



Lore

In the Lands of Xadia, there are Six Primal Sources of magic. The Skies, The Seas, The Earth, The Stars, The Sun, and The Moon. Humans discovered the seventh magic, Dark magic, and for this act were cast out of the lands of Xadia, and the continent was split in half to prevent their return. Now, a thousand years after this, the human kings recently murdered the king of the dragons and shattered his only egg. However, this last part was a lie, and now two human princes forge an unlikely bond with an elven assassin sent to kill them and embark on an epic quest to bring peace to their warring lands by bringing the egg home. You, Jumper, will be on one side of this conflict or another, chose wisely.

Take +1000 CP to survive here.

Backgrounds

Drop-in: welcome to Xadia Jumper! You will land at the age and gender as you were last. You have no ties that bind you, but no relationships that anchor you either.

Prince(cess): You are now in line for one of the kingdoms of the worlds, depending on your race. Humans can pick from Katolis, Duren, Neolandia, Del Bar, and Evenere. Elves pick from their matching area (Moon Elves to Silver Grove, Sun Elves to Luminaria; Etc.) And dragons become Heirs to the dragon queen, hatching just as the jump starts. Humans and elves set your Your age is 10+1D8 is you're an elf or human and measured in seconds if you're a dragon.

Assassin: Trained from a young age, you are an assassin with the skills to kill almost anyone. Of course, maybe you "accidentally" let a few people go now and again. You start in the woods Your age is 17+1D8.

Crown/Dragon Guard: You are part of the king's guard. Monster slayer, border guardian, and highly trained badass warriors, the lot of them. You protect your lord from the worst this setting has to offer. Your age is 25+1d8

Dark Mage: You are a dark mage, one of those who harvest the magic of magical creatures to fuel your own spells. Elves and dragons view you as anathema, and many magical creatures sense your corruption, but you are too self-assured to stop. Your age is 22+1d8

Locations: Flip a Coin

1) The Human Kingdoms

2): The realms of Xadia

Races:

Human (Free): You are human, a primate with 5 fingers and no natural connection to any of the primal arcanum. Humans are ambitious and resilient, but also short-sighted.

Elf(100): You are one of the Elves, magical humanoids with 4 fingers on their hands and a spark of magic in their heart. Choose your flavor of knife-ears:

- **Earthblood:** Connected to the Earth Primal. They are patient, sometimes stubborn, and care deeply about the history and balance of the natural world. We haven't seen any in the first Three seasons, so we don't know what they look like. From Calem we have learned they speak with Australian accents and all of their best mates are trees. They have horns like antlers.
- **Moonshadow:** Connected to the Moon Primal. Their natural abilities in stealth and speed make them adept assassins and infiltrators. On the night of the full moon, Moonshadow elves are at the height of their power and can become nearly invisible in the moonlight. Moonshadow elves are typically pale to dark skinned with purple markings stretching across parts of their body. They have pale eyes that vary in color and wear teal and black colored clothing and armor. Their horns often curve backwards on their heads.
- **SkyWing:** Connected to the Sky Primal. They are shown to have pale blue skin, with white hair and long and thinner horns than the rest of the elves. Less than one in ten are blessed with physical wings, and even fewer can master the runes involved in the magic of Mage Wings. They have a martial art seemingly based on Boomerangs
- **Startouch:** These elves are connected to the Star Primal. Physical features include dark, blue tinted skin with hair of a white to light blue hue, while their horns are more elaborated than the horns of other elves. They also have yellow eyes, and they occasionally glow white when using magic. Startouch elves are rare, and few others have ever come across them. They can live for over 1000 years, and they experience

"a time scale that is more like the stars than other elves," which gives them a detached, "big picture" perspective of the world.

- **SunFire:** Sunfire elves are connected to the Sun Primal. They possess the ability to forge Sunforged Equipment, legendary blades, and armor that can stay just as hot as they just came out of the forge for hundreds of years. They commonly appear with dark skin and dark hair. Sunfire elves are the largest group of elves living in Xadia. Some Sunfire elves can enter a "heat form" in which their skin heats up, their body glows, and their speed and strength are increased. An even smaller number of Sunfire elves can enter a "light form" to heal.

Dragon (400/600): You are a normal dragon of one of the 6 magic types. Adult dragons mainly appear as massive reptiles with horns, four legs, bat-like wings, razor-sharp teeth, and claws. For an extra 200 cp, you are now one of the powerful Archdragons. These are the greatest of the species, stronger, faster, and more magically powerful than others. Whichever tier you purchased can be discounted if you start the jump as a newborn hatchling.

