

Suikoden®

— 幻想水滸伝 —

A Jumpchain Compliant Document

By Yorokonde

The Scarlet Moon Empire has a long, tragic history of blood, strife, and warfare. For over two hundred years it has battled from one enemy to the next with the various holders of The Sovereign Rune as its ruler. Currently it holds much of the Toran region of the Northern Continent under the weight of a cruel boot. Those who speak out against the Empire's violent and expansionist ways are now made examples of to keep everyone else in line.

You will begin your time here in the year 450 of this world's calendar. Frustration with the Empire is reaching a boiling point. The Anti-Imperial Movement is slowly gaining traction among the youth and impoverished of the country. Reaction from the Empire has been to swiftly arrest members and sentence them to death. Should you do nothing, in three years the death of a certain young man will inspire a full scale rebellion to finally take shape.

You gain 1000 CP



Backgrounds

Choose one of the following to represent the history of your life in this world.

Any option can be taken without a history or attachments if desired.

You may choose your gender for **Free**.

Military Lineage - Age: 1d8 + 14 or 3d8 + 20

Life is a battle. For supremacy, for resources, for honor. Your family understands this better than most and has long had their roots in the battlefield. They might have been Dragon Knights dealing death from above. Or perhaps they were soldiers on the ground defending their country. They could also have been military strategists, leading troops from the rear lines and planning attacks. Whichever of these describe your family, the path to follow has been laid out before you.

Shadow Arts - Age: 1d8 + 18 or 3d8 + 20

Where there is honor, there are always those who reject such a simple morality. They operate in the shadows as spies. Prey on the weak as bandits. Stick their fingers into pockets that don't belong to them. After all, one has to make a living. In a world as torn by constant strife as the Empire, there are plenty of blind spots where such people can operate with impunity. You've joined the ranks of this brutal brotherhood. Whether you are feared, respected, or despised will depend on your actions from here.

Magical Talent - Age: 1d8 + 20 or 5d8 + 20 Magician

Rune magic has existed since the creation of this world. If the most ancient legends can be believed, the 27 True Runes are each one fragment of reality itself. All magic derives from those fragments even if few today understand, or care, about that fact. That lack of true understanding doesn't stop magical ability from being used by those born with it. Those like yourself. Exactly what shape your talent takes remains to be seen, but you will be dangerous as only a mage can be.

Trader's Life - Age: 1d8 + 16 or 3d8 + 20

Even during a war, people need goods and services. Runes need to be attached, wagons driven, food haggled over. You, like so many others, are one of those who line their pockets attending to the needs of others. You might attend a shop in one of the many towns. Or perhaps you travel from place to place, buying and selling whatever is in season. You might even work for the Scarlet Moon Empire itself as a liaison between various blacksmiths. Wherever you find yourself, at least you'll start out with a full wallet on your belt.

Races



Human (Free): +0 to Age Roll

Humans are one of the most common races in this part of the world. They make up the vast majority of the Scarlet Moon Empire's citizens and are as Humans ever are. Industrious, capable, and as varied as the moments of time itself. Their opinions on the Empire itself are almost as diverse. Some don't care at all about the government so long as they are left alone, others see an opportunity for advancement, and a few see oppression for what it truly is.

Elf (Free): +20 to Age Roll

The elves are an ancient race who choose to live as their ancestors always have. They live the simple life of farmers, artisans, and hunters in whatever sanctuary from the outside world they can find. In the Scarlet Moon Empire, their sanctuaries are a few scattered villages built among a rare few great giants of the oldest trees. They show natural aptitude for both Rune Magic and archery, but are generally more frail of body than the other races of this world. They also tend to be tall and lovely by anyone's standards. Their longevity is nearly mythical, but overstated. They are merely longer lived than humans.



Dwarf (Free): +40 to Age Roll

Short, stocky, and longer lived than even the Elves, these industrious people are often seen as recluses by the rest of the world. They prefer to isolate from the other races, not out of xenophobia, but because they share few interests with the other races. They prefer to quietly create and invent on their own rather than wage war as the humans seem so fond of doing. They rarely leave their villages and even more rarely care about the politics of the outside world.

Kobold (Free): -10 to Age Roll

Despite the singular name given to all varieties of this race of canine humanoids, there are nearly as many varieties of them as there are of humans. Some are openly hostile to anyone not of their own kind and do not hesitate to prey upon them. Others are isolationists who just want to be left alone. Many are quite friendly and talkative, if a little eager for a good fight. Most have a hard time integrating with the other races due to their overeager nature and difficulty grasping the common tongue without speech impediments. While they are slightly shorter lived than humans, they do not let that knowledge stop them from enjoying life to the fullest. Despite appearances, Kobolds can be quite intelligent if given the opportunity and possessing ample persistence.



Vampire (300 CP): +200 to Age Roll

A race that is not truly a race, but a transformation inflicted by magic of the True Rune, Moon. In the ancient past, a woman came into contact with the True Rune and was transformed into a vampire. She went on a killing rampage due to the influence of the magic, retreating into the forest only after many deaths and much struggling against her transformation. It was in quiet isolation that she learned to master the magic that tried to control her and quieted the hunger for blood. The Blue Moon Village was born of those who heard of her immortality and sought to escape their own situation. For hundreds of years the village grew at a glacial pace, ever peaceful thanks to the power of the Moon Rune. That is until Necrolord stole the True Rune, shattered the peace of the village, and caused many of those who had become vampires to transform into beasts craving blood. Many took their own lives rather than face the horror of their new existence. Now, only a few scattered vampires remain. The original vampiress remains "alive", it is said, though where she is or what she is doing now remains a mystery.

As a Vampire, you will be ageless from the moment you were transformed. Your skin will be as pale as the moon and it is likely that your eyes will have changed to a shade of red, though that is not required. You may choose to be any from any of the races above initially, though a vast majority of Vampires were once Humans. You gain many powers from being a Vampire, but without the influence of the Moon Rune you will also suffer the unpleasant side effects of your nature. You will thirst for blood and require regular feedings to survive. Your cravings will be suppressed to a manageable level thanks to your unique nature. You will also have a weakness to holy magic, and while sunlight will not destroy you, it will slowly sap your energy and make you feel tired more quickly.

In exchange, you gain a resistance to Fire, Lighting, and Dark magic of all kinds. You will be able to summon bats to harass your enemies and obey your commands. Non-magical weapons of all kinds will struggle to even cut your skin.

