for this space. This place is a natural nexus of magical forces; a ley line. Were one to fuel their magic with the natural energies of this place, they could create spells orders of magnitude more powerful than those of any single mage alive. Even if you aren’t a magic user, the local geothermal activity has created a rather attractive set of natural hot springs on the surface above. An enterprising individual could turn a tidy profit running a spa or bathhouse.

In future jumps, you may import this cavern and the hot springs into any location or property you control.

Server

[100] Heart Apron: The secret ingredient is love! While some might dismiss this plain looking apron and it's weathered-looking heart decal, you are aware of its true power. While wearing this apron and equipped with the proper ingredients, any meal you make will be delicious, nutritious, and look positively appetizing. Even a kitchen klutz could prepare a tasty steak dinner while wearing this garment.

[200] Papers of Release: You might escape your master's homestead, but unless you can prove you're a free man (or woman, or dog, or fox, etc.) then you're probably going right back. This set of documents assures any who inspect them that your freedom has been purchased and guaranteed. You may choose whether these papers are forged or authentic, but any investigators will find no mistakes or misplaced seals either way. Post-jump, these documents will adapt to the setting and similarly assert your independence. They might allow you to travel across borders, or help support an identity you've crafted for yourself, but they won't grant you any additional power. Freedom is ultimately about choice, and it's up to you to make the most of your life.

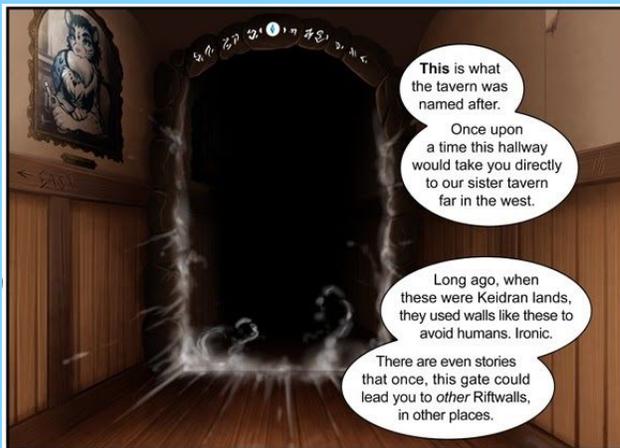
[400] Sewing Room: Just as a cook needs a kitchen and a mage needs a laboratory, a seamstress needs a sewing room! This cozy space contains every tool you'll need to craft beautiful garments and functional clothing. This workshop also comes with a wide variety of fabrics, fasteners, and other supplies you'll need to complete your crafts. Even rare and exotic materials, like drake leather and wyvern silk, are included in your stockpile.

Alternatively, this workspace can change to best suit another kind of mundane skill. You could purchase a fully outfitted smithy, or maybe the finest distillery around. If you purchased the **Spotted Skill** perk, this room can be adapted to serve your exceptional talent.

[600] Riftwall Tavern: All wanderers are made equal by a hard day's travel. To these folks, the most welcome sight when night falls is a warmly lit inn. This well-stocked lodging contains a small stable, it's own well, a comfortably roomy dining space and kitchen, as well as several guest rooms. On its own, this tavern would be a welcome addition anywhere, but there is one final feature that makes this establishment truly remarkable.



Along a small back hallway of this tavern stands an ominous gateway of onyx stone. The threshold of this arch is clouded by an inky-black veil, and could be mistaken for a particularly dark mirror if one ignored the arcane runes along its border. In truth, this doorway is a Riftwall, a portal to other similar doorways. Once, a pair of sisters connected their taverns with a similar gateway, allowing travelers to pass near-instantly between distant lands. Now, your tavern has the same arcane connection.

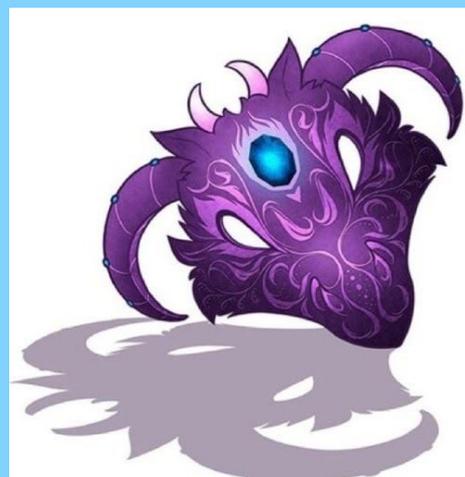


This property may be placed anywhere on Mekkan, and may be placed in a new location at the start of each Jump. The Riftwall connects to Mekkan's network of Riftwalls for the duration of your time here, but may be connected to other locations in future Jumps. See the Author's Notes section for additional details on Riftwalls.

Rogue

[100] Basic Kit: You can't do mercenary work with your bare hands. To aid you in your questionably legal pursuits, you receive a dark cloak, a belt of throwing knives, a sturdy shortbow, and a quiver of arrows. Heck, I'll even throw in some of Zen's "Instant Death" poison, just in case.

[200] Masquerade: What appears to be an ornate ballroom mask is far more useful than you might assume. By wearing this mask, you grant yourself a mantle of anonymity. Anyone who sees you will link your identity to the mask, and any actions you take will be tied to your masked persona. Should you remove the mask, any witnesses or pursuers will assume their quarry disappeared. As useful as this mask is, it is not without limitations. Any crimes committed will be tied to the mask, wherever you go. Even if you commit a robbery in Edinmire and then mug a guy in Snowhill, your masked reputation will follow you, only resetting at the end of each Jump. Whether this looks like a dragon, a wolf, or some



other ornate design, you can leave exactly the impression you want to.

