

Powder Mage

Introduction

The people of Adro were starving, while King Manhouch and his royal cabal along with the rest of the nobility were living in opulence and decadence. Heavily in debt the king was about to sign over most of his own country to the Kez King Ipille, a man not known for his love of the common people but for his hate of powder mages.

Field Marshal Tamas of the Adran army, a man with a long history with the Adran and Kez' king, along with his cabal of powder mages put an end to this tyranny in a single night. Together they killed almost all of the king's sorcerers, the Privileged of the royal cabal in their sleep, but one powerful unknown Privileged escaped after taking down several of Tamas' men.

Tamas together with his co-conspirators, who's different interests and motives he has to balance as well, he now has to manage to put the king and corrupt aristocrats to the guillotine, bring bread to the starving and lay the foundation of a democratic nation all while defending against royalists and the Kez army knocking on Adro's door.

Tamas will need the help of many people to accomplish his goals and save this small country of Adro, namely the men and women he sent after the dangerous Privileged still on the loose, his estranged war hero son Taniel foremost of them; the brilliant inspector Adamant sent to find out what the ominous words of a dying royal Privileged mean and whether "Kresimirs promise" will doom the nation of Adro.

Where will you fall in all this jumper? Will you help Tamas in his coming campaigns against the royalists and then the Kez? Will you hunt down Privileged with Taniel Two-shot? Will you protect the last surviving heir to the throne of Adro or even claim the throne for yourself? Will you help inspector Adamant uncover the secrets that will lead to the return of a god or will you be the one to pull the strings from the shadows with blackmail and murder?

You will start moments after Tamas killed the Adro royal cabal. You will spend 10 years in this world. Take **1000 choice points (cp)** to help you survive the coming turbulent times

Age and Gender

Roll **3d10 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

The default starting location is Adopest the capital of Adro. You may however freely choose to start at any other country of the Nine or roll for it and let luck decide.

- 1) Rosvel: Not much is known about this country. Rosvelians have features that would be comparable to Asians in our world.
- 2) Brudania: Brudania is home of the powerful Brudania-Gurla Trading Company and a powerful royal cabal. Its patron saint is the two faced god Brude.
- 3) Deliv: The original borders of Deliv were quite small. The country sided with three of the Predeii during the Bleakening, warring with neighbors for several centuries. Rosvel, Brudania, Novi, Adro and Kez, all felt the wrath of the Deliv armies. Those armies took territory from Brudania and Novi to create their modern-day borders, and only a coalition of those countries managed to stop them here. It's patron saint is Deliv. The inhabitants are known for their dark skin.
- 4) Adro: Adro is a modern industrial nation located in the heart of the Nine Nations. It is the oldest nation in the Nine, claiming a heritage that predates the return of Kresimir by almost seven hundred years and borders that have remained more or less consistent during the entire time, largely due to an encircling mountain range. During the Time of Kresimir, it was claimed by the god Adom, who has remained its patron ever since.
- 5) Novi: Novi is located to the east of Adro and to the north of Kez. A neutral country in the conflict between the two and conflict between nations in general. Not much else is known about it other than it apparently being a nice place for holidays.
- 6) Kez: Located to the south of Adro. Its inhabitants are referred to as the Kez. Its ruler at the time of Tamas' coup is King Ipille II, a man who ordered the capture and death of Tamas' wife Erika for helping the persecuted Kez Powder mages escape. Kez is the biggest and most populated country in the

Nine with a strict absolute monarchy. The people are little more than serfs and peasants with the royal cabal and nobles holding all power and wealth.

- 7) Unice: Not much is known about this country.
- 8) Starland: Not much is known about this country.
- 9) Bakashka: Bakashka is one of the Nine Nations in its southeast corner. Perhaps the least industrialized nations out of all the Nine, Bakashka still practices slavery with most of the population owned by royal households. Known for being the first of the Nine to start off the colonization of Gurla in their invasion of the southern portion of the continent in 1405AK, Bakashka still holds large stretches of Gurla to this day.

Backgrounds

Drop in (free): You enter this world as an unknown. You have no history in this world. How you arrived here I will leave to you, whether you were summoned or merely appeared.

Soldier (100): You are a soldier in one of the great armies of this time. You may be a common soldier wearing the Adran blues or a general commanding the Kez grand army. This will be decided by your future purchases. This is a turbulent and bloody time and many soldiers won't see the end of the coming conflicts, but a talented soldier might turn the tide in many fateful battles.

Noble (200): You may be one of the few nobles left in Adro after Tamas' coup or you may be one of the great nobles of a different nation, a great man of the clergy or even a royal cabal Privileged. In any case you've had an extensive education in politics, the way of the court and even martial matters. You may be the one person to reestablish the nobility in Adro again and quell the spark of revolution threatening noble houses all over the Nine, or you might be someone not quite so opposed to Tamas' goals. In any case you are a wealthy and influential person and whom you decide to back and what you decide to do will have quite some consequences.

Crime lord (200): You are a great boss of the underground. Someone who runs several illegal enterprises and may hold an entire city in his palms. You live in the shadows, hidden behind a fake life and false or second identity, pulling the strings for your own ends or maybe even the good of your country.