Half-breed (100+cost of more expensive parent): You are a being whole unto your own in this world. Have some truly broken the bonds of hatred in this world to produce you? or are you some kind of unholy experiment by a truly twisted dark mage? Who cares. You have the strengths and weaknesses of both of your parents, as well as both of their potentials in growth.

General Perks

Love is Love (Free!): This may be a mediaeval society, but people here don't judge who people love. Same-sex, hetero, anything in-between, it's all good here. Now between humans and elves, well we haven't seen enough to know, but with this perk no one will ever look down on you for who you love. Love freely jumper and love deeply.

Sign language (free): You know all varieties of sign language in this universe and any variations you encounter. You even know what Claudia means when she taps her nose excitedly.

Primal Connection (100, first free for Elf and Dragon, barred from Dark Mages): You have a natural connection to one of the six primal sources. For elves and dragons, this free purchase is based on what element your race is known for. For humans, you have forged such connection, though it may have taken a lot of soul searching. Having all six connections qualifies one as an Archmage.

Salty Dog (100): You are a competent sailor and could even maintain an entire ship by yourself if you were blind. As a bonus, you are a great dispenser of wisdom and you know most Xadian sea shanties.

Strange Tongue (50): You have an inexplicable accent to set you apart from the cast, like Rayla's. Hers is a mix of Scottish and Canadian with a dash of the deep south. You can be similar, or something you yourself make up.

Damn! (100): Jumper, just like Aaravos, you are extremely attractive. Like you gained an extra +4 on the 1-10 scale. Expect people to trust even when they shouldn't, ala speaking in the deepest voice possible offering power via an unknown blood ritual.

Magical absorption (100): like the formerly human soldiers of Katolis and Prince Kasef of Neolandia, you may encounter magic designed to inoculate you against certain effects, with some potent side effects. This perk keeps you sane and more importantly you can control of when your new gifts manifest.

Racial Perks

Racial Perks are discounted and only available to the race in question. If you take the scenario a united Xadia, then you may choose from all three. 100 level perks are free for their respective races.

Human Perks

Beast Speech (100, Free for Humans): You can talk to the animals of the world. Most of them aren't that keen or interesting to talk to, and the more aggressive ones won't necessarily listen, but many animals will listen and aid you. This includes dragons, if they don't mind humans.

Political Scheming (200): Jumper, I hope you're ready for some politics, because now you can wheel and deal with the best of them. after a few years of verbal sparring and planning, I think you can match or even surpass Viren as the best politician the humans have.

Magical Genius (400): You may not have been born with magic, but now that you have a spark, there is no way you're going to squander this gift. With this perk, you can look at a spell once, and replicate it a few hours later. In addition, even if your species is supposed to incapable of magic or other supernatural abilities, you can learn them regardless and teach your people when you have more knowledge.

Elf Perks

No Pinkos! (100, Free for Elves): You can handle equipment regardless of how many fingers you're missing. At the extreme end, you can fight just as well with a sword even if you had missing limbs.

Elvish Craftsmanship (200): The Elves of Xadia live places that thrum with magic, and they use it to great affect to craft many magical artifacts that we have seen. Blades the twist and shift, items as hot as the day they were forged, and flowers that tell you when their target has died. You start knowing how to craft in your people's style and it would only take a quick journey to learn the others, provided you had the arcanum for it.

Collective Magic (400): The Moonshadow elves have a peculiar punishment for those they believe to be traitors. They make them a 'ghost', crafting a collective spell to shun those. Allowing them to live among them, but unseen and always ignored. You know the secret to these collective spells, fueled by the magics of whole societies.

Dragon Perks

Enchantment Breaker (100, Free for Dragons): an often-underused abilities of dragons, they interact with magic and can break something like an unbreakable binding band and remove it without any effort. You can break any magic or fantastical items to get at their insides.

Ace Flyer (200): The dragons of Xadia are often seen gliding slowly across the land, and they mostly strafe battle fields from afar with dragon fire to avoid being caught in humans' nets and chains. With this perk, you are able to fly as fast as a harrier jet and fight other dragons with an agility few could match.

Persistent Growth (300): Huh, Jumper, are you sure you're from here? More like dragons from ASOIF or LOTR, you now grow steadily larger and stronger as you continue to live. every attribute of yourself growing with age. You have no cap on this future growth, but this passive growth will rarely match you achieve with active training. After a few centuries your draconic form will be at least as large as Katolis Castle.