[400] Wearing Shadows: You might as well be with this armor. This perfectly-fitted set of clothes is made of soft wyrmsilk and durable drake leather, offering you both unequalled comfort and impressive protection. This armor offers better physical protection than chainmail, even without enchantments, and shrugs off most hostile magic like water off a stone. Despite its durability, this material is light and breathable, allowing for complete flexibility and silent



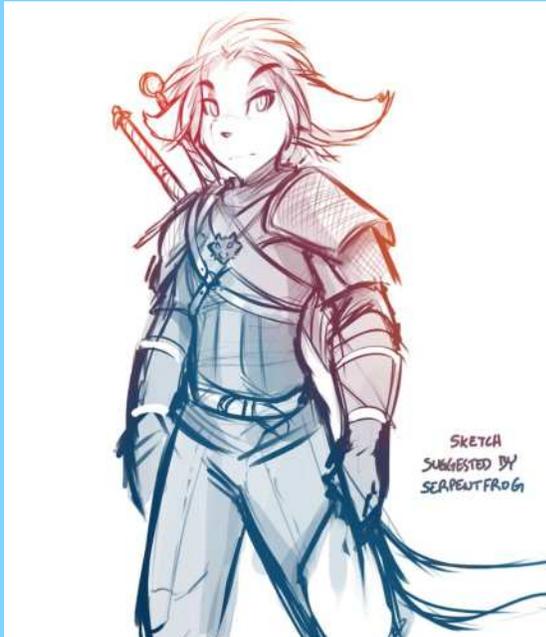
movement. You may customize the style of these garments, whether you opt for robes, armor, or another look entirely. With its impressive properties, plentiful pockets, and roguish charm, this outfit will be the envy of anyone who has the misfortune of seeing you.

[600] Guildhall: As impressive as any thief's skills may be, the greatest heists need a solid crew. This sturdy building plays home to your own loyal guild of assassins, cut purses, spies, and mercenaries. With plenty of lodging and training facilities, this location is perfect for building and running your operation. The ground floor of this building serves as a legitimate but mundane business, such as a bar or carpentry shop, offering your guild members an extra degree of secrecy. Finally, this building comes with a comfortable

personal office for your activities, complete with an impressive vault for all your wealth. This is your own little criminal kingdom.

A kingdom would be nothing without subjects, and your guild already has a fair amount of members to start with. Your guild begins with forty members of varying degrees of skill. You have a few expert thieves and assassin pairs, a dozen moderately skilled burglars, and about twenty footpads and thugs. Your guildhall will always have room for new members, and you start with enough resources to jump right into planning your first heist! In future Jumps, you may import this property and its followers into any location you choose.

Warrior

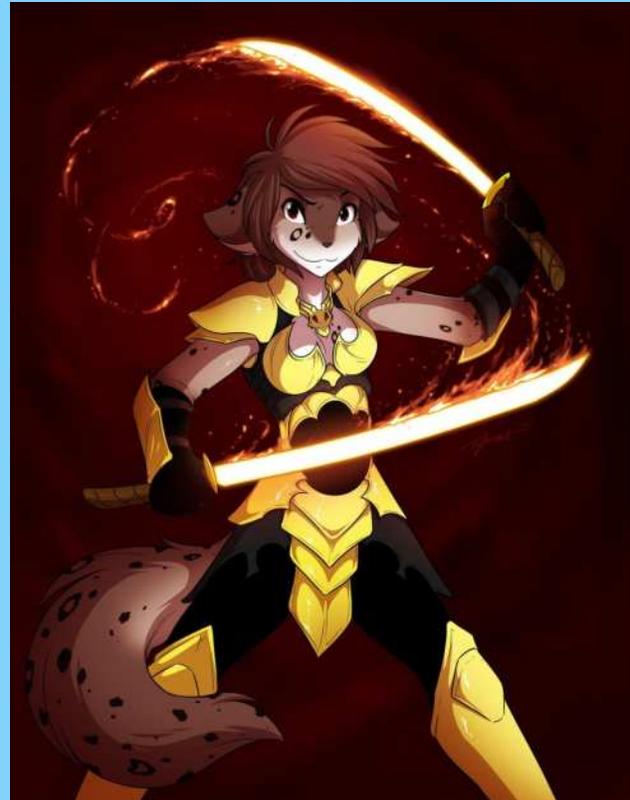


[100] Pointy End: Every warrior lives and dies by their armor and weapon. Whether you prefer the Basitin spear, the Human longsword, or the Snow Leopard's axe, you have a melee weapon perfectly built and balanced for you. You also receive a reliable chainmail shirt, thick leather gloves, and a sturdy gorget for protection. Yes, the giant pauldrons come standard; it seems to be the local style. Should your armor be damaged, a replacement will appear in one week.

[200] Warhorse: While the grunts march through the mud, you'll be riding with the cavalry. This powerful steed is loyal, sturdy, and equipped with everything you need for an extended journey. This purchase includes a saddle and bridle, sizable saddlebags, and even some basic barding to

protect your new traveling partner. Take care of them, and they'll take care of you.

[400] Custom Threads: Chainmail may be adequate for the common footsoldier, but warriors that live the longest wear plate. This expertly crafted suit of metal armor protects your entire body while offering surprising mobility. This armor can come in any style or color you wish, and can even be enchanted should you have the skill or coin. Additionally, this purchase also grants you a weapon of considerable magical power. The kind of weapon and its accompanying enchantment are yours to customize, but weapon-based magics are fairly straight forward in this world. You could have a sword that glows red-hot and can slice through metal with ease, or perhaps wield a spear that can launch bolts of lightning at foes. Whatever you decide, this weapon and armor will serve you well. Should either tool be damaged, a replacement will appear in your Warehouse at the next dawn.