Beware the Star Dragon Sword. It bears the True Rune Night, and is capable of ending your cursed existence.

Starting Locations

Pick one for Free

1. Gregminster

Located in the northern portion of the Arlus region, Gregminster is a bustling town that is both the capital of the Scarlet Moon Empire as well as the headquarters for the Imperial Army. It is known as a secure, peaceful town well defended by both natural and manmade fortifications. Many people who live in Gregminster are members of military families or are craftsmen involved in supporting the Imperial Army.

2. Toran Castle

This abandoned naval base sits near the middle of Lake Toran. It was originally built into the largest of the natural stone spires that rise up from the depths. Those stone spires make navigating to the castle treacherous enough that base has long since been abandoned. Pirates have attempted to occupy it from time to time, but it has never proven profitable enough for a sustained band of thieves. Should the future remain unchanged, it will become the future base of the rebellion.

3. Great Forest Kobold Village

Situated deep in the Forest of Illusions, the Kobolds live in relative seclusion as simple farmers. It is a small village as Kobolds have never been numerous in this part of the world. Nearly all of their human neighbors don't even know this village exists thanks to the magic permeating the Forest of Illusions. Elves, Dwarves, and Kobolds can come and go through the woods unimpeded, but Humans would quickly find themselves lost and disoriented. Unless they already know the path or have a guide.

4. Lukiae Ende Towayo

The Great Tree of the Elves resides in the far southern mountains of the Scarlet Moon Empire, largely ignored by the Empire due to a long-standing treaty and mutual disinterest. It is a tree so ancient and large that the Village of the Elves is built among its branches. Over 800 Elves make their home on the many layers of their treetop village. It is an entirely self-sustaining community. Partly out of necessity as the Elves who live here generally care little for the other races of the world.

5. Village of the Dwarves

Located in the mountains high above and to the west of the Forest of Illusions lies the village of these industrious metal workers. They thrive in the cold air, balanced against the heat of their many forges. Unlike the villages of the other races, the Dwarves welcome anyone into their town. Especially those who come willing to buy their superior metal goods. Their weapons and armor are especially sought after by the Imperial Army and sell for a high price anywhere.

6. Palace of the Dragon Knights

At the far western edge of the Scarlet Moon Empire lies a mountain controlled by no nation. The Dragon Knights who live inside the mountain swear loyalty to none by themselves and bring destruction on any who might try to change that fact. Throughout history few have sought to argue with an entire army of dragons. They maintain their autonomy by working with the Scarlet Moon Empire without swearing loyalty. The Dragon Knights are a secretive order and rarely are any details about life inside their fortress revealed to outsiders. In truth, they are normal enough people, if focused on their particular way of life centered around dragons.

7. Neclord's Castle

Located in the far south-western corner of the Scarlet Moon Empire, this massive gothic fortress has a foul reputation. It is so large that simply walking from the front door to the tallest tower takes from dawn until dusk. The Vampire, Necrolord, governs the castle and the surrounding lands with his thirst and lust and little opposition. He staffs the halls with the reanimated corpses of his victims. They also serve as his standing army and the reason few defy his wishes. Those who find themselves inside the castle are rarely allowed to walk out again. At least, not while they are living.

8. Qlon Temple

A place of refined learning and quiet contemplation. This temple has existed since before history was written down and has collected knowledge throughout all of that time. Forgotten secrets of the world can be found within by those with enough patience and a willingness to learn. Despite the name, Qlon Temple has no religious function. Under the patient eye of Fukien it serves only as a place of learning. A refuge for the mind.

9. Mount Seifu

In the north-east of the empire stands the tallest mountain of the entire Scarlet Moon Empire. The air is chill even at its feet. Up in the heights the cold can be truly inhospitable. Despite that, creatures and plants not normally found in this part of the world can be found on its trails. Giant, aggressive, extremely territorial ants make casual exploration dangerous. Recently, bandits and out of work mercenaries have been found in the area as well, raiding tax convoys that are headed towards the capital. They claim to be fighting the corruption of the Empire.

10. Lenankamp

A bustling town known for their abundant and talented blacksmiths and armorers. It is located in the central part of the Empire, just outside the defensive border guarding Gregminster, and is the second largest town of the entire land. Because of their bustling trade, not just in arms but in goods of all kinds,



people from all over the Empire come and go in droves from its streets. It is a city that one could easily become lost in. Which is a reason a select few prefer it. There are rumors that place Lenankamp as the current home of the Toran Liberation Army. There have already been raids on several establishments as the Empire attempts to track down the rebels. However, they have had no success just yet. They will not stop until they are.

Perks

*Backgrounds receive a 50% Discount on Perks designated for them.
They may take both 100 CP Perks designated for them for Free.*

Military Lineage

Art of War (100 CP): Warfare is a way of life in the Scarlet Moon Empire. With so many enemies outside of its borders, and even some inside of it, most people with any intelligence find themselves learning military strategy to serve the Empire. Whether you do or not, you've picked up a sound knowledge base when it comes to how to plan and carry out a war against a wide variety of armies.

Weapon Expertise (100 CP): Knowing how to defend yourself is something nearly every citizen in the Empire can manage in a pinch. Between bandits, wars, and monsters, one never knows when they'll have to defend their own life. Pick a weapon, no matter how unlikely (seriously, a saw or a wash basin can be chosen). You're an expert at turning your "weapon" to good use against whoever, or whatever, you're facing. You won't be able to stand up to a master, but against monsters and bandits you'll do just fine.

Duelist (200 CP): Honor counts for much in the warrior culture of the Scarlet Moon Empire. While many in command have recently forgotten that fact, there are still those who cling to the ideals of the old ways. One of those traditions was the duel, where matters of honor could be decided with nothing more than the weapon at hand and skill. You, like so many of the more noble houses, have been schooled from a young age in the art of dueling and can win against any evenly trained foe.

Unite Attack (200 CP): Teamwork and bonds of loyalty have no greater place in this world than on the battlefield. Only through working together can one discover the strength to pull through the more dire situations. You have an innate sense of how to combine your martial prowess with those closest to you to produce spectacular results. Matching the timing of your sword blows with that of your best friend's axe, distracting an enemy with a missed arrow so an ally can close in for a killing blow, or even more creative possibilities occur to you when you consider your bonds to those around you and their skills.