Background Perks

100 CP Perks are Free for their respective origins and higher-level perks are discounted for their origins.

Drop-in:



Human/Elf Jumper! (100) Regardless of which side of the Xadian border you land on; you may need to hide in plain sight if you don't know some moon magic. With this perk a simple cloak will allow you to pass in public as any normal member of the public even if the costume is terrible. Also, you know basic stereotypes about the various races of the world.

So WeCoolRight? Okbye! (200): Well Jumper that could have gone better. When you fuck up and are genuinely sorry, people are more willing to forgive you. They won't be happy, but this perk also lets you intuit what you can do to make it up to those you've harmed.

Elf and Humans are made for Hand Holding (400): With this perk you can break through the prejudices of the world around just by being a person around them. Your presence wears down their mistaken beliefs. You can use this to get closer to beings that consider themselves inherently superior to you or hate your race with a passion. With time this can be friendship, or even something more.

The Great Lie of History... (600): ... is that power is strength. Real power, as you've been taught by King Harrow. Real strength comes from vulnerability, forgiveness, and love. Jumper, while you may possess phenomenal skills, weapons and comrades, you also know how to reject the might of power and forge a new path based on love. You will carry Harrow's wish for a brighter future, to reject the chains of history. With this perk, you may even bridge the gap of Xadia, as well as any other split peoples you find, such as the high and dark elves of numerous fantasy worlds. It will take time, effort, and cunning, but you can truly leave behind a better world than when you entered it.

Prince:

Positivity (100): In the blindness of childhood, it's hard to see a bigger picture. But that blindness comes with a benefit. You are eternally hopeful for the future and even if you falter and fall, you can pick yourself up again and again.

Fulminous! (200): You have a talent for discovering and recovering ancient or dead languages. If you supplement a spell with an older or dead vocal component, the resulting spell will be more impressive to behold and deal far more damage than normal. If you have abilities to simply ignore any components for spells, simply adding this to your mental pattern when you cast the spell will be enough to activate the boost.

Infection Rejection (400): When some corrupting influence, parasite or other harmful things try to take you over and bring you to the darkness, your body will now send you into a mental plane to allow you make a choice: *Do you succumb to the wishes of this evil, or stay true to your own ideals?* This will happen once for every instance of corruption, not once per species. As you fight internally, your body will be catatonic, so beware that an enemy in the real world doesn't strike you unawares. Refuse enough of a species or form of corruption and you will immune, but it will take many instances for this to happen. As a bonus, you will never get the sniffles or allergies again, as your body is already immune to harmful bacteria and pollen.

Heavy is the head (600): When one comes into power, seeking to change how the world is run, it takes hard work which could be stopped by any number, and no monster can be slain to shortcut the labor of decades. With this, you can put in the work, and be guaranteed that you will achieve your goal, at least eventually. The loftier your goal is, the longer it will take. However, the more resources and competent people you have to help you may shorten the time as well.



Assassin

Sneak like Shadow (100): You are quiet on your feet. You make nearly no noise while traveling, as long as you don't scream or talk, you'll be incredibly hard to find. In addition, you can hide in natural places, much easier, like light mist, rain or a forest



Swift like Wind (200): You can really move, Jumper. You can run, jump, hide and climb far faster than any human, or even elf. You can jump from tree to tree to speed your travel further and have the stamina to run for 10 miles before becoming winded.

Soft like Rain (400): While you may be an assassin, you know how to show mercy to those like you. You can choose to deal blunt your blows while still attacking where all damage after they're passed out increases the time they're knocked out. You could hit some with the force of a nuke and they would be knocked out for a month. This caps out at 10 years of enchanted sleep for world-killing blows, because after that, your foe is a pink mist, and this perk can't do anything to keep him alive.

Strike like Lightning (600): You have the equivalent of 20 years of Moonshadow weapon training and can perfectly adapt any powers or magic you have to capitalize on your chosen style. You are just like Rayla in this regard, The peak of elvish ability in strength, speed and skill. You can swap the Moonshadow training out for any other elvish combat style, from Skywing' boomerang or Sunfire sword styles.

Crown/Dragon Guard

Tracker (100): You have the skills of a professional ranger, and can track almost anyone from their scent, trails and... other residues. You also have the skills to take down most wild animals that would attack you.