[600] Company: Even the Basitin's Master General couldn't fight the world with a single blade. If you want to change the world, you better have an army at your back. Thankfully, you do. You now command one thousand well-trained soldiers, each fiercely loyal to your cause. Most are equipped as simple footmen, and have skills equivalent to the **Melee Training** perk and **Pointy End** item. However, you also have a small reserve of elite troops, which can either be heavy shock infantry (with the **Grit of Brutus** perk) or light and maneuverable cavalry riders (each with a **Warhorse** item). Your soldiers are led by a team of competent officers (each with the **Guard Captain** perk), and you even have a few battlemages at your disposal to create shields and counterspell enemy casters.

This is a sizable force, Jumper, bigger than anything Mekkan's seen in recent times. If this army was unified in a single cause and wisely deployed, only the most prepared kingdoms or powerful mages could hope to stand against you. If you're gonna go conquering, be sure to bring your friends.

Mage

[100] Pop Rocks: Whether you're a simple keidran hedge mage or the Grand Templar himself, you'll probably use mana crystals at some point in your career. This pouch contains a dozen small mana crystals. These gems, each the size of a large coin, provide a decent reservoir of magical energy. You could fuel a moderately powerful illusion for a few minutes or cast several short, energy-efficient spells before expending each crystal's energy. You can recharge empty crystals so long as you have a little mana on hand, but be warned; these crystals are far from high quality, and attempting to charge them more than once or twice will cause them to shatter. Should you expend all your crystals, this pouch will refill after one week. Never go without magic again!

[200] Dragon Jewel: Now this is something special! This glittering gem is a flawless mana crystal, one of Mekkan's rarest treasures. Unlike common mana crystals, this gem not only holds a veritable ocean of magical energy, but can be depleted and recharged an infinite number of times without breaking. Typically a deep twilight blue, these gems are usually only seen amongst the wealthiest of collections. It may be fairly conspicuous, but no one can doubt its potential for power.

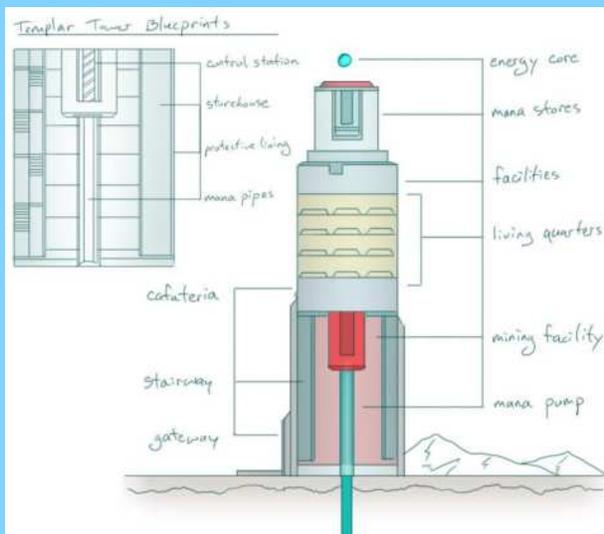
Alternatively, you may choose to have this crystal worked into a complex magical focus, combining a few select spells and their power source in one easy-to-use package. This kind of focus usually takes the shape of a wand or worn charm, and while it does offer less versatility than an unfocused gem, its results are efficient, predictable, and



require no effort from the caster. Such foci are perfect for those who lack a spellcaster's full training, and can be programmed with all kinds of spells. You may choose up to two spells for your focus, which will passively recharge when not in use. Perhaps you want a wand that can conjure powerful shields and move vast quantities of air, or maybe you want to cast Invisibility and Teleport instead? Whatever you decide, you'll always have a little bit of magic in your back pocket.

[400] Arcanatorium: A trained mage can throw out spells on the fly, but the really impressive magic is prepared far in advance. For that, you'll need a place to work. This workshop is fully outfitted to support a practiced mage in all their pursuits. There's a permanent magic circle to focus your energies, a table of alchemical equipment for the brewing of potions, a well-stocked library full of tomes and scrolls of arcane knowledge, and any other dedicated workspace you'll need for working magic. This workshop also comes stocked with plenty of ingredients and materials for your alchemy and artificing, including rarer materials like precious metals and gems. You'll still need to provide any extremely rare or unique items, but this personalized workspace will have anything else you need for your own arcane pursuits. This property can take any form you wish, from a traditional tower to a basement laboratory. Post-jump, this workshop can be imported and attached to any property you own.

[600] Templar Tower: There is no symbol of the Templar's influence more visible and more powerful than their signature towers. Standing nearly two hundred feet tall, these towers are part massive mana-battery, part operations base for the Templar order. The first five floors of the tower contain a massive auger that taps deep into the ground and draws mana into a titanic reservoir. Circling this well of power are staircases that access the upper floors of the tower. Above the mana battery are several floors dedicated to dormitories, office spaces, and even a cafeteria. From energy reserves to living spaces, this tower provides everything a group of mages might need to operate.



You now own one of these great towers, and have the blueprints for making more. If you wish, the living spaces above the mana battery may be customized to fit your preferences. With a brief minute-long ritual, you may link yourself and anyone you wish to the tower's battery, allowing them to fuel their magic with the tower's reserve.