Master of War (400 CP): There are tacticians aplenty in the Scarlet Moon Empire, but few can claim to know how to devastate their enemies as well as you. You are a master of the counterattack when surprised. Your skill at siege works and siege breaking ensure that few will be able to pin you down or keep you out for long. And you have a special talent for ferreting out, or discovering those who can, the weaknesses of those who range armies against you. Only a few tacticians will be your equal here.

Gathering Stars (400 CP): The 108 Stars of Destiny is a magical theory known only to a few mages with the sense for such things. Essentially, in any major conflict against dark forces, there are 108 people appointed by destiny. Those who represent certain attributes, mindsets, or specific personalities. They are the individuals who can change the path of this world, even though their contributions may seem minor in the moment. You are a natural focal point for these Stars of Destiny, and other such influential figures, of any age you find yourself in. You are not required to gather them to your side, but you will meet many of them simply through the designs of chance. Destiny will take an interest in you should you collect them though and will sometimes place you in the path of performing grand feats. Saving the world, leading a rebellion, or other such interesting times will coalesce around you with so many destiny shapers by your side. You will find this equally effective in other worlds as well. [Note 1]

Shadow Arts

Light Fingers (100 CP): The rest of the world might call you a bandit and a thief. But you know the truth. You're just trying to survive in a world that demands too much hard work out of a person. It's much easier to explore someone else's pockets and live off their gold. Your hands are light and nimble and quite capable of relieving others of their purses without being caught.

Hidden Soul (100 CP): The art of the ninja is capturing the essence of silence between moments. It's also about killing people in whatever way you can. Usually through trickery and stealth. You've picked up the beginnings of a ninja's training. Which focuses on stabbing people in the back, general sneakiness, and a light smattering of magical talent. Standing toe to toe with a full-fledged mage or trained soldier isn't going to be a smart idea. Still, given some darkness and surprise, you'll leave corpses in your wake.

Clever Mind (200 CP): A quick lie can often mean the difference between life and death for a spy. Especially for one caught looking into the commanding officer's documents. Thankfully, you've picked up the knack for thinking on your feet that will rarely catch you without a falsehood ready on your lips. Better yet, they'll be believable enough to confuse even suspicious individuals for a few moments.

Forceful Personality (200 CP): Bandit lords continue to be a problem even in an empire as dedicated to military might as the Scarlet Moon Empire. They pop up in remote regions leading tough, capable men with nothing but the strength of their arms and will to hold command. You may not be a bandit lord, but you certainly have the makings of one. You inspire loyalty in those who follow you willingly and have a crude, but startlingly effective, understanding of ambush tactics.

Wagging Tongue (400 CP): Soldiers overhear a lot more than their commanders often give them credit for in camp. Snippets of battleplans heard through tent flaps get passed off to their friends through idle chatter. This is true in all but the most well disciplined army. You've learned to take advantage of this when gathering information on infiltration missions, allowing you to gather much more useful data quickly and with significantly less risk to yourself. You will also be able to apply this rumor sifting talent to similar situations outside the battlefield with a little imagination. Say, politics.

Obliterated Presence (400 CP): There are a few ninja who seek to take stealth to an entirely new level. They meditate on the darkness of a shadow and hide in obscure places to drink in the solitude. Normally it takes years of practice, and some shred of magical talent, to reach the heights of stealth you've achieved. Casual scrying spells will overlook you entirely and even focused ones will be obfuscated. Those who use magic to boost their physical senses will also have a harder time finding you.



Magical Talent

Runic Might (100 CP): The ability to access the power of Rune Magic has never been delivered equally across the masses. Unlike the common layman, you have the innate talent to tap into Runes and explore their true potential. Even when casting the same spell with the same rune as someone else, yours will prove more destructive, heal greater wounds, or otherwise be more effective. This extends to a much lesser degree to other rune based magic systems you may already know.

Runic Endurance (100 CP): Casting Runic Magic is a mentally draining affair. Tapping into the primal forces of the universe, however refined they may be by Runes, is no easy exercise. Those without training will quickly find themselves unable to conjure up the concentration necessary for it. However, you are one of those few with a mind that offers a natural conduit for such magic. You will find yourself able to cast Rune Spells long after the layman has run themselves dry.

Unite Magic (200 CP): Few would guess that the true power of Runes is their ability to combine their power in unique ways. This is because mages working together is a rarity in many parts of the world. As they are, you are capable of combining your Runes with those of your cohorts. An example would be combining the magic of an Air and Fire Runes to create an explosion greater than the power of either two spells individually. All Runes have the possibility of unleashing powerful or unique effects when combined, though they are not well cataloged. Except True Runes. They're stubborn.

Magical Creativity (200 CP): Most who use Rune Magic don't tend to think outside the box. They learn how to use their Rune and then just repeat the same few spells over and over again. However, there are a few who have tinkered with applying Runes in unusual ways. Embedding them into automatons to create wooden soldiers, using a Water Rune to aid in plant growth, or even unleashing an Earth Rune to instantly create crude earthwork defences. You've picked up an intuition when it comes to new ways that the magic of Runes can be applied. With practice, you may even be able to squeeze unique spells out of long established Runes.

Fortune Telling (400 CP): While few in this world watch the stars, they really should. Destinies are written in the movements of the various celestial bodies and constellations for those who know how to read them. Auguries and portends abound up there as well, pointing to upcoming events and those who will influence them in the mysterious fashion that the fates couch their messages. You are able to read these messages and will gain a limited knowledge of the future. The further you try to see, the cloudier any indications you get will be, as the future has never been set in stone.

Unlimited Rune Works (400 CP): It is a commonly held belief that Runes can only be attached to specific places on the body. Specifically, the backs of each hand and the forehead. Several mages over the ages have attempted to disprove this notion but none have had the strength of will or the magical talent to control so many magical links at once. A few have gone mad in the attempt, which is the source of the belief. None except Crowley, a reclusive mage who appears in rumors in every magely circle of this age as an unparalleled font of magical prowess. It is said that he has a full hundred Runes embedded on his body. And the rumors are right. Whether you have developed the technique on your own or learned it from Crowley himself, you have the secret to controlling multiple Runes at once in your mind. Now the only limitation to how many Runes you can attach to yourself is how much flesh you are willing to dedicate to the purpose. Just ensure they do not overlap. A magical "short circuit" is neither pleasant, nor painless.

Trader's Life

Way Around A Deal (100 CP): Some traders simply follow their fathers into the family business of buying and selling goods. Others are born to the art of the deal with a natural charisma that just seems to flow out of them. You have that certain something that allows your tongue to waggle and causes those around you to be inclined to listen.