Protect the crown! (200) When you are fighting to protect a person, location or even an entire border, your skills at combat and warding locations rises to meet the challenge. A small war band of Sunfire elves won't be too much but facing a battalion will be huge. Just be wary that you don't bite off more than you can chew. k



Company, Group Up! (400): You are incredibly proficient in group warfare. Any unit you are a part of comes together smoothly, forming bonds that will last lifetimes. This also translates into combat where your teamwork is incredible and your skills fighting together will allow you to conquer whatever challenge is thrown in front of you.

Encounter, Adapt, Overcome (600) You will encounter adversity in Xadia. The humans and elves have both done terrible things to each other in a useless cycle of revenge. As a king's guard, you must bear the brunt of that burden for those above you. As you fight more and more exotic races and their unique fighting styles, you will gain an instinct in how to survive the encounter and return to fight back, ready to counter their strengths and capitalize on their weaknesses.

Dark Mage

They're Just Ingredients (100): You can tell what each part of a magical animal would do if you killed it and used it for spells, magic items, and potion ingredients. You can also

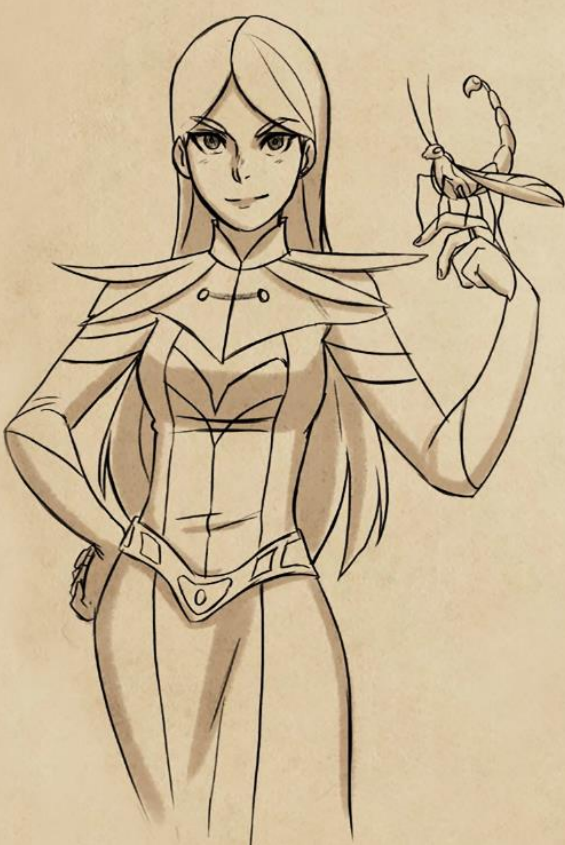
improvise your reagents on the fly, but this is a much more chaotic experience and less likely to get you the effect you want. Bonus, you know how to make pancakes with dark magic.

Erased (200): Perhaps this spell was used as a curse, but this can be a boon for the cautious jumper. Any text, data or memories of you besides your companions and friends will be corrupted and unreadable when searched through in archives, libraries, and record rooms and the minds of your enemies. You become an enigma to all, even precognition can't find you. You can turn this effect on or off at will.

Corrupt (400): why would they lead you to the heart of their magic jumper? Don't they know what you can do? When you touch a magical item or source of magic, you can now corrupt it serve you. Turn a staff of blazing purity into one that corrupts all it touches. And then use it to turn your army into blood thirsty monsters who are strengthened by flame.

Subsume (600): The ultimate goal of all dark mages, you

cannot just use the magic inherent to magical creatures, but you can fully absorb the magic held within their flesh. Fully absorbing the power of a creature grants your their magics, but also their potential for growth. Who knows what absorbing a baby storm dragon could get you?



Items

You get +600 Cp for this section alone. 100 level items are free for their respective categories and higher levels are discounted.

General

Boomerang (Free): This boomerang seems oddly familiar... sorry what? Any way you get this boomerang which always comes backs and keeps any upgrades or enchantments you apply to it. You can even import any bladed weapon you have into it for the ability to throw it and have it return.

Warehouse Aesthetic (free): You can now change how your warehouse looks in accordance to any of the primals, elven societies or human kingdoms you encounter.

Flying Hippo Made of Taffy (Free): This dream spirit will keep all of your dream's fun and sweet. Even if you don't want to play with it, it will keep your mind safe when you're unconscious and can counter any unwelcome invasions. Too much heavy stuff on the mind and it will happily munch on your nightmares.

Infinite Cactus juice (Free): It'll quench ya! And leave you hallucinating.