This tower also has a second, more secret effect. Like the Templar's towers, this structure can subtly influence the emotions of those living within a few miles of it. These effects can be broad, such as making *everyone* more peaceful, or they can be tailored to different

groups, causing keidran to act more animalistic or make soldiers fight more bravely. Altering this effect will require more time-consuming spellwork, but few tools offer more direct and delicate means of control. Rule the masses, Jumper.

Noble

[100] Chest of Gold: One thing unifies the nobles of every culture; money. Gold makes the world go round, and you have plenty. Whether these are keidran coins, human Royals, or Templar-minted Vigils, these coins are accepted everywhere. After all, gold is gold. You receive a wooden chest the size of a small footlocker, filled with the currency of your choice. This is an incredible fortune, so be sure to guard it well. You could buy a lavish home with this money, or start a business to grow your fortune even more. This chest will replenish any spent currency at the end of the year, so you'll always have the means to live fabulously.

[200] Slave Collars: The ugly truth is that most of the powerful people in this world own slaves. From the keidran tribes to the human nobility, many workforces are at least partially supplemented by the slave trade. Some may rule their slaves with fear, but the Templar developed a more efficient way. This thick metal band is laced with spells that dominate the wearer's mind, making them subservient and docile. While the enchantment doesn't diminish their intelligence, it does take the edge off of strong emotions. While wearing this collar, your servants will be forced to follow your commands. Even if they mentally resist, their bodies will follow your orders to the letter.

You receive three of these collars, as well as the blueprints to make more, though some magical talent is required for their construction. Like all magical constructs, these collars can be overpowered or disabled with sufficient magic, though it would be easier just to use the master's key. You can't guarantee loyalty, but you can guarantee subservience.

[400] Sea's Beauty: There is money to be made on the high seas. From shipping cargo and moving passengers to less reputable pursuits, a seaworthy vessel can be a significant source of income. This large ship is furnished with several rooms for passengers (including a lavish captain's quarters), a mess room, a washroom, a large cargo hold and even a small brig. Despite its size, this vessel can be sailed by a crew of two. It's integrating magical amenities make even long voyages bearable. On the off chance that this ship sinks or explodes, a replacement will appear after one month passes. Comes with three lifeboats, just in case.



[600] Manor: This is a castle worthy of your title; a proper seat of power. This magnificent estate is just as grand and lavish as Legacy Manor. Like the Grand Templar, you now own a three-story mansion as well as the surrounding gardens and grounds. The first floor of the estate contains a grand ballroom, a sitting room, an art gallery, and a dining room fit for an aristocrat's grandest parties. The second floor houses a dozen luxury guest rooms and the accompanying facilities, while the third floor can be largely customized by you. Even the

basement contains a sizable wine cellar and dungeon, should any unwelcome visitors come around.



The towers at the corners of this manor each house important spaces. One contains a kitchen fit to serve a feast, one contains your master bedroom, one contains your private study, and one contains a unique luxury known as an Oasis room. Through complex illusions and summoning magic, this room appears to house a complete beach and spa bath. Though the room is a finite space, even a small piece of a warm, sunny beach in the comfort of your own home is a luxury very few ever enjoy.

If the previous room wasn't an indication, this manor comes with a comprehensive set of enchantments, designed to both preserve and protect your living space. A basic enchantment makes cleaning this house much easier than usual, allowing for fewer attendants. While the kitchen facilities are extensive, each bedroom also comes with a summoning table linked to the wine cellar and pantry. Guests need only to touch the table and speak their selection off the provided menu to have their food or drink magically appear before them. This "magical room service" is not infinite, as the pantry and wine cellar must be restocked occasionally, but both reserves are extensive, and can magically preserve food for much longer than normal. Finally, this dwelling comes with a layered and formidable set of protective enchantments. The manor's doors and walls are magically fortified against physical attacks, and the grounds are warded against entry via teleportation. Additionally, any intruders who enter the house without your permission will be teleported directly to the dungeon. You may choose to also include Nora's enchantment, temporarily transforming any trespassers into harmless farm animals.

As if this wasn't enough, this purchase also includes a unique artifact tied to your property. You receive a Gate Key, a small, handheld charm that connects to a magic portal in your estate's garden. This artifact is the only means by which anyone can teleport onto your property, and it will only activate for you. However, this tool is not without limitations. The portal it opens will only function for a short time, and the Gate Key requires several weeks to recharge before it can be used again. This can get you home from anywhere in the world, but you should still probably save it for emergencies.



Companions

[50] Ms. Nibbly: Where'd this little one come from? This adorable squirrel is playful, adventurous, and just the cutest thing ever! But beneath that soft exterior lies a secret intelligence. She's mischievous, affectionate, and more than happy to keep you company.

[100] Custom Import/Creation: With each purchase of this option, you may create or import a customized companion. They receive a free background and 500cp to spend on perks and items.

[200] Canon Character: Maybe someone here has caught your eye. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

[100] Stoneward: This magic guardian is as faithful a protector as you could ask for. Constructed from enchanted stone, this golem is shaped like a lizardfolk. It's granite exterior isn't just for show; this guardian is stronger and more durable than any humanoid creature of this world. This construct has the intelligence of a housepet, and whether you give it a playful or aggressive attitude, you'll be hard pressed to find a better watchdog. When not active, this construct remains as still as a statue, becoming indistinguishable masonry to passerbys.

[700] Nora: Lady Nora is the most powerful dragon in the world. She's well over two thousand years old, a master of powerful magics, and is completely and utterly bored. She has spent a long time exploring Mekkan and meddling in the affairs of its inhabitants. Perhaps your journey can offer her further excitement and entertainment?