Rune Attachment (100 CP): Those with but a scrap of talent for the magical arts are common. Not enough to truly cast spells, or at best weakly, but sufficient to get a Rune to pay attention. A fact that many merchants put to good use. Many make a living taking small payments in exchange for applying and removing the Runes that others bring to them. Whether your own magical talent is great or small, you've also picked up this knack for gently and painlessly applying or removing Runes.

Weapon Sharpening (200 CP): In a military-centric society like that of the Scarlet Moon Empire, it is little wonder that blacksmiths and armorers abound. Even an apprentice in either art can earn a decent living plying their trade for the military, mercenary bands, or even just farmers looking to protect themselves. You have learned how to strengthen, sharpen, and otherwise enhance most any weapon in subtle, but undeniably effective, ways given a little time and some basic materials. You might even be able to apply what you know to non-weapon items if you experiment a bit. Though why someone would want to make a washbasin a more effective weapon is an entirely different question.

Steam Boat Design (200 CP): Most of the world hasn't advanced much beyond the technological step of cooking food with fire, irrigation, and the creation of steel. However, there are those who are beginning to take the first steps forwards. Those who have discovered the power of steam in enclosed spaces. Steam engines are on the cusp of being a reality, though hardly widespread, and you could help that along if you desire. You now have enough knowledge of steam engines to create one, given materials and enough time. You will also understand how they could be attached to vehicles and other such applications, allowing you to be the first to own a steam-powered boat, if you are so inclined.

Rune Forging (400 CP): Runes have to come from somewhere. Most mages are too busy exploring the intricacies of how and why Runes function to concern themselves with distributing them to the masses. So once again the merchants and their scraps of magical talents come into play. You understand the method for creating a Rune from nothing. It involves carving the Rune out of a gemstone and encasing it in glass, then using your own scrap of magical talent to "copy" the power of an identical Rune into the new one. A more delicate operation than one might suspect. It is rumored that it is possible to create a Common Rune from a Parent Rune, but most who knew the technique have long since died. Creating a Parent Rune from a True Rune was once possible, supposedly, but that is an art lost even to legends.

Weapon Design (400 CP): Applying Runes to weapons is hardly a new concept. In fact, applying fragments of elemental Runes to weapons is a widely practiced technique. There are those who are attempting to push this infusion even farther though. Fire Spears, while not invented yet, involve full Fire Runes inscribed onto a spear's shaft along with several secret enhancements. Such a weapon would allow even those with just a trickle of magical power to shoot forth jets of fire. With just this one example, the Rebellion will turn the tide of a future battle against a vastly superior foe. You have either discovered the technique yourself or worked alongside Mose who originally developed the technique. You will be able to apply a wide variety of Rune to weapons, though just what effect that causes remains to be seen. Be careful who you reveal this knowledge to. There is a war coming after all.

Items



*Backgrounds receive a 50% Discount on their Items.
They may take both of their 100 CP Items for Free.
Please check the Notes section for more information
on each Rune's canon abilities.*



Common Rune (100 CP): As the name implies, these are the simplest Runes that one would find in the world. They are shards of shards of the very magic making up all reality that originates with the 27 True Runes. Grandchildren, if you will, though the origins of many are unknown even now. They can still contain enough magical power to be dangerous, especially in trained hands. Each purchase of this option will allow you to choose one Common Rune from the following list. You may begin with it already attached to yourself or simply in your possession.

Earth, Lightning, Fire, Water, Wind, Boar,
Clone, Falcon, Hate, Shrike, Trick, & Darkness

Parent Rune (200 CP): Parent Runes are the midpoint between Common Runes and True Runes. They are much more powerful, but much more rare, and can offer effects or magic spells that can change entire battles in an instant. Many can be used by those who have no magical talent at all. These offer substantial personal enhancements such as drastically increased speed, wound regeneration, or even a subtle charm that affects the opposite sex. And those that focus on the elements demonstrate why the Common Runes derived from them are pale imitations. Each purchase of this option will allow you to choose one Parent Rune from the following list. You may begin with it already attached to yourself or simply in your possession.

Champion's, Phero, Counter, Double-Beat, Spark, Sunbeam, Gale, Godspeed, Hazy,
Turtle, Killer, Cyclone, Thunder, Flowing, Mother Earth, Rage, & Resurrection



Military Lineage

Stew (100 CP): Everyone could use a good meal at the end of the day. And everyone knows that stews are hearty and cheap ways to fill up a belly. This pot always seems to be full of stew just waiting to be warmed back up and enjoyed. The taste varies from day to day though.

Quality Weapon (100 CP): What's a soldier without a solid weapon by their side? No matter if your weapon of choice is a sword, bow, quarterstaff, or something more exotic, this option has you covered. Your weapon will be tougher than normal but otherwise unremarkable.

Fire Spear (200 CP): Technically, this combination of Rune Magic and metallurgy isn't meant to exist for another few years. The Dwarves will be commissioned to design this anti-cavalry weapon for the Liberation Army. However, you've got your hands on two dozen of the prototypes, as well as the blueprints. Fire Spears are basically miniature flamethrowers on the end of spear shafts and are perfect for taking down heavy cavalry. They are a little bulky for close combat fighting though.

Dragon Armor (200 CP): The Dragon Clan has traditionally been very insulated from the outside world, almost to the point of complete isolation. So an outsider having one of their suits of armor would raise a few eyebrows. But it is hard to argue with the quality of the armor. This suit of full plate has been crafted with small, interlocking scales from a dragon. It does not impede maneuverability at all while still providing protection far surpassing steel. Perfect for a dragon rider or any cavalry officer.

Island Castle (400 CP): Lake Toran is a large body of water that sits near the center of the Scarlet Moon Empire. There is little boat traffic on those waters due to the dangerous rock outcroppings and tricky currents littering the surface. However, a few pirate bands made attempts at establishing strongholds in these waters in the past. This has left the larger rock outcroppings' natural caverns littered with man made caves. Not an aesthetically pleasing base of operations, but certainly one that offers safety from all but the most determined intruders.

This unnamed castle is now yours to do with as you wish. A pair of boats will ensure safe passage for you and your Companions to and from the shore. Though if you wish to move more people than that



you'll have to recruit local lakemen. The "castle" is large enough to house several hundred people in relative comfort, if a little cramped, and comes with several rooms already carved out for your use. Expanding will be left to your designs. After your time in this world, this castle can be placed on a piece of property you already own with a body of water in it or will place itself in each world at an appropriate place.

