

Generic Pathfinder RPG

Jumpchain CYOA

By The Vale

Welcome to the world of Golarion. Here you will find magic, monsters and all manner of adventure. There are monsters to slay, empires to topple and dungeons to loot.

Here's some CP to start you on your way

+1000cp

Origin Class

Classes can be found at <http://www.d20pfsrd.com/classes/>

Free - **Any Core, Base or Alternate class** may be purchased free of charge.

100 - **Any Hybrid, Unchained, or Occult class.**

200 - **Any Prestige Class.**

300 - **Any Third Party Class**

Race

Races can be found at <http://www.d20pfsrd.com/races>

0 CP - **Any Core, standard, or 0-10rp cost race.**

100 - **Any race with a cost of 11-20rp.**

200 - **Any race with a cost of 21-30rp.**

300 - **Any race with a cost of 31-40rp.**

100 x CR - **Any monster race** - For the cost of its CR times 100, you can be any monster race (existing, custom or constructed from template or amalgam rules).

Age and Sex

You start at 1d8+16 years old, or may choose an age between 16 and 1000 appropriate for your species for 50cp. You remain the same gender as your last jump, or may pay 50cp to change it.

Location

Honestly it doesn't matter, but you can roll 1d8 to decide where you start. Or pay 50cp if you really want to choose.

- 1 - Somewhere in **Golarion**. You may choose your exact location within these lands.
- 2 - **Arcadia**, a lush island continent filled with verdant natural wonder, stunning vistas and boundless resources. Civilisation is rare, if not unheard of in these wild lands and its human inhabitants are generally hostile to outsiders.
- 3 - **Mordant Spire**, one of the last remnants of the Azlant continent that was sunk beneath the sea. Inhabited by elves who guard dangerous secrets of a forgotten empire.
- 4 - **Isfahel**, Capital city of the vast Empire of Kelesh, located on the largest continent on the planet, Casmaron. A wealthy and stable city.
- 5 - **Crown of the World**, the icy continent of the far north is sparsely populated, but well travelled. Covered in glacial ice, it serves as a trade and travel route which links Tian Xia, Avistan and Casmaron. The land is inhospitable, but contains the ancient ruins of a fallen empire.
- 6 - **Sarusan**, a small and mysterious continent located in a trackless sea, far from the trade winds. It is said to be a land of dense jungles, expansive plains, and harsh deserts. It is rumoured to be inhabited by enormous, long extinct, and alien creatures, though no expedition has returned in centuries.
- 7 - **Tian Xie**, the cradle of civilisation. Many nations cover the land, with many cultures.
- 8 - Your starting location is wherever you choose within the realm of Pathfinder (or DnD). This includes alternate planes, custom scenarios, and locales from home games and third party sources.

Setting

You may roll 1d4 to decide, or pay 100cp to choose.

1 - **Low fantasy** - +10ap - Primarily mundane with a scattering of the fantastic. There's magic around the place, but it's fairly rare or tends towards being subtle. Limited supernatural presence. This is a world suitable for level 5-10.

2 - **Standard Fantasy** - +15ap - Magic is functional and works side by side with physics and there are various supernatural races. A world with regular people leading (mostly) regular lives, with regular motivations, and magic is common. This is a Level 10-15 world.

3 - **High Fantasy** - +20ap - Magic is intrinsic to the way the world functions, the world runs on it in fact. Without magic, the world wouldn't work. I mean that literally, this is where physics goes to take a vacation. The sun rises because of magic, the tides change because of magic, grass grows because of magic - you get the idea. Gods walk the earth, great evils lurk on the horizon, and nations rise and fall in wars of ideology. Level 15-20 is not uncommon.

4 - **Epic Fantasy** - +25ap - Good versus evil, hero versus villain, this is a world where personal power can and does decide the course of history. One person can change the world, save it, or destroy it. This is a world where level 20+ are more common than you might think.