Inspector (free): You may have been an old police officer or you've always been a private investigator. In any case you're a talented detective and investigator for hire. Before Tamas' coup you've been mostly hired by nobles to spy on political enemies and spouses. Now your investigative work may become more interesting...and dangerous

Servant (free): You might be a laundress, a secretary, a bodyguard or something similar. You're a servant, hired by a noble, high ranking military man, a criminal or some detective. In any case your life so far has been one mainly of servitude, laboring away your master. This

may be the life you choose to continue or you might discover that you're chosen for something bigger.

Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

Drop in

Big (100): You're a big guy. You tower over most people and if you want you may also have some girth to you. You are impressively strong even without supernatural powers and despite your potential pacifism an imposing figure.

Likeable (200): You are a very very likeable guy, not only because of the nice and useful things you do for people, but simply because of your benevolent charisma. Everyone loves you and wants to protect you as best as they can, not only from bodily harm but also from intrigue etc. People will spend their considerable time and influence to keep you safe from those who wish you ill.

Cult Leader (400): Due to your actions and claims or even some prophecies or rumors of your potential godhood, people amass around you as loyal followers and believers. Whatever grand claims you make will find some open ears and hearts and should you even show some signs of divinity or even great power you are assured to amass a giant cult following even rivaling the Kresim church in due time. This can be helpful if you do want to found a religion but you should be aware that it will also be very dangerous amassing following this way.

Lord of the golden chefs (600): To call you an outstanding chef would be an understatement. The golden chefs only employ true geniuses of the craft and as their Lord you can with certainty call yourself the best chef in all the Nine, maybe even the whole world. Rich aristocrats and merchants would pay ungodly sums to just cook for them one evening. The smells produced in your kitchen can make the most hardened soldier's knees weak and their stomach grumble. You produce the best of the best in terms of food with both cheap and exclusive ingredients. You can manage a kitchen staff like a master orchestrator and can churn out incredible masses of the most delicious food you can imagine.

Soldier

Model soldier (100): Among the troops, you're well known and well liked and you are considered to be the perfect all round soldier. You can shoot, box, ride, and play cards and billiards. You are well trained, fit and mentally alert. An everyman as far as soldiers are concerned.

Tough son of a gun (200): You currently are or were a member of the Adran mountainwatch. The mountainwatch simultaneously serves as the first line of defense

against attacks on Adran borders as well as a kind of penal legion. The watch houses the most brutal and criminal scum in Adro who are all whipped into shape and order by harsh military discipline. As a member of this “esteemed” group you are one of the toughest soldiers around. You are an experienced mountain fighter with surprising stamina and drinking fortitude. You can take a lot of beating as well as dish it out. Due to your training you also know how to deal with chaotic, disorganised and violent troops, being able to quickly whip them into shape. If taken with another background it will atleast assume that you've had some real rough upbringing and that you're capable of handling yourself in the presence of degenerates.

One Shot (400): You are a born sharp shooter. Even with the pretty unreliable flintlock muskets and pistols it is almost impossible for you to miss. Your hand is steady even in the most brutal fighting. You can load a rifle with incredible speed and handle several pistols simultaneously with ease. The bullet is merely an extension of your mind to you and your mind always finds its target. Without being a powder mage this perk won't give you any supernatural ability to make impossible shots, but should you be one then only Taniel Two-Shot would be considered your equal.

The great tactician (600): You're as much of a genius on the battlefield as Field Marshal Tamas or general Westeven. You continually defeat larger and stronger enemies with brilliant tactics, constantly outmaneuvering them and leading them into traps so well conceived and hidden that your enemies won't know whether to blame you or bad luck. Naturally you almost never fall for the traps the enemy has laid out for you. It would take traitors in your tightest circle to have you make a serious blunder on the battlefield. You read the ebbs and flows of a battle like others read books. You could fight an entire battle against a larger force without even being there simply by having every single action and movement planned ahead during the night before battle and having instructions meticulously written down for your commanders to enact...and soundly win.

Noble

Fencing master of Adro (100): Although it is the age of the gun, the sword still hasn't lost its importance. Close combat is still an important aspect of every battle. You are the fencing master of Adro and no one can match you with the sword, rapier or saber. Quick and agile on your feet you know everything there is to know about fencing. Every attack, every counter, every feint. You can dispatch most professional fighters in seconds, while true master fencers will see themselves hard pressed by you, as you learn their style in moments and adapt your style a second later to defeat them.

Heir to the throne (200): You are definetly not just some minor noble. You are an actual heir to the throne. What throne that may be depends on your starting location. You may be a heir simply because you are the last surviving member or a great aristocrat purge or you may be the son of some king yourself. Your claim even holds true in face of some clear “influence” on the current king's death. In future worlds you will always assume a similar role as a direct heir of a king or some equivalently powerful person.

Competent subjects (400): The quality of the Kez army suffered heavily from a system of promotions solely based on noble blood instead of talent or genius. While their superior numbers made this a relatively minor problem until the arrival of Tamas showed that you can't just leave the fate of a nation in the hands of idiots. Your lieutenants and the others who enact your will are highly competent, motivated and talented. Whatever system you impose on your army or other organizations, whether a true aristocracy, meritocracy or something else, the best people for the position will always occupy it for some reason, letting you savely delegate with a clear consciousness.