Drawbacks

[+0] Modern Day Toggle: Perhaps you've had enough adventure for a while, and would prefer a simpler, more relaxed life. If you choose this option, The world of Mekkan will leave the medieval kingdoms of old behind, and progress to a more modern time. Here, *Twokinds* is just a popular TV show instead of an epic fantasy adventure. Many familiar characters spend their



days going to college or living ordinary lives instead of fighting evil Templars. Some things have remained; magic is still known and used throughout the world, and different people still have disagreements. Still, Humans, Keidran, and Basitins seem to have reached a tentative peace. If you would rather trade your world-spanning quest for a slice-of-life vacation in the city, this option may be for you.

[+100] Pervert Pursuits: Get your mind out of the gutter! Like a certain slave trader, you have a strong appreciation for anatomy and physiology. Your love of the physical form can express itself in your hobbies, your mannerisms, and even your choice of words. If you're careful, you can conduct yourself professionally when you *need* to, but you'll have a hard time escaping your lecherous reputation.

[+100] Illiterate: Hope you weren't planning on keeping a journal. You now lack the ability to read or write in any language. Your spoken languages aren't affected, but you have no experience with the written word. This can be dangerous, given how often important and binding contracts tend to be written down. You can relearn both of these lost skills, but you'll need a patient teacher.

[+100] Supremacy: Your race is better than all the rest! You genuinely and passionately believe in your own race's superiority, and have no qualms about mistreating the different species and subspecies of this world. With an attitude like this, you'll have a hard time making friends. This could be overcome, but you'd need to spend a lot of time around folks you wouldn't otherwise care for. Besides, you get along better with your own people anyway.

[+200] Warm in Here: At several intervals throughout the year, the different species of keidran and basitins will experience a state of lowered inhibitions and more instinctual behavior known as Estrus. The timing and severity of this period can vary from species to species, but both males and females can experience anxiety, mood swings, and increased aggression and affection. Whatever your race or gender, you're now prone to stronger bouts of Estrus, relative to your species. Whether you face the lighter, more frequent bouts of Tiger Estrus, the uncomfortable biannual weekends of Wolf Estrus, or the insane yearly week of revelry the Basitins have, your symptoms will hit harder than most. Even if you're a Human, these emotional lapses will significantly hamper if not fully incapacitate you on an occasional but regular basis. Still, some would say that a few rough days is a small price to pay in the long run.

[+200] Banished: You can't return home. Whether you were wrongfully accused or duly convicted, you have been charged with a serious crime and banished from your starting location. You will be allowed to leave your country of origin, but are forbidden from returning on pain of death. It may be possible to infiltrate your homeland for short periods of time, but any guards who spot you will know you aren't supposed to be there. Hope you didn't leave anything, or *anyone*, behind.

[+200] Damaged Soul: There was an accident, Jumper. You crossed paths with a bit of black magic, and your soul was torn apart. Thankfully, someone close to you stepped in and grafted part of their soul on to yours, filling in the holes and compensating for the damage. This has permanently bound you to this person, granting you a telepathic link. You can use this to your advantage, mentally communicating over any distance, lending knowledge and helping to control each other's bodies. However, there *are* serious consequences. Because part of their identity has been imposed onto you, your own body feels alien and misshaped. This sense of dysphoria is stronger the more different your rescuer is from you, and parts of their personality will shape your feelings and behaviors. Even as time heals most wounds, the scars of this trauma will never fully disappear.

[+200] Legacy of a Lifetime: The duration of your stay has been adjusted. Instead of spending ten years in Mekkan, you'll be living a full life as one of its inhabitants. You will be born as a member of your chosen race, growing to maturity and living a number of years determined by your species' life model. You still have to worry about dying, and will fail your chain if you permanently fall to anything other than old age, but you will be spending many years in this world regardless of your choices. Make this life a good one.

[+300] Clovis Debt: You have "friends" in dark places. Something happened in your past that indebted you to the Prince of Thieves himself. Clovis expects to be generously repaid for his assistance, and will ask three favors of you. These tasks will be difficult, but within your capabilities. Even still, Clovis has certain *assurances* in place. The same magic that binds you to him has left you marked, alerting him if you try to betray him or flee. He is a shrewd, cunning man with plenty of gold and resources at his disposal. Best to do as he says.

[+200/+400] Entertaining Nora: Well this isn't good. You've drawn the eye of a very bored and very powerful dragon. Lady Nora has decided to amuse herself by embarrassing you, cursing you with temporary but convincing illusions and other pranks. She might change your gender, give you a few animal traits, or put you in an otherwise humorous (to her) situation. These occurrences will be rare but regular, inconveniencing you with a week's worth of hijinks every year. Who knows, maybe this will turn into a twisted kind of friendship.

For double the points, you've now drawn Nora's judgement. Your actions have crossed her in some way, and she has decided to punish you. A womanizing egomaniac might find himself transformed into a feminine stereotype, while a serial abuser might be transformed into a helpless animal. Whatever your slight, you have been cursed with a true transformation fitting of your crime. Your new physical form is no illusion, and Nora has left you with several mental adjustments as well. You can forget about breaking this spell for now. If you want an example of how Nora treats wrongdoers, just ask "Princess" Clovis how he's enjoying his new situation.