Primal Stones (200, *Free for Nexus of Nexuses*): You gain a cache of six primal stones, handheld sources of primal energy. They are about the size of a grapefruit. If you break or lose one, you'll find it back in your warehouse within the week. You have one for all six sources of Xadia. The knowledge of making them was lost long ago, but you don't have that problem as this also comes with the instructions to make more. Maybe you can capture phenomena beyond the 6 sources?

A Primal Pet (200): you have a pet related to one of the primal sources, like the Moon phoenix or the cats from the city of Silver Grove.

Nexus of Nexuses (600): You gain a copy of the 6 nexus points, in their prime, full of elven mages who are willing to impart their tricks of the trade. This attaches to your warehouse or are placed in a setting wherever you desire it.

Weapon of Vengeance (600): Made from the dying breath of the slain, a unicorn horn and a drop of blood from someone who loved the victim and hates their killer, this weapon can kill anything you designate as your enemy. You must hate your target, and with just a touch of this weapon they will die. Once per jump, you can name one target as your enemy and this spear will slay them in one blow, if you can hit them without it.

Human

Hot Brown Morning Potion (100): You have a small, forever full waterskin filled with this world's version of coffee. The liquid is always the perfect temperature to drink, sweetened just how you like, and the bag is always comfortable to hold.

Broken Chain patch (200): This patch, which was supposed to shame the wearer as an oath breaker, actually radiates with integrity. This patch can also change into any resistance movement symbol when you need to move among them. Those of a chaotic good persuasion will be more likely to listen to you if you wear this.

Corvus's Weapon (400): This heavy chain weapon can do it all. It lets you swing from trees, and even maintain itself when hit by elvish blades. It won't stop Sunforged blades, but anything below that it can withstand. As it is a very unique weapon, closer to a kusarigama or meteor hammer than anything else, it fills your mind with how to hold it properly and defend yourself. It will slowly guide you to mastery as you use it.

Elf

Adoraburs Field (100): This little warehouse attachment leads to a field of Adoraburs, super cute ball shaped creatures that love nothing more than to play and stick to their friends they make adorable squeaks. You gain a field of them as a warehouse attachment. With these, you'll always have a friend when you need them. Bonus: They're super stackable.

Sunforge item (200): One of your items gains the appearance and abilities of a sun forged equipment, meaning it's hot and will cut through any shield, armor or blade that meets it. The only thing that can block it would be another Sun forged item. There is an enchantment on the sheath to keep you from being burned.

Blood Hawk Arrow (600): Once at the start of every jump, you gain this special arrow in your warehouse. Unused arrows stock up, to a max of 365. Upon firing it into the air, you call down the wrath of the great Archdragons. 6 of them, one of each primal source will appear

to help you. They will heed your commands for one day and then disappear afterward. Excellent for breaking sieges and the morale of your enemies.

Dragon

Egg shell (100): The eggshell you hatched from, this item can be a fantastical magic ingredient in number of enchantments or making a magic item. Looks like a luminescent diamond and sometimes you can even see parts of it twinkle if you look closely.

Mountain Horde (200): You now receive a fortune so you can sleep comfortably on the largest pile of gold most Xadians have ever seen. Will grow in time with your draconic form so you can always be covered.

Storm Spire (400): This gets you a mountain enchanted with a spell that keeps outsiders from climbing up to assault you. In addition, any offspring raised here will grow up stronger surrounded by the strongest guards of your species.

Drop-in

Sketchbook (100): This book, allows you to sketch incredibly lifelike art of things you have seen, and can even improve them as when you had imagined drawing it. Subtly improves your artskills till you don't need to boost any more.

A Primer on Elven Runes (200): This book on the elvish language will allow you decode any of the markings the elves have on their items, or gates that warn you to use certain spells.

Ambler (400): You have a new giant pet Jumper. She's like a large lizard giraffe, who normally lives in the Midnight desert. Capable of crossing it in just two days of travel, she's excellent for any desert trader. And she's a love bug to boot.

Anyway, Here's the Wonderwall (600): With this, you gain a series of Obelisks they you can plant down and they will create a place of inviolable safety. Maximum size is at around 4 football fields in area. Nothing can get in here without your say so, and anything that is died entry is disintegrated upon the attempt. You can summon the set with 10 minutes of concentration, so you can set them up every time you go to sleep. In addition, when you're asleep, nothing can get out, however there is a non lethal setting whenever you want.

Prince

Jelly Tarts (100): You gain a regenerating tray of Persimmon jelly tarts. They're always fresh and right out the oven. Prince Ezran's favorite snack.