Anti-revolution (600): The world is changing, jumper. Tama's revolution is just the start. Soon the spark of democracy will ignite the powder keg that is the starving masses. The era of kings and gods draws its final breaths. Except for you. The era of jumper is just beginning. Whether your enemies kill themselves in internal squabbles, whether you hold such a tight fist around your population that no one dares raise his hand against you, whether your spy network is just too good for your loyal subjects too well prepared, revolution around you simply doesn't happen. You will be safe against coups like Tama's coup that killed king Manchouch or the Kez coup in the end that killed Ipille. Sure you may be defeated on the battlefield, but you will never be dethroned, never be dragged through the streets and put to the guillotine. Your right to rule will be untarnished.

Crime lord

Calculating (100): You're a cold and calculating heartless bastard. Human emotions and qualms won't get in the way of your goals. Old friends may still have some soft spot in your heart but not enough so that you won't readily sacrifice them for your purposes. No one can hope to gain power over you with your personal relationships.

Secret identity (200): It's surprising how well you can keep a secret identity and hide a whole underground operation despite the millions of krana flowing through your hands and hundreds of people secretly employed by you. Due to you running a very tight ship around your "business" you'll have loyal tight lipped employees and hardly any leads to any of your operations. Your operations and your identity will remain in the shadows for a long time.

The Accountant (400): The flow of money will tell you a lot. It will tell you a lot about a person, a business, a country or even the future. You're an expert businessman and accountant. Mercantile enterprises and even countries will thrive under your lead and you read numbers and the flow of money without any mental effort. Through your tightly kept accounting books you will know whether a person will be broke in 10 years or a millionaire. It will tell you who has been hiding secrets and who is being forced to do things against their will. The numbers never lie.

Guiding Hand (600): You are the man behind it all. The man in the shadows, the spider, the great manipulator. You know how to run an extensive network of spies, operators, messengers and agents. You can read and manipulate the flow of information like it would be a child's game. Through your influence you can orchestrate an entire war and play the leaders against each other, rig an election, push other crime lords as well as legitimate

merchants from their businesses and take over a country through your slow but constant influence. With enough time and resources you could even unite the Nine.

Inspector

Family man (100): Your job isn't the best to be a family man. Irregular hours, low pay and high risk, for you and your family. This perk will ensure that your family/close friends and companions at least will always find a true safe space where they can hide away, with no one able to find them. You aren't safe however and your family members may blow their cover due to their own reasons, like worry about you, but other than you taking specific drawbacks you won't have to worry about people using your family to get to you.

I know someone (200): You always "have a guy" and "know a guy", people who owe you favours or are simply your friends in various avenues. Experts in their fields or simply people of influence or with access to information you need. You also tend to accumulate the favour of powerful people under whose protection you can carry out your investigations to your liking. No door will be unlocked for you and people will be compelled to answer your questions honestly, else they draw the ire of your protector.

Lucky break (400): More often than not the investigative business relies on luck. Luck to find the right clue, luck to be at the right place at the right time, luck to ask the right person the right question and luck to survive the attacks of people who don't want their secrets discovered. You have that luck now. Enough of it that even an old inspector would survive a giant web of conspiracy and attacks of henchmen, agents and gods.

Detective (600): Even without a perfect memory you're the perfect detective. With years of experience you have a reliable gut feeling in most situations. You know where to look and how to look for clues. You know how to best extract information from people and how to keep them clueless as to what they've revealed to you. Once you pick up a lead you are likely to be able to follow it to the very end. Conspiracies and secret identities unravel under your inquisitive gaze and missing people will be found.

Servant

Bare Knuckle champ (100): You are an experienced and talented bare knuckle fighter. Completely unbeatable as a young man and still frighteningly powerful as an old fighter. The amount of punches you can take is staggering and your powerful and well placed strikes will feel even the strongest mortal men. You may choose whether you want to look like an imposing fighter or not.

Hiding in plain sight (200): If you don't want to draw attention you won't. People will constantly underestimate you and ignore you as a potential threat. Enemies will turn their back on you because they don't expect any real attack coming from you. After all, who would believe that a mere laundress or a simple secretary is actually a deadly force?

Raw talent (400): You have the pure natural talent and aptitude that Nila and Ka Poel have for sorcery. If you were a Privileged you could go from barely being able to produce a flame on your palm to torching an entire battalion of soldiers with just a minute of experimentation. If you were a bone- eye of adequate power you could figure out a completely new technique within a day of how to bind a god and leave him comatose using a wax doll and a wooden cage as well as a technique of stripping someone of their life essence to bring back someone from a comatose state. While other people who have tried experimenting with something as dangerous as reaching into the else tend to die horrific deaths, you seem to completely avoid the downsides and dangers of sorcery and learn, improve and adapt in an extremely short time. This perk can be applied to other fields as well, such as hand to hand combat or technical innovation and not just sorcery.