[+400] Rainy Day: *Cannot be taken with the **Drop-In Origin**, or the **Elder Dragon** or **Halfkind Races**.* The wolf Euchre possesses the rare gift; Flawless Transformation. Using this power, he could perfectly transform himself, down to the smallest detail. He used his magic to turn into a human, attend the Templar's college, and even father a daughter. But the gods are not kind to those who subvert their laws. His daughter was born with wild magic, causing her to shift between human and keidran uncontrollably. Because of this curse she was hidden away, leading to a very lonely childhood and a long journey of healing.

Now you too are a child of Euchre. **Choose one species** from the following: human, basitin, young dragon, or any subspecies of keidran. If this species has a cost associated with it, you must still pay this price. Your physical form now alternates between that of a snow wolf keidran and your chosen species. Your transformations between these two forms are erratic and often driven by your emotions. These changes may be partial, leaving you with mismatched body parts. Additionally, you gain all the innate traits of each species while you're in that form. A child that transforms into a keidran would be unable to use magic without crystals, for example. At the start of your journey, these transformations will be uncontrollable. Sleepwalking and odd instinctual behaviors are not uncommon, and you can only guarantee staying in one form by suppressing your magic entirely. Given your nature as a walking scandal, you were also probably hidden away, robbing you of an emotionally healthy childhood.

Yet, for all your strife, there is a silver lining to your situation. Though you lack the natural control of your father, you still have access to potent transformation magic. You may purchase the "novice" level of **Dragon Magic** at half price, and have the potential to master the discipline much faster than other mages. It will still take many years, and you'll have to overcome your own strange and unique growing pains, but few in this world have the perspective that you do. See the Notes section for more details.

[+400] Legacy Curse: Where are you? *Who* are you? How did you get here? Your memory is clouded, shrouding any knowledge of times and adventures before this Jump. You also lose access to any powers and items not purchased from this Jump. Clues may exist of your extraordinary nature, and small fragments may return through familiar triggers, but much of your old life has been locked away until the end of this Jump. It's time to turn over a new leaf, Jumper.

[+400] Demigod's Ire: You've upset the Demigods of this world with your presence. One of the Masks, the watchful immortals of Mekkan, has noticed your entrance and seeks to undo you. At first, this will manifest in the form of bad luck and untimely coincidence. However, as more time goes on and you grow more powerful, the Mask will take more direct actions against you. The Mask will bargain with your enemies, granting them powerful magic in exchange for the opportunity to possess them. Once that happens, they'll wage a full war against you with no concern for collateral damage.

The Masks may be powerful and immortal, but their forms can be shattered and dismissed. Should you defeat them, their power will be diminished, preventing them from entering the physical world for the rest of your stay. This isn't an *impossible* hurdle, but you are unlikely to defeat them alone. Put your faith in the power of friendship...or just an incredible amount of magic.

[+600] Afterimage: Something's wrong, Jumper. You've entered this world in a place of dead magic, leaving your soul adrift with no body. You start as a ghost, able to see the world but unable to influence it. You can briefly appear to others, as if you were a weak illusion, though this will be extremely taxing at first. Your goal before the end of the jump will be to regain your physical form, though you will need several things to do so. You can either arduously construct a body from scratch, or destroy someone's soul and take theirs. The ritual to permanently bind your soul and body will be another undertaking entirely, and using such black magic will be harrowing. There is a lot of work to do, and you'll need help. Hopefully you can convince someone to help a wayward spirit.