Abilities

All abilities start at 10ap each (before applying racial and class characteristics) and may be increased up to +8ap at maximum or decreased by up to -3ap, granting more ap to spend elsewhere. You only get 1ap every 4 levels, so spend wisely. Or you may make an exchange at 50cp to 1ap, quite the bargain. If you want more than +8 in any given stat, you will need to buy Stat Boosts for +9 and over. (Note: apply racial and class characteristics before distributing ap. This may result in different starting stats and higher or lower caps).

10 Strength - How strong you are. 7 is able to lift 27kg or 40lb at most. 10 is average for a fit human, able to lift about 45kg or 100lb at most. 18 is the equivalent of someone able to lift their own weight with relative ease, lifting 136kg, or 300lb at most, capable of breaking wood with their bare hands.

10 Dexterity - Measures coordinated, agility, balance, and reflexes. 7 is a slow to react klutz. 10 is average, able to catch small objects, average human agility. 18 is being light on your feet, able to hit small targets at a distance.

10 Constitution - Health and stamina. 7 is unusually prone to disease and infection. 10 is average human healthiness, sometimes gets sick. 18 is able to stay awake for days on end and shrug off most illnesses.

10 Intelligence - How smart you are and how much you know. 7 is dull, slow, and often misuses and mispronounces words. 10 is average, knows enough to get by. 18 is genius level intelligence, able to invent new processes or uses for knowledge..

10 Wisdom - Willpower, common sense, awareness, and intuition. 7 is no common sense at all. 10 is average, capable of planning and making reasoned decisions. 18 is able to read people and situations well, often looked to as a source of advice.

10 Charisma - How much personality, attractiveness, personal magnetism, and leadership ability you have. 7 is uninteresting, rude, and generally unpleasant. 10 is average, understands social interactions and behaves acceptably in most situations. 18 is immediately likeable and popular.

Perks

You may take one 200, 300 and 600 CP perk each at a discount, and a single 100 CP perk for free. In the case where multiple purchases are possible, the first purchase is the only one that gets the discount.

Fee - **What the hell is Vancian magic?** - Let's be honest, the Vancian magic system can be a bit laborious to manage sometimes, and isn't really compatible with other magic pools and spell systems. Fortunately, in the infinite multiverse the worlds of Pathfinder have developed many different systems for their magic to operate under. You may choose a variant magic ruleset. That is the system which magic works under in this world, and the one which you will be using. Be careful though, some of them make the local casters totally bonkers - you might find it harder to survive than you otherwise would have. Others make them weaker, reducing the influence casters have on the world.

Free - **Benefactor be Praised** - Jump-chan is a possessive sort. So long as you are in this world, and afterwards, all calls upon the divine and external sources call upon the power of Jump-chan, and she is your personal patron deity. Her holy symbol is a chain or jump-rope.

50 - **Feats** - Sometimes you wish you had more of these. Well now you can buy them with CP! Ignore prerequisites.

50 - **Skills** - Want some extra skills or skill levels out the gate, this is how you get them. Feel free to buy as many as you like. Gain +10 skill ranks per purchase to distribute as you choose.

100 - **Level Up** - Don't want to start at level 1? Buy as many levels as you can afford, but be warned - it only gets harder to level up the higher you go. Only one class levels up per purchase.

100 - **Experience Up** - Level up faster, gain more experience for the time and effort you put in. Each purchase doubles the rate at which you acquire experience, learn new things, and improve your skills. Unfortunately, the price also doubles with each purchase.

100 - **Stat boost** - If you have reached the AP cap but still aren't satisfied, you can purchase additional points here to break past the hard limit of +8. Add +1ap to the targeted stat per purchase.

100+ **Extra Class** - You can purchase an additional class, for an extra 100cp on top of its original cost. You may do this multiple times. Each additional class purchased this way levels at the same rate, and at the same time as though you had only one class, without any of the usual drawbacks. Note: If you choose this as your freebie, you must still pay the cost of the class you purchase.

200 - **Alignment Shift** - It's hard to be the bad guy sometimes. Other's, it's downright inconvenient to be a good guy. Wouldn't it be great if you could become Neutral, Good or Evil, Lawful or Chaotic at will? Well now you can, and all it cost you was a little cp. May cause temporary changes in personality. Overuse may have side effects.