Earth Shield (400 CP): Despite the rather plain name, this tower shield is the ultimate in defensive bulwarks. Stopping a ballista bolt wouldn't even dent its metal or break its bearer's arm. Placing it between yourself and a charging cavalry rider is like hiding behind a brick wall. It is all the fortitude of a mountain in a form that you can strap to your arm. Hopefully you didn't skip on arm day though. This metal tower shield is heavier than its common wooden brethren by a significant margin.

Shadow Arts

Tea (100 CP): A favorite con of bandits in some parts of this world is to pose as a simple tea house in remote areas, then wait for unsuspecting travellers to stop in. Some sleeping herbs mixed into the tea later and the bandit is off with all their valuables. Though some prefer to take more permanent measures to keep the con going. So here's a metal canister of tea leaves, quite tasty, and a second one of dried sleeping herbs that'll knock out most normal people within about ten minutes. Try not to mix them up.

Escape Scroll (100 CP): A few of the scattered ninja clans have discovered a unique use of Rune Magic. By scribing the designs on scrolls, they can create a simple device that allows others to use the Rune's effects without having it bonded to them. The scrolls burn out after a single use but are perfect for emergency situations. You have three such scrolls, each capable of whisking you away from whatever danger you find yourself in simply by willing it so. Each one you use will replace itself the next morning.

Ninja Suit (200 CP): Skin tight cloth dyed as black as the night isn't a practical outfit for the normal battlefield, but for sneaking into enemy bases unseen it is perfect. This ninja suit is so easy to move in that it might feel as if you're wearing nothing at all. It even makes you a little faster thanks to the runes embroidered on the inside at each hip. Guaranteed not to rip or tear accidentally.

Peeing Boy Statue (200 CP): While it might seem odd, this marble statue of a young boy peeing is actually one of the most sought after pieces of artwork in this world. Those who understand the value of such artwork would gladly hand over entire fortunes just to possess it. You now own one and will very quickly come across someone interested in buying it for an outrageous sum of money. Even more astounding is that roughly a month after you sell it, you'll stumble across the statue again and be in a perfect position to steal it back. Even in other worlds this statue will still hold its value and inevitably find its way back to your thieving little hands.

Mechano-Men (400 CP): The Trick Rune is a rare, relatively minor rune that has faded off into obscurity so completely that none know which True Rune it originally derived from. However, it is key in the art of golem making, a practice that is kept alive only by a handful of students. By enchanting bodies of gears and steel with the Trick Rune, one can create these mechanical golems that you now command. Three dozen stand ready to follow your commands. They move awkwardly, but are implacable once given a task and extremely hard to destroy. You will also be able to easily understand how to replicate these mecha-magical soldiers should you have any kind of magical knowledge and take the time to pull one apart.

Thief's Den (400 CP): This simply cave isn't very comfortable and is rather out of the way to get to. Situated up in the mountains near the northern reaches of the Scarlet Moon Empire, you certainly won't have any nearby neighbors. However, that isolation does make it an attractive stop for thieves, cutthroats, and other highwaymen. While your ownership of the cave will never be disputed, there are others who will use the cave for their own devices. The practical upshot of this is that there will always be a dozen or so moderately capable thieves hanging around for you to hire. Give them a job, don't worry too much about their welfare or methods, and you'll always have a steady stream of income waiting for you to pick up.



Magical Talent

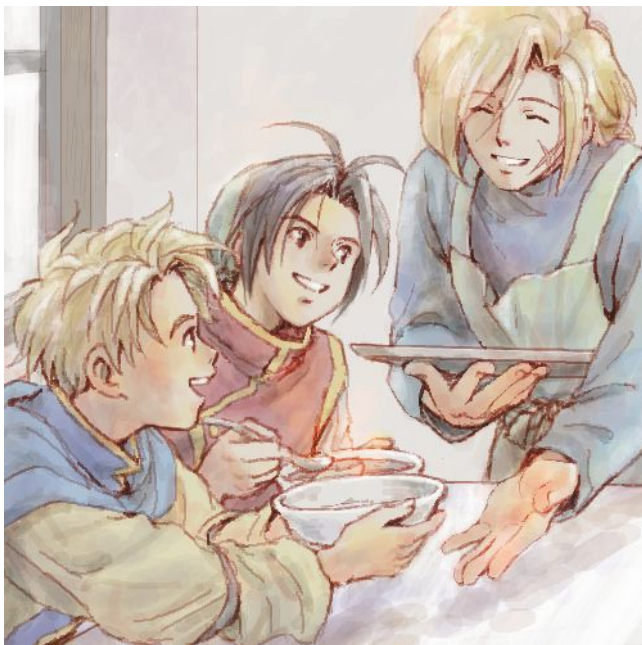
Incense (100 CP): This small pyramid of incense is designed to burn slowly and emits a scent of your choice. It will pleasantly fill a room for hours with the smell, generally promote relaxation, and help magic reserves refresh, albeit at a very slow rate. You will be given a small pouch that contains half a dozen incense pyramids that will refill with more every third day.

Staff (100 CP): Even the most powerful Rune Magi know better than to wander this world unarmed. They understand that it is a signal to others of what they are and even the greatest can run low on magical energy if sorely taxed. So a solid staff helps with both problems. This one is sturdy enough to survive whacking even the most hard headed of monsters without snapping and will always be close at hand when you desire it.

Guardian Robe (200 CP): While wearing armor doesn't impede the ability to cast Rune Magic in any way, most Magi find it easier and more comfortable to stick to lighter clothing. But that doesn't mean they have to go completely undefended. A few defensive Runes stitched into these robes allow cloth to be as protective as a suit of leather armor. Even better, they also give you minor protection against any Rune Magic aimed your way.

Black Rune (200 CP): The creation of a truly disturbed mind. This false Rune was created to enhance the power of other Runes when both are embedded onto the same Magi. However, the Black Rune also contains an insidious magic that slowly takes control of those it is attached to. Whoever embedded the Black Rune will eventually be able to fully control the bearer from great distances away. It can even be burned out remotely should those it was embedded upon turn traitor or outlive their usefulness. You will be given five Black Runes initially. Those lost, destroyed, or burned out will be replaced once each year.