Royal Weapon (200): You gain a weapon like the sword of King Harrow or the spear of Queen Sarai. Perfectly capable of piercing nearly any armor or monster hide, these weapons

are masterfully crafted by the finest human smiths. You can import any weapon into this role to gain the altform and appearance.

Key of Aaravos (400): This copy of the key of Aaravos, can detect magical energies, and can possibly unlock something of great importance in Xadia. In future worlds this can help you identify which elements of magic make up something and how to cultivate their arcanum's inside yourself.

A Kingdom of Your Own (600) What good is a king/Queen/Dragon without a place to rule from? You know own your home kingdom, probably ruled over by your parent, but now your home country can come with you in new jumps. It can either be a warehouse attachment or be inserted into the setting in some way.

Assassin

Light armor (100): You have some incredibly light and flexible leather armor. It's tough enough to stop small knives and doesn't hinder your mobility at all while you wear it.

Elvish blades (200): You gain a pair of elvish swords. They fold in and out like butterfly knives for easy storage. They have two modes, one is the common sword, the other is climbing hooks. Or, the second mode of the swords could be a bow. Really the either can be almost any mundane weapon. They're sharp, silent and easy to maintain.

Assassin's Banding (400): You gain an infinite roll of assassins binding. You can wrap the roll around something and give it a task. If the task is not completed in a week, the cloth binding gets tighter and tighter until they lose the limb it was tied to. if they succeed, it turns red and crumbles into dust.

A Necklace of Love (600): This moon opal is caged in silver and whenever you stroke it, you can feel the love all of your parents over the years, the care they've poured into the being that is now you. when you don't know what to do, you can even ask it for advice and the parent most suited for the question will appear to answer it and give you quick pep talk.

Crown/Dragon Guard

10 Barrels of Dynamite (100): sometimes you need to destroy something so it won't fall into enemy hands and that's what these barrels are for. Comes with rope to light them all, and can utterly ruin whatever you want them to destroy.

Guillotine Shield (200): You have a copy of Amaya's Shield, with the gap that is perfect for trapping blades and pinning body parts. This can be applied on any other shield you own. Still made of mundane steel and will break if hit too hard. Surprisingly resistant to heat. If it breaks, it will be replaced in your warehouse the next day.

Plate armor (400): You gain a suit of Katolis's sturdy plate armor, which can withstand at least one blow from the magma titan. You can change its appearance to match any of the 5 human kingdoms. You can import any armor you have into this item.

The Border Fortress (600): You gain a copy of the border fortress, complete with lava moats, magma forges, plenty of geothermal hot tubs, this attaches to your warehouse and can be summoned into any jump once. It's stocked with the best soldiers of the human kingdoms. Any box of weapons you leave here will restock when expended and can be used to stock

Dark Mage

Magical Bits (100): You have a satchel full of different magical creature parts so you're always ready to cast Dark magic. You also have several tomes on the topic so you can delve further.

Relic Staff (200) You have a walking stick/staff that works for channeling dark magically incredibly well. It can even adapt any of your spells to include the dark element with them, turning a lightning bolt into dark lighting, so it's *Evil* electricity. Don't question it. It also includes a small field around you that makes anyone who views you as evil will see you as misguided.

Shadow Assassins (400): You have a satchel of coins containing the souls of captured elven assassins, after a brief ritual, which you also receive, you can send them across the world to kill whoever you designate. They appear like shadows with glowing eyes. Stronger foes will survive this assault, but maybe you want that to happen.

Magic Mirror (600): You have a blank copy of the Mirror of Arravos, capable of trapping anyone, or anything you place in front of it, after a short ritual. Anyone inside the mirror won't age but they will be unable to affect the outside world. Every jump you receive a new blank mirror, you can look upon your conquests as they rage in their prisons. Bonus, unlike the one in cannon, they will be unable to do anything outside of their demiplane.

Companion Options

Cannon companions (50): Your chosen character and you will have many positive interactions and if you can convince them to come with you, then they will join your chain and they gain 800 cp to spend on perks and items. They get freebies depending on their background. If they don't have a background similar to any of them listed, assume it is either king's guard or assassin.

Previous companions (50, 200): You can import one previous companion for 50 cp or pay 200 cp to place 8. They get 800 points to spend on races, perks, and items. They can take drawbacks for more if they wish.

The Dragon Prince's Egg (300): You get your own copy of Azymandias's egg. You will need to find a way to hatch it, but you will find that a storm archdragon will be one of your greatest assets provided you can raise it well. He will also have a human altform for free so it can be less conspicuous in future jumps

Scenarios

You can take as many scenarios as you can handle, provided they make sense and can happen in similar timeframes.