200 - **Survival Skills** - You have a talent for survival that allows you to thrive in any environment, whether it's a desert, dungeon, icy tundra, the open ocean, or a king's court - however., this does not protect you from the things within that environment, nor grant you any special abilities beyond that which you already possess.

200 - **I took an arrow to the knee** - And kept right on fighting. Well, you were hopping on one leg and flailing a sword around, but the thought still counts. You are able to power through pain in battle and are capable of recovering over time from most injuries, provided you don't end up dead or missing body parts entirely.

200 - **Resistance** - Pick a damage source or environmental inconvenience.. You now have an increased resistance to that source. Be it cold, heat, electricity, suffocation, acid, slashing attacks, blunt trauma, drowning, or something else altogether - you are now much more resistant to that source. Multiple purchases possible.

300 - **Legends Tell** - You just got Mythic. What does that mean? The world just became more dramatic, the consequences of your actions have become far reaching, able to affect the course of entire countries or even further. You are able to evoke awe in even those inured to the fantastical with your actions. In short, you are the hero/villain of the story. Toggle-able.

300 - **Adventurers don't get old, they get badass** - You do not experience skill or stat degradation over time from disuse.

300 - **Spell-Like Ability** - A magical ability that behaves much like a spell, you can think of a spell like ability as spells that are inbuilt, requiring no components or pre-preparation, nor cost in energy. Examples include a dhampire's ability to detect undead, or a cadaver lord's ability to invoke fear. You may make any spell level 4 or lower into a spell like ability, however you will only be able to use it once per day. May be purchased multiple times.

300 - **Lucky** - You are lucky. Not supernaturally lucky - chance and fate won't twist themselves into knots to aid you, but you do experience more fortuitous encounters, stumble upon more opportunities, find more rare items, get more lucky breaks than you otherwise would, have the dice fall more often in your favour, and you are less often the victim of misfortune.

600 - **Supernatural Ability** - A magical ability that is not like a spell, this ability will not function in magic suppressed areas but otherwise does not share similarities to a spell, being unable to be dispelled or counter-magiced. Examples include a dragon's breath attack, the buraq's ability to create a static field around its body once a day, the carbuncle's ability to project emotions, and Cat Sith's ability to inflict bad luck. You may take one such ability marked Su possessed by any creature to make your own. May be purchased multiple times.

600 - **Extraordinary Ability** - You possess a non magical ability that exists in a realm beyond that which is possible for just anyone to learn to do without extensive training. An example of this kind of ability would be Immortality (Does not die of old age), being poisonous, flight, a basilisk's gaze, being a diligent tracker, possessing scales which reflect ray spells that fail to penetrate spell resistance etc. You may pick for yourself one ability marked Ex possessed by any creature to make your own, or elevate an ordinary ability to this level (ie, swordsmanship or bartering for example). May be purchased multiple times.

600 - **Metamagic Master** - There's all kinds of ways to alter the spells of this world using metamagic and you know them all and can apply them at will. Better still, you can do it on casting or during preparation. You can even stack the same piece of metamagic. That's quite the talent.

600 - **Craft king** - You now know, and can use, all forms of Item Creation in this world, though you still need the requisite caster level to make use of them.

Companions

200 - **Import** - You may import any existing companion with 600cp starting points.

100 - **Local** - You may take a local adventurer as a companion. They have the same amount of AP to distribute as you and may be of any class or race with a value less than or equal to 300cp in value available in this document. They have the expected equipment for their class. They do not gain cp to spend. They are the same level as your highest level class purchased here.

300 - **Monster** - You may take any monster CR10 or less as a companion. They receive no additional AP to distribute, no CP and may not take drawbacks.

Items

0 - **Basic Necessities** - You have a set of basic starting gear appropriate to one of your classes.

50 - **Bag o'gold** - 10,000 gold pieces.

50 - **Bag of Bread** - A pouch which always contains a single loaf of bread, the exact type and freshness that its holder desires.

100 - **Decanter of Endless Water** - A bottle in the shape of your choice which never runs out of water, always being crystal clear, cool and refreshing. Water velocity variable from zero to high pressure riot suppressing water cannon.