Blinking Mirror (400 CP): What appears to be a simple hand mirror is actually a magical tool from ages past that cannot be replicated in this age. When peered into with the desire to be home in mind, it teleports the holder and up to a dozen others to your home base. Whatever spot that may be can be attuned to the mirror by a simple act of will. This one has been altered to accommodate your unique nature. It can also be used as a "door" for the purposes of accessing your Cosmic Warehouse. You will always find the Blinking Mirror in your pocket when you desire it, making it impossible to lose or break.



Spores of Agony (400 CP): A truly destructive creation of a mind obsessed with plants, Rune Magic, and driven to the edge of sanity by corrupting influences. This glass vial contains a cloud of carnivorous plant spores capable of devouring a person in a matter of minutes. They are ravenous and do not stop once they have found flesh to feast upon. The spores do not live for very long, only a half hour at most, but are light enough to spread far and wide on even the lightest of air currents during that time. You will initially be given one vial that will replace itself one month after you break or open it. Please don't.

Trader's Life

Healing Kit (100 CP): This simple leather pouch comes filled with a dozen bottles of powerful curative potions and half as many generic anti-toxins. They won't cure death, but will do a passable job of sealing up wounds on anything short of that. This pouch will refill each week.

Leather Coat (100 CP): While leather coats aren't quite the fashion in this part of the world, there's no denying just how useful this one is. Not only is it rip and tear resistant, moderately protective against blows, but it also has a ton of pockets. Every time you think you've filled up the pockets inside and outside on this coat, you'll always seem to discover just one more to put another item. Just remember, it's just a coat at the end of the day. It doesn't make what you put into it any lighter.

Steam Powered Boat (200 CP): Despite the relative reliance on Rune Magic by a majority of the world, there are still a few who strive to make purely technological advances. Thus we have this boat with a true steam engine attached to the back. While hardly a speed demon of a boat, it will outpace and outmaneuver anything else in the water during this era. This boat will be able to hold two dozen heavily armed troops without problem. Should it be destroyed, sink, or become lost, it will return to you roughly a week later just when you need it most.

Bag of Rune Pieces (200 CP): Even fragments of elemental Runes can still be useful. This leather satchel contains two rune pieces of each of the five elements. They can be sold for a moderate sum or attached directly to weapons to give them a weak magical enchantment. Attaching multiple of the same element rune pieces to the same weapon will increase the power of the enchantment, but never quite as much as attaching a full rune would allow. Your satchel replenishes itself each week.

Dwarven Plans (400 CP): Normally the Dwarves keep a tight hold of any of the magical marvels they create. They have long since learned the damage such weapons can do in the hands of foolish Humans. So how exactly these plans came into your hands is likely better left unsaid. With this set of plans you will be able to create the Burning Mirror, as well as the Windfire Cannon. Both are weapons capable of single handedly turning the tide of a war. The Burning Mirror can cast beams of light truly staggering distances that can light entire towns on fire in an instant. The Windfire Cannon is the weapon created to destroy the Burning Mirror and is the only thing capable of doing so. It could also be turned on massed troops to devastating effect. Both of these weapons will require rare materials and metals not normally seen outside of the Dwarven Mountain. But should you manage it, you will become a force to be reckoned with by any who are foolish enough to oppose you.

Sacrificial Buddha (400 CP): This small, wooden Buddha statue seems common enough to have very little worth. However, this one has been imbued with the magic of the Resurrection Rune, a rune so rare that few know it still exists. When you would receive a wound that should kill you, you will instead be healed to full vigor. Any and all wounds will disappear and you will feel as if you have gotten a full night's rest. In the moment, the Buddha statue will crumble to dust. You will find one of these statues in your pocket once every ten years, provided the previous one has been used. Should you desire, you can give the statue to others and it will protect them in a similar fashion.



Companions

Companions may not buy further Companions, including the True Runes.

Closest Friends (100 CP): It's always important to have a few good people you can trust by your side. This option will allow you to import up to three (3) Companions you obtained in previous Jumps into this world. They will each gain a Background, one of the Free Race options, and 600 CP. If you would like to make some new friends while you are here, this option allows for that as well. You can even do a little of both. Imported or Created Companions may buy their way into the Vampire Race with their allotted CP.

Loyal Allies (200 CP): For those who have more than a few Companions, this option will allow you to import up to eight (8) Companions from previous Jumps. Otherwise it is identical to the option above.

108 Companions of Destiny (400 CP): Wow. You have a lot of Companions, don't you? For those of you with a truly staggering number of Companions, you may choose this option. You will be allowed to import up to one hundred and eight (108) Companions from previous Jumps or create as many. Every Companion imported or created with this option will receive a Background, one of the Free Race options, € 300 CP. These Companions will be allowed to buy their way into the Vampire Race with their CP if they wish.

Single Star of Destiny (100 CP): Perhaps there is someone from this world that has already caught your eye. A charming rogue in yellow? Or perhaps one of the young ninja maidens? Perhaps you really have a passion for steam engines? Whatever your fancy, it's likely you will find someone here that fits the bill. It will be contrived that your path will cross with theirs sometime during your time in this world. You will have to convince them to come along with you, but they will take your offer seriously rather than think you are mad for talking about other dimensions.

Li Qin (100 CP): She's been a part of your life as long as you can remember. Always there, right beside you no matter what trouble you were dragging each other into. Usually with that silly, lopsided grin on her face. She's never been one to settle down for long, so she's picked up the equivalent of the *Hidden Soul* perk. Except for her talent with the Quarterstaff, which qualifies her for the *Weapon Expertise* perk. And her bond with you is enough that you two can pull off *Unite Attacks* together. Just get used to her stealing your shirts and wearing them during casual time. And refusing to explain why.

Jaki Han (100 CP): An elderly gentleman as soft spoken as a falling leaf but still as firm as a mighty oak. He has muscles to spare hidden under his loose fitting clothes and could easily toss men half his age onto their ass. Naturally, he has the *Weapon Expertise [Unarmed]* and *Duelist* perks. The fact that he has a Falcon Rune on the back of his right hand and a Counter Rune on the back of his left might have something to do with his unusual strength. Just make sure you don't interrupt him at tea time.

Hubert Lothaire (100 CP): It is strange to find a mind so young that is so adept at the ways of war. Only the haunted look in his eyes reveals just how much he has seen. Just what his goals are, and who he has sworn vengeance against, he keeps to himself. For now he is content to aid your current struggle and bide his time. This young man of scarcely twenty years already knows enough about strategy to have the *Art of War* and *Master of War* perks. Strangely, he has an aversion to Runes and will refuse to wear one. Though if one manages to uncover the source of his trauma, they may also discover the reason for his dislike of magic.