4th Wheeling (Prince/Assassin background only)

(+200):

Time Start: The First Episode

You start somewhere near Katolis Castle, just as the first episode is opening up. Tonight Calem, Ezran and Rayla's lives will change forever and they embark on their quest to return Zym to his mother. Now events will conspire that you can tag along. You change cannon as much as you like, but the three of them are coming with you for the journey. See the sights, ride the rails or take out Viren at the first chance you get. Who cares, you get to do what you want, so long as you get Zym's egg to Xadia.

Once you complete the main quest, you can companion Calem, Rayla, Ezran for free.

Six feet of Trouble:

(+500):

Time start: Anytime after Viren has brought the mirror the human kingdoms

Well, jumper your task is simple. You must free the Archmage Arravos from his imprisonment. And he's not in the mirror, if you were thinking. No, you need to find the lost lore of the man who perhaps gifted dark magic to humanity and was sealed away for this act. Please note that when all information about him tends to erease itself before it can give answers. Anyway have fun on the greatest scavenger hunt in Xadia.

If you succeed then you may take him along as a companion. He's probably the most knowledge about magic in this world and a very congeal friend to those he can use. Let's hope he doesn't manipulate you too badly.

A United Xadia (Forbidden for Dark Mages)

(+1000CP):

Time Start: Anytime after the breach is formed, and humanity is exiled from Xadia.

Well Jumper, this path taken will be difficult to achieve, but I have faith in you. Your soul, perks, items and companions will be split in to 3 parts. The first part will be a human royal, native to Katolis, the second will be Elvish, and the third will be Draconic child. You gain one free purchase of both an elvish subrace and the Archdragon race. You gain discounts in the prince, assassin and the final option of your choices perk and item lines.

Your human part unites the fragmented human kingdoms, with their petty bickering and posturing in a land stripped of magic, filled with mundane problems that keep popping up: rebellions, border skirmishes, crop failures and droughts will stalk the land, until you can bring them together. Beyond the land itself, you'll have enemies. Viren the dark vizier of Katolis will be scheming to tear down everything you achieve and release Aaravos the archmage from his eternal prison. Other lords and ladies who would shun the Xadians or have come to hate them will flock to his side. You'll need to break his power and his resolve to claim a new vision for humanity Lastly to break the Xadian's fear of dark magic, you must cultivate all 6 of the magical sources to show that humans can learn magic without stealing it from other creatures, as well as agreeing to end the practice in the human lands.

Your Elf piece will unite the Elven people under one banner, Yours. You will need to keep their arrogance and equally petty feelings at bay as you prepare them to reach out to humanity. They will have more fantastical problems; Dark magic being studied in hidden corners; unlawful Ghostings of surplus Children in the city of Silver Grove; the Soulfang serpents fleeing in mass from something in the Midnight Desert. The elves must be willing to see humans as equal to themselves, willing to help lead them out of the unenlightened past and join hands together for brighter future.

Your Draconic self will be placed inside an egg, Making you the Dragon Prince or Princess. You are guaranteed to hatch and be delivered to the Dragon Queen, but after making the journey, you will need to stake your claim to the throne of the dragons. Sol Regum, The Sun King will seek to kill you, to retake his place as king of the dragons. He will gather his faction of the hurt and the lost, any magical being willing to keep the status quo, and you will need to keep your other two halves alive as they seek to close the border and mend the rifts of the land. Do all that, and you will have considered to have passed the Scenario.

Rewards

You can take the entire world of Xadia, united behind you, when you leave this world. You get A special version of "A place to call your own", linking the world of Xadia to your warehouse/pocket dimension/multiversal empire/world tree. You gain a legend as theyre

great warrior and peacemaker the land have ever seen and finally, you can now split yourself in three different copies of equal power.

Drawbacks

Replace (+0) You can simply slip in and replace a character who has your background. Drop ins can become Nyx, Princes can become Callum, Ezra, Kasef, Anya or King Harrow; Assassins can become Rayla, Runan or the rest of the band. Crown guard can become Amaya, Sarai, Corvus or Gren; Dark mages can be Claudia or Viren; if you still want the canon character as a companion, they are automatically added to your roster after the end of the jump.

Bamboozled (+100/200): at least 10 times a year, you will take a bite of some food, to find it's actually a giant worm. The Illusionist Lujanne just likes seeing your reaction. Even if you don't need to eat, you will still end up biting into those slimy morsels somehow. This also affects any traveling companions. for another 100 cp,

Just a Kid (+100): Your age is now 9, replacing whatever you rolled. You lose any excess strength, skill or agility beyond a typical member of your species would have at that age, but you will grow back with time. Your magic is particularly unstable until the age of 13.