100 - **Jumper armour** - A set of hardened leather armour. Self repairing.

100 - **Jumper Staff** - A simple wooden travellers staff. Can be damaged but not destroyed. Self repairing.

100 - **Jumper Shield** - A wooden shield in a design of your choice. Self repairing.

100 - **Jumper Weapon** - A basic melee weapon of your choice. Self repairing.

200 - **Adventure Map** - This self updating map will guide you on your quest for adventure. Whether it's the tomb of a lich, a dragons den, buried treasure, or a kidnapped princess, this map will show you the way to reach your destination and once you're there, act as a map of your current location. Does not contain trap information or the exact location of any objects of value or animate creatures. When you are not on a quest it will show you the locations where quests can be obtained. A red dot marks your current location.

50 - **Zoom function** - The map usually only has a few automatic settings - planetary, country, city, and building, depending on how close you are to your destination. With the zoom function, you can control this level at will on a sliding scale of detail, and even zoom out to galactic cluster level

50 - **Topography** - Sometimes it can be inconvenient to deal with a 2D map when you are navigating a complex 3D structure. Now your map is able to project a fully colourised 3D holographic magical projection above its surface, a perfect scale replica of the area the map displays. You may make parts of the projection transparent at will.

300 - **Chest of Material Wealth** - Don't let the name fool you, this chest doesn't contain gold - unless you want it to. Once every 24 hours you can open this chest and find that it contains some non-unique raw material of your choice from a world you have visited not exceeding 2kg or 4.4 pounds in weight, nor exceeding 5 litres or 1 gallon in volume..

400 - **Book of Magic** - This book contains a copy of every spell in this world (Pathfinder), and is self updating. Includes 3rd party spells. Will update itself whenever it enters a new world with every spell in that world. Contains relevant theory, side notes and warning labels.

100 - **Bag of holding** - This is a bag that weighs approximately 60lb or 27kg regardless of what is placed inside of it, can change its form to suit your preference, will always move the desired item within it to suit your desire (you can reach into the bag and grab the thing you are looking for instantly, or upend the bag and have only what you want to fall out of it. It also will act to avoid harming you via its use), stored objects will not interact with one another unless desired, has 500 cubic feet or 15 cubic metres of internal storage, possesses a maximum size of 6ft by 3ft or 2m by 1m and a minimum size of 8 inches by 4 inches or 20cm by 10cm. Does not interact with portable holes. Does not automatically eject all contents when turned inside out - it simply functions as if that is its normal state. Self repairs, cannot be destroyed completely, will return to owner if lost, sufficient damage may cause objects within to fall out, slash and fire resistant..

Drawbacks

You may take up to 600cp in drawbacks from this section. All drawbacks end at the end of this jump.

+200 - AP Nazi - During your time in this world your stat based abilities are capped to what your AP allows. For example if you have a perk which would otherwise make you a genius but only have an intelligence of 10ap, until you increase this through AP you will be limited to average intelligence. Perks which grant you unique abilities like being able to control fire or shapeshift are unaffected, though your ability to use them effectively may be reduced.

+100 - Afflicted, Attribute Poison - Shortly after arriving in this world you were exposed to a mystical poison which gradually saps you of your strength. Throughout your time in this world, one attribute of your choice will gradually worsen over time, it's effective value dropping towards 0. While you can improve its original total value and temporarily reverse the decline by levelling this is only a stopgap measure. Two weeks before ten years have passed, you will have reached 5ap in that stat and enter a paralysed or comatose state. One week later, you will awaken and the poison will have passed through your system. The final week of the ten year period will be spent in miraculous recovery to your full abilities. Can be purchased once for each attribute.

+100 - Afflicted, Diseased - Choose a disease track, mental or physical. You now struggle constantly against an incurable disease that takes you through the first six symptoms of that track over the course of a year. Each additional purchase adds an extra year long cycle to your illness. You may alter disease tracks with each purchase, or even overlap the two different tracks at the same time. You are not contagious.