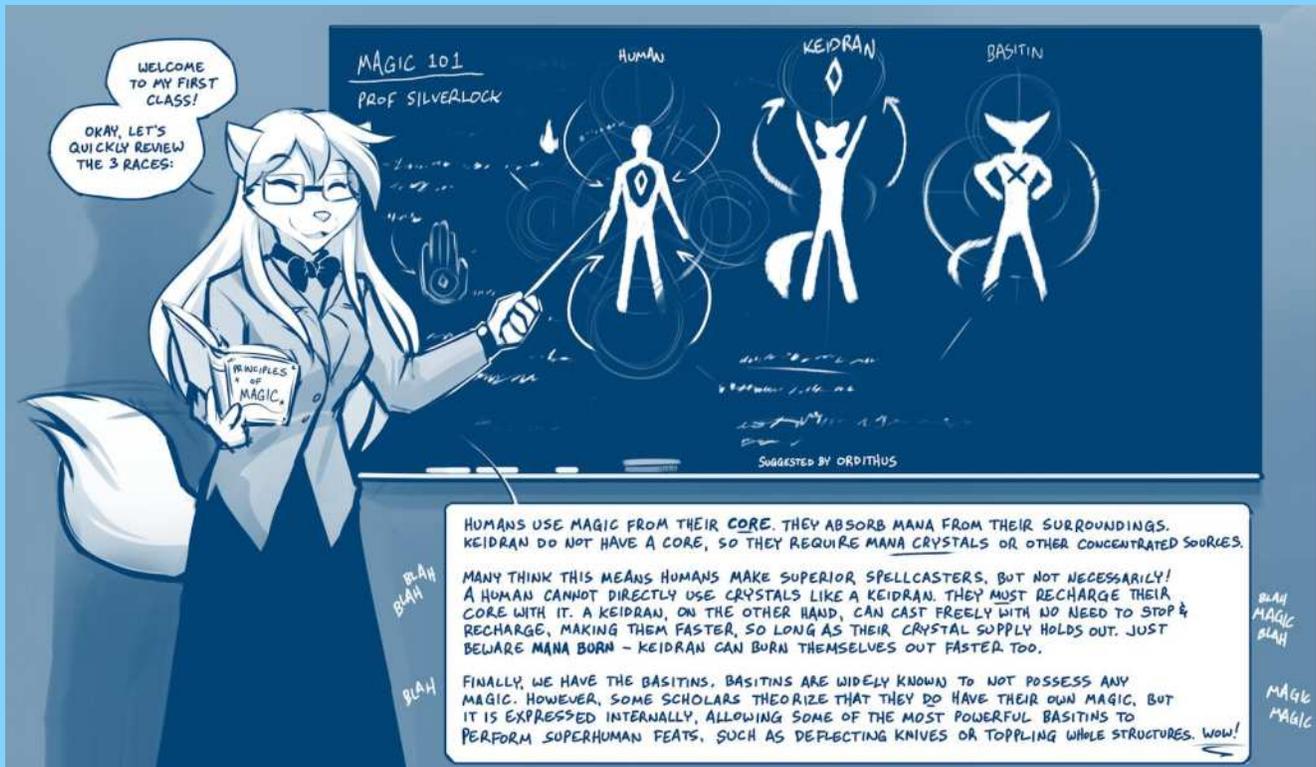
Author's Notes

Magic in this World: Except for the darkest arts, all magic is fueled by an external energy called mana. Human mages can draw mana directly from their surroundings unaided and store it in their bodies, but keidran and unskilled humans use mana crystals as an intermediary. These blue stones store mana like a battery, and can be recharged by a mage so long as they have access to a small amount of mana. However, just because a keidran mage can spend his last crystal to recharge the rest, doesn't mean he should. Almost all mana crystals degrade with use and with recharging, and will eventually shatter under strain. For small spells, this failure might simply make a sharp sound and cause the spell to end. For larger crystals, such as those that power the Templar's towers, the result can be a devastating explosion that both shatters physical constructions and temporarily depletes the surrounding land (and magic users!) of their mana. Beware!

In this world, Magic is both a skill that can be trained and a talent an individual can be born with. A person can expand the amount of mana they are able to store and channel with practice, but some people are simply born with the ability to store more than others. This is not to say talent is everything; Raine has the largest mana reserves of any non-dragon in canon, and yet her lack of training makes the simplest spells impossible for her. The largest benefit of practice and training is an increase in the mage's precision and efficiency. A skilled mage can often outperform a powerful mage by applying less energy more effectively. Ingenuity is a must when working with magic.

Buying Magic: Skills purchased in the Magic section have two tiers; novice and master. Purchasing the first level of any school will give you a small but versatile collection of spells and the basic knowledge to cast them. For example, a novice illusionist could create a simple hologram, or a fledgling elementalists might be able to conjure a barrel's worth of water and manipulate it for a short time. Practice and education can improve these skills, expanding your list of spells and increasing the efficiency, longevity, and size of your magical workings. Given a decade in this world, a Jumper could advance their skill in **one** school of magic from novice to master with devout training and research. Even with his innate skills, the Grand Templar spent his whole childhood training.

Of course, you could cheat instead. A second purchase in any category will make you an automatic master of that school of magic. Your spells can deal with much larger amounts of magical energy, be orders of magnitude more complex, or last far longer than you could originally manage. A master abjurer could set down permanent wards around their house, while a master transmuter could quickly and painlessly alter the forms of themselves and others. You can still grow your talents beyond this point, but at a much smaller rate. Now, the real way to expand your skill set is through creativity.



Enchantment Magic: In general, many mages of this world trade versatility for proficiency. Edmund Sirius achieved the rank of Master Templar despite being pretty terrible at most magics. However, the Master Spy has mastered a single enchantment spell to such a degree that his bluffing skills literally bend reality. He's convinced people that he's invisible, or perhaps a member of another species. He's even killed people by magically convincing them they were going to die.

It's an incredible power, and as such comes with plenty of downsides. For one, elevating a spell to such levels came at the cost of every other magical skill. If you want to replicate this effect, you'll need to spend nearly all your free time during the next decade training this spell. You'll have to shirk your other magical talents, as Sirius did. As a second disadvantage, this technique only works on those you can metaphysically overpower. A dedicated mage with average magical energy reserves would have no problem tricking the citizens of a podunk town or one of the magically inept Basitins, but those lies would falter quickly should even a mage of *equal* power arrive. There's a reason Sirius hasn't tried to trick even the youngest of dragons with this spell.

Dragon Shapeshifting: Skilled dragons may have the ability to shapeshift into any creature or sapient race, but they appear to maintain their individuality when they do so. This means that they cannot imitate specific people; they merely adopt the appearance they would have if they belonged to that race. For example, Reni could not make herself look like Trace (or at least, has not been shown to have that ability in the comic). Even Nora cannot imitate another specific creature. If Nora or Reni were to take the form of a different species, they would create a

“Human-Reni” or “Basitin-Nora” or even “Housecat-Nora” form. They do seem to have control over some of the specifics of their form, such as body shape and size, but they still create a distinct look for themselves.

Elder dragons like Nora also seem to have such fine control over their shapeshifting that they can transform parts of their bodies while leaving some of their dragon features untouched. When Nora was forced to attend parties that couldn't accommodate her true form, she appeared as an exceptionally tall human woman with horns, wings, a tail, and scaly arms and legs. It is unknown whether these hybrid forms are the result of transformation magic, a dragon's innate shapeshifting abilities, or some combination of the two. Fanwank responsibly.