Glow Toad (+200): You are permanently stuck into the form of a glow toad for the length of this jump. Glow toads are amphibious magical creatures that are connected to the Sun Primal. They can emit blinding light and their skin changes colors to reflect their moods. They are mostly perpetually grumpy. Glow toads are known for being delicious and used by deep-sea fishermen as bait to catch giant fish. You also enjoy belly rubs.

Little Bug Friend! (+200): Huh, jumper that's weird. You're not in your purchased form, but you're in the body of a caterpillar, made from dark magic, being used to communicate the will of your maker Aaravos to his new pawn, the mage Viren.

Ditz (+200): Oh, I shouldn't have dropped you on your head when you landed in this world. Sorry to say jumper, if it isn't magic or combat, you barely have two brain cells to rub together. You also have zero impulse control, and your grasp of language has been reduced to high school at best.

Jittery (+200): Something about the way everyone moves is quite strange. Your first few months will be strange as if your eyes had a much higher frame rate than the world can provide. You will adjust within your first year. This doesn't affect combat, but it just normal conversation and traveling.

Assassin Bound (+400): You have an assassin's binding on your favored limb. You have a task to complete and if you don't finish it within the week, then every day, it will constrict a little more, until you lose that limb for the rest of the jump. No healing magic will be able to regrow the wound. A year after you lose the first limb, you gain another assassin binding on a different limb. The task will be easy, but morally fraught for even for the blackest of hearts. If you run of limbs and extremities, the final band will wrap around your heart.

No Killing, No Sex (+400): this is a kid show dang nabbit, so you can't do anything that will give the setting anything above TV-Y7-FV. You can kill the numerous cursed mooks, but main characters aren't getting mutilated, and all affection is in hugs, kisses, and head pats. the moment you break this taboo, your benefactor will toss bricks at your head to stop you.

Tone Shift (+400): Xadia and the human kingdoms are dealing with some really heavy stuff, however, you can expect every moment of sadness to be offset with some joy because this is a kid's show. You no longer have that guarantee and you will be surrounded by the worst the setting can offer, which is a lot. The genocide of magical creatures, invisible assassins at every corner, and the war that will probably wipe out all humans.

Ghosted (+400): You have been labeled a traitor on both sides of the breach, and thus subjected to the Ghost Spell of the Moonshadow elves. Nearly everyone appears as faceless versions of themselves, unable to see you. Even those you would ordinarily be able to trust in your background have also enacted the spell. The only ones not under this spell are the rulers of the various kingdoms, so you can plead your case and get it rescinded. If you managed to do this in all the kingdoms, then I'll allow you to curse others to this fate when you leave the jump.

Mirror Mirror, On the Wall (+600): You are trapped in a magic mirror somewhere in the world as punishment for something. Somewhere out there is the great Key of Jumper where one of your companions must gather all six elemental primal and complete a lost ritual to release you. You may not purchase any primal connections for them, beyond what they would be born as. You have a small pocket dimension, but you'll not

Release the Butterflies (+600/ Can't be taken with the *United Xadia* scenario): While normally you would enter the world at the start of the first episode, you are now free from that. You can start at any time we've seen in Xadia's history. Go wild. The reason this is a drawback is that changing how the last 1000 years of history will produce a setting that is so different, any meta-knowledge will be totally worthless.

Notes

For the events of A United Xadia, make up your own events if you don't like what I have listed just. remember that the human lands have mundane problems, Xadia have more fantastical ones, and the current dragon king will challenge your claim to the throne.

For those looking for an example of what I'm talking about for the accent, Behold!



Change log from 1.1.1 to 2.0

- Added Love is Love for general perks
- Added Drop-in Line for perks
- Added Racial Perks (Human, Elf, Dragon)
- Added new 400 level Drawback
- Added Weapon of Vengeance
- Added Racial Items

- Added Drop-in Items.
- Moved Dragon flight arrows to Elf Items
-
- Reworked the Princes background for more choice.
- Swapped out pictures for Crown/Dragon Guard section.
- Added pictures for Drop-in
- Added picture for General Items.
- Fixed up old spelling and grammar mistakes

Change Log from 1.0 to 1.1:

- Added 400 level perk for Crowns guard,
- added new drawback to slip into a role,
- also added Accent perk.
- Added pictures
- Added notes section