Otoha Sumiko (100 CP): Rune Magi come in all kinds of varieties. This one? Well, she's pretty odd. It's not the fact that she's a literal magical powerhouse, qualifying for both the *Runic Might* and *Runic Endurance* perks. It's not even the fact that she has dedicated a significant portion of her life to creating a unique Rune not derived from any currently known Rune. Something she might actually manage given another few decades thanks to her *Magical Creativity* despite the impossibility of her goal. No, her true oddity is her... fixation on muscles. It's really best not to ask. Unless you have a free afternoon to listen to her.

Sir Edgar Pendergast the Third (200 CP): Dragons in this world are not sentient and are, in all honesty, little smarter than horses. Admittedly, they're flying, heavily armored, and capable of breathing fire, so they're still among the most useful creatures to have as a steed. This one seems a little more clever than most of its brethren and has become enamored with you. So much so that you two have an almost empathic bond. Something that will likely give the Dragon Clan consternation unless you were raised among them. Just don't complain about how much your new best friend eats. And remember, dragons like their meat cooked.

Knife of Life (200 CP): This common belt knife appears to be nothing special. The steel is plain, but sound, and the leather sheath wouldn't look out of place on a tradesman's belt. Only the engraving on the blade marks it as unique. Someone has taken great pains to engrave the highly detailed versions of the Resurrection Rune on one side, the Flowing Rune on the other, before linking them along the edges.

The Knife of Life has been granted consciousness by this blending of Runes. And quite a talkative one. The weapon is a pragmatic sort, but dislikes violence unless given no other alternative. It grants its bearer a host of Runic Magic spells they can draw on, if they have the talent, centered primarily around healing effects. However, the Knife of Life has a deep love of gardening and can also encourage plants to grow with its magic. A clever wielder could exploit this for a variety of effects.

Na Tu Xu (300 CP or 100 CP w/ Vampire Racial Choice): Vampires have garnered a horrific reputation in this era thanks to Necrolord terrorizing so many people. Still, there are a few of these cursed individuals who have managed to keep their sanity despite their condition. This one has decided you are interesting enough to follow around... at least for now. They are a mystery wrapped in an enigma that doesn't like to talk all that much. They will give all of their strength to you, but breaking into even the simplest details about them will require patient understanding of a soul who has long since sealed themselves off from anything that could cause them pain. At least they look really good in their suit.

Jumper's Rune (300 CP): Because of your unique nature this world can offer you an equally singular opportunity. By purchasing this option, you agree to sacrifice a single magical spell you personally possess. Which spell is entirely up to you but you will permanently lose the ability to cast it. That spell will be infused entirely into a brand new True Rune. It will gain a personality shaped around the characteristics of the spell, one that may not turn out exactly how you wish, but it will be loyal to you.

In the beginning, your True Rune will only have the ability to cast the spell you imbued into it. Given an extended period of time and practice it will gain new spells related to its core spell. What exactly those spells are depends on the personality of the True Rune, its core spell, and your interactions with it.

True Runes (500 CP) [Limit 1]

These are no simple Runes to be taken on a whim and bent to your will. True Runes are pure fragments of the reality of this world. They have a will and consciousness all of their own. Their power is such that they can influence the world around themselves with no obvious effort or flashy spell on their part. By choosing one of these paths, you will be binding yourself to the fate of this world in a similar manner as the True Runes themselves are. You will not remain locked to this world, for you are a Jumper after all, but to allow you these options you will be dropped into specific moments in history. Each will drastically alter the details of your past in this world and, quite possibly, your future in others.

Soul Eater

This True Rune was supposed to be worn by Tir McDohl who would eventually become the leader of the Liberation Army. By choosing this option you will take his place, either as the true child of Teo McDohl (should you be a human) or as an adopted one (should you belong to any other race). The exact details of your past will conform to this alteration and ensure you are in place to receive the True Rune from its previous owner.

Soul Eater represents life and death in this world. To a mortal, it could be considered one of the most powerful due to the sheer destructiveness of the magic it can unleash. It is a quiet consciousness that prefers to manipulate the strings of fate without comment. Its influence is subtle and even the bearers will have a hard time feeling its pull. However, those who bear Soul Eater will find themselves placed into positions where death is abundant. And they will discover that their power grows dramatically each time a close, personal friend dies around them. Be wary, for even your other Companions may not be safe from its hungering grasp. You may discover that the power you gain is not worth the curse that comes with it.

Like all True Runes, its bearer does not age from the moment they begin wielding it.



True Wind Rune

This True Rune was supposed to be worn by a young man called Luc with a complicated, unusual past. One that you will now inherit. It is a past of experimentation, an attempt to control the element of Wind itself through the creation of an artificial being. One that failed despite creating you. You will have memories of imprisonment from a very young age. Of dark, of cold, of hunger. But you have since been rescued by the blind seer Leknaat, who has taught you all that she can about the True Wind Rune and magic in general.

The True Wind Rune does not often speak and never without a very good reason. Most often it will communicate through its bearer with visions or dreams rather than verbally. It ensures that its bearer will be nudged, thrust, or even forced into the path of major events in the world. Large scale wars, revolutionary discoveries, and even threats against the world itself will place themselves at the bearer's feet time and time again. It ensures its bearer will not age, but does not guarantee survival.

Its powerful wind magic surpasses even the powerful Cyclone Rune by a margin that must be seen to be believed. Given a competent, mildly powerful bearer, it can allow the summoning of slicing windstorms that can decimate entire squadrons of soldiers in a single blast. Given a particularly clever bearer, one may find it capable of transporting objects, or even people, from one location to another. Perhaps even pulling beasts from the World of Emptiness. Though that may simply be a myth left over from ages past.



Night Rune

The Night Rune is the fragment of reality that allows creatures of the night to exist in the world. Vampires, undead of all stripes, and other eldritch beings could not exist without it. As such, it has the ultimate power to destroy such creatures. In ages past, in a time so distant that even history has forgotten the true story, the Night Rune was bonded to the Star Dragon Sword so it could be used as a direct weapon against such monsters. Stories abound of the Star Dragon Sword appearing throughout history when the world was threatened by the undead.

What isn't written is that by bonding the Night Rune to the Star Dragon Sword, several of the normal attributes of a True Rune were passed along to it. Its bearers are not blessed by agelessness as with the other True Runes. Instead, the sword will never rust, never dull, and never break. The sword has also gained a sapience of its own. A very vocal, demanding one. It will insist that those who carry it lash out against any undead it can detect, even forcing the bearer to strike in cases of hesitation. There are stories of the sword finding a new owner of its own accord if not used to its satisfaction. Which still holds true in your case.