Twokinds Perk and Stipends: You gain the discounts and freebies of each origin you choose, but you only receive **one** stipend. If you choose an origin that grants a stipend in the magic section (ex: Mage) and an origin that grants a stipend in the items section (ex: Rogue), you would either take the magic stipend **or** the items stipend. The price of this perk reflects this; even if you took both a magic stipend and an items stipend, you would still have to spend 400cp for the perk, effectively eliminating that second stipend. What you *can* do with a mixed origin is split your 400cp between buying magic and items. Maybe you're a Rogue who studied spells on the side, or a Mage who collects oddities. Your dual-nature makes you more versatile, it doesn't let you double-dip.

If you choose two origins that both grant the same stipend, you **do not** get 800cp to spend in that section. You only get 400cp for free. If you want any more, you'll have to take drawbacks.

Adrakist: As the only Adrakist present in canon is Serahpina, all transformations, regardless of what mythical creature they are inspired by, will be roughly as powerful as her. With this power alone, the kind of creature the ritual is based on can only be changed at the start of each jump. Whatever creature you choose, the ritual *will* involve significant physical changes. You *definitely* won't be subtle, but that's the price of power. An Adrakist does receive a substantial boost to their internal mana reserves, but only enjoy spectacular amounts of power when drawing on their patron's native element. Sarah clearly knew a bit about magic, but really only showed strength in fire magic.

When it comes to determining what powers each kind of patron would grant, please fanwank responsibly. Typically, each creature comes with large visible changes, significant physical enhancements, and one type of specialized or elemental magic.

Spotted Skill: Your exceptional talent can be any mundane skill or craft that isn't covered by another perk on this list. You could be a master chef, a renowned jeweler, a legendary painter, or any other kind of artisan. If you weren't already in service to another, your skills could make you the focal point of a community or a craftsman known across the land. Yes, the servant-part of this perk does grant you the ability to serve others in more “intimate” ways. They don't have to be your master, and few could ask for a better partner than you.

Duchy: Basically, the more highly ranked your title and position are, the more responsibilities and risks you will have to deal with. These are dangerous times; both the humans and keidran have shown interest in assassinating leadership. That said, Trace was only a duke, and he technically ruled over the entirety of Edinmire, the surrounding farmland, and the nearby trade port. You cannot choose to be a King or Emperor of an entire nation, and the Basitin rank of General can only be earned through skill, but any human rank of Duke or lower is up for grabs, and Keidran could even choose to be Chieftain of a small tribe.

Collar of Keidranification: When purchased, this collar can be set to transform the wearer into any of races native to Mekkan, with the exception of dragons. The collar can be used to transform a Keidran into a human, though doing so counts as a physical transformation, and bestows all benefits, drawbacks, and other human racial features on to the target. This could be used to extend a Keidran's life considerably, but they wouldn't be able to remove the collar once they aged past twenty-five. Putting the collar on animals does grant that animal a humanoid-animal hybrid form similar to a Keidran, but it does not boost their intelligence. Mrs. Nibbly is already an unnaturally smart squirrel, and even she couldn't grasp complex thoughts while wearing the collar.

Riftwalls: Unlike all other forms of teleportation magic, Riftwalls are semi-permanent constructs, and are purpose built at fixed locations. Should you purchase the **Riftwall Tavern** item, you will receive blueprints and instructions for building additional Riftwalls. However, these new Riftwalls will be incredibly expensive to make from scratch, and will always connect to the same interdimensional "in-between" space. It is highly implied in the comic that other Riftwalls beyond Adria's and Amelia's exist, and there is nothing to stop intruders from using other entrances to the network to access your Riftwall.

It is possible for you to experiment with this magic, creating specifically keyed doorways, additional security, and layered networks, but it would require extensive magical knowledge and experience beyond what the Riftwall blueprints provide.

Zen's "Instant Death" Poison: It's not instant death. It's not even instant sleep. Zen's pretty terrible at making poisons. Still, if you need to knock someone out and keep them out for a day or two, this recipe's not bad.

Mrs. Nibbly: At the time of writing, it is unknown who or what Mrs. Nibbly is. Her intelligence and tendency to hide when dragons are around imply that Mrs. Nibbly is much more than a common squirrel. Once she was even thrown against a tree and seemingly had her neck broken, only to wake up with no injuries a moment later. Even still, she remains an inexpensive companion until more details are confirmed. If it turns out she's a dragon in disguise, or secretly the Mask Chaos, then I guess you get an unintended discount. Be wary though; she likes to steal clothes at the most embarrassing of times.

Rainy Day: Make no mistake, taking this drawback will start you with a harsh childhood, awkward transformations, and a constant sense that you're not in control, regardless of your circumstances. However, your nature gives you an affinity for the complex and highly-prized technique known as Transformation Magic. As such, you may purchase the first rank of this discipline at half price. This discount represents your innate potential. However, ***you may not*** purchase the "Master" level of this school of magic, discount or not. You must earn your mastery the hard way. You could do this in a few years of proper instruction, compared to the lifetime that other mages spend, but you still have to put in the time, sweat, and tears.

You may choose how the story-ramifications of this drawback manifest in your jump. Perhaps you are Raine's twin sibling, and shared her secluded upbringing. Perhaps you were separated at birth, or are the result of another romantic tryst entirely. Masks know an affair between a Keidran and the Royal Dragon family would be scandalous enough to hide. Whatever the case, you may freely shape your story, so long as the rough childhood is maintained. Fanwank responsibly!

Changelog

V1.0 - Initial Public Release

V1.1 - Added the Halfkinds and Cat Clan races. Added the Rainy Day drawback. Updated the Summoning and Enchantment magic types with new information. Updated the Modern AU toggle. Updated general worldbuilding information. Adjusted start date. Balanced the prices of Drawbacks and Magic Disciplines. Fixed formatting and spelling mistakes. Added more pictures.