Physical - Healthy—Latent/Carrier—Weakened—Impaired—Disabled—Bedridden

Mental - Healthy—Latent/Carrier—Weakened—Impaired—Befuddled—Deranged

+200 - That Guy - Somehow you've managed to pick up a Lawful Stupid paladin who seems intent on being your companion. Deal with it. Being discovered to have murdered this individual will result in their seemingly endless brotherhood of similarly Lawful Stupid paladins pursuing you to the ends of the world for the sake of justice (in this case, justice means lighting you on fire after impaling you on a big stick) and a Stupid Evil Warlock will take their place at your side. Should the paladin perish while fighting beside you another (similarly Lawful Stupid) paladin shall take up their mantle and travel beside you in their stead. Should the Warlock perish, he will similarly be replaced. Should you murder the Warlock you will be drawn into The Abyss and imprisoned there for one year, upon your release you will find that the order of Paladins has forgiven you, blamed the Warlock for your evils and sent another of their brotherhood to walk by your side.

+300 - My, what a Stabbable back you have - It seems everyone you meet in this world has a chronic case of Backstabbing Disorder. Whether it's the beggar on the corner you gave some coins, the guy who hired you as a bodyguard or that guy you've been friends with for years, somehow everyone you meet has an angle, looking out for themselves at your expense and will betray you eventually. Even those companions you meet in this world are not immune to this effect.

+300 - Wanted - Looks like your face is pretty well known around these parts, and everyone wants a piece of you. Somewhere out there is a doppelganger going about ruining your reputation, running up debts, making enemies, breaking hearts, and leaving you to take the heat in their wake. No matter what face you wear, no matter where you go, your face is well known and someone you meet will be able to recognise you as the source of their misery. Good luck catching up to the cause of your bad name - a master of disguise, they are sneaky, conniving, clever, a master of getting out while the getting's good, and almost always one step ahead.

+600 - The GM - This guy is a real dick. At least, that's how it feels. The world seems like it's out to get you, with bad luck dogging your heels wherever you go. When you walk down the street, you find yourself the target of every pickpocket and thug in the city. If you pass beneath an open window, odds are someone is going to empty a chamberpot over your head. In battle, you find yourself unreasonably clumsy and your opponents unexpectedly skilled and powerful, as well as annoyingly lucky, blows which should have been instantly fatal instead barely leaving a scratch as fate intervenes in their favour. You will also find yourself constantly railroaded into some quest or another with any attempt to escape only seeming to draw you deeper into its clutches, often for the most annoying and pointless of reasons. Expect your successes to go unrewarded and your failures to be vilified.

Notes

Benefactor be praised - Yes, this does apply to any other patron deity or external power you may be asked to contract with or call upon to draw power from in other jumps if you so choose.

Resistance - max 3 purchases for the same source, which will grant immunity. Only works for specific damage sources ie, "things that hurt me" is not a damage source. Choosing magic as your source only works on direct magic attacks such as curses or raw magical energies, not magically generated effects such as lightning, fireballs, poison, etc. The same applies for magic-like energies such as chakra.

AP effects are applied prior to applying any perks that may cause changes to those stats from other jumps. As an example, if you decrease your intelligence via shifting ap, but have a perk that makes you a genius, you will remain a genius. If you have a perk that makes you a genius and boost your intelligence with ap, this will not give you genius+ intelligence until your ap levels reach genius+ levels. Negative (<10ap in a stat) AP values count as a drawback and trump perks.

Alignment shift: Side effects include - increased likelihood of natural change in personality and natural alignment towards target alignment, if used frequently to change into a particular alignment.

Legends Tell - You may choose to use Mythic rules if you take this perk, or simply take the perk effect. Using Mythic rules opens up Mythic feats, Mythic Paths (which grant additional ability points on tier up amongst other things) and granting access to certain useful and powerful abilities. Third party Mythic materials can also be used. If you run Mythic rules then the perk effect can be toggled without affecting your Mythic gains.

Afflicted Attribute poison - There is an antidote out there somewhere, but it's going to take a quest of some considerable effort to get.

When in Doubt, Fanwank.