It is unknown what sort of magic could be wielded if the Night Rune were separated from the Star Dragon Sword. If such a thing is even possible. Or what magic could be coaxed out of the Star Dragon Sword by a convincing bearer who was aligned with its purpose in existence.



Drawbacks

Take as many Drawbacks as you dare.

The Stars Gather Again (+0 CP): The current conflict is not the first recorded in this world and it will not be the last. Perhaps you have dipped your hand into the events of the past already. Should this be the case, it will be arranged that your actions and the changes they have wrought will remain in place. Your influence, from the least glance to the mightiest blow, will remain a part of this world's history.

Stating the Obvious (+100 CP): Few people enjoy it when someone repeats a fact blatantly obvious to the entire room. Unfortunately, you seem to have trouble holding your tongue when it comes to blurting out glaring facts. Sudden surprises and turns of events will make your problem more pronounced. Hopefully those around you tolerate your reiterations in good humor.

Just a No Good Low Down Punk (+100 CP): There are those who, for lack of a better term, affect the air of brats. They are rude and a little too outspoken to be tolerated by most people. They tend to annoy those around them merely by opening their mouths and speaking their minds. You are adding one more to the population of punks in this world. Get used to a lot of people calling you one to your face.

Racist! (+100 CP): Most of the races of this world have pretty good reasons for not liking each other. They've all warred against each other at one time or another in the past. But you take things a little bit farther than most. You really don't like people who aren't your race and you'll have difficulty cooperating with them, let alone actually standing to socializing with them. You might be able to overcome this enough to tolerate them, given enough time and plenty of good eggs from the other races. But even then, you're going to drop a lot of subtly racist remarks during dinner.

Boastful (+100 CP): Everyone has to know you're the best at what you do at all times. Are you fast? Not anymore. You're the fastest in the world and everyone needs to know. Are you powerful? Now you're strong enough to roar a lake inside out. Who cares if that doesn't make much sense? You're awesome. And the world really needs to know just how awesome you are. At all times.

Haunted Past (+100 CP): At some point in the past, a great tragedy struck those nearest you. It left you alive and whole but with painful memories. They haunt your mind and mellow your mood even during the happiest of moments. With the tender care of some good friends, you may be able to push past the trauma given enough time.

Gambling Addiction (+100 CP): There's something about the sound of dice clinking into a bowl that really gets your attention. Gambling in this world mostly takes the form of dice games and they have a powerful hold on you. Not that you're good at them. Despite all your practice, all the money you've lost and will lose, you are really bad at gambling of all kinds. But that won't stop you from playing.

Bureaucracy (+200 CP): In any government, bureaucracy taken too far is often used to strangle the rights of people without overtly admitting it. In your case you'll find that the government seems to be inventing reasons to keep you under its thumb. If you're not owning them back taxes, then there's some permit you need that's expired or a travel visa that was just implemented. No matter what you do, you'll find red tape trying to slow you down.

Traitor (+200): At some point in your past you betrayed those nearest and dearest to you. Whatever the reason, the story was sensational enough that most people have heard it. Few people are willing to overlook the reputation that now dogs your heels. Finding acceptance is going to require a lot of proving yourself and hard work.

Picky Recruits (+200 CP): Recruiting for an army at the best of times is a breeze. Recruiting during a war can be something of a pain, especially when you're looking for quality soldiers instead of just arrow fodder. Your attempts to recruit people during your time in this world, no matter the reason, is going to be fraught with complications and requests. Nothing too onerous, but you're going to spend a lot of time on fetch quests if you're trying to put together an army.

Random Battles (+200 CP): The presence of monsters in this world has always been something to contend with. However, as the war nears and the power of the Runes is seen in full use, the monsters will become ever more agitated. They'll begin lashing out at travellers and even small towns. Almost as if they're looking for something. Or someone. Specifically, you. You're going to have to deal with monster attacks being a daily part of your life.

Horrors of War (+300 CP): Armies clashing might not seem like a big deal from the back lines, but few wars are pretty or noble affairs despite how the histories dress it up afterward. You're going to see the horror of bowels ripped open, arms severed, and even the gruesome aftermath of Rune Magic firsthand during your time here. Each instance will rip at your mind like a raw, fresh wound despite what mental defenses you may have built up against such trauma. Hopefully you have some good friends to see you through the nightmares.

Bride of the Necrolord (+300 CP, Requires Companion): Okay, this is really bad. The Necrolord, one of the governors of the Scarlet Moon Empire, has stolen away one of your Companions. You must roll randomly to determine which one. Your Companion is now locked up in his castle at the far south-western edge of the Empire. You will need to find your Companion in a tower so large that it takes from sunrise to sunset simply to scale to the highest tower. It has uncounted rooms and secret passageways designed with clever mechanisms and dastardly Rune Magic. Should you fail to rescue them before Necrolord's defeat in three and a half years, your Companion will be lost forever.

Written in the Heavens (+400 CP, Requires Companion): There is a legend in this world that states that in times of great strife, the fates gather together the Stars of Destiny in order to ensure that good prevails. And it is true, in a way, that there is a special kind of magic that surrounds the 108 individuals deemed to be the Stars of Destiny during moments of conflict. However, you will need them for a different reason. One of your Companions, very shortly, will be killed in front of you. And your unique nature will not save them this time. Only by gathering all 108 Stars of Destiny will you be able to resurrect them. Worse still, you will need to ensure they survive until the moment you have gathered them all. One star lost will cause the magic to fail before it ever begins.



Notes:

Some information about Runes

- + Runes are most commonly attached to weapons, the backs of hands, or the forehead.
- + There are exceptions to the above, but they are few and far between.
- + They operate most like magical tattoos and must be applied/removed by trained individuals to prevent injury to the wearer and loss of the Rune's magic.
- + True Runes are all sapient and have been known to nudge events around them to their own ends or meet their individual needs. They rarely, if ever, communicate directly with their bearer. Because of this, they take up a Companion slot.
- + For a List of Runes and their canon powers, I've found the following website to be a reliable source.
 - + [Runes List - Legend](#)

Note 1:

As part of the Gathering Stars perk, you will also receive a Tablet of Stars that will identify Stars of Destiny for you once you meet them. This way you're not just recruiting people and hoping they're the one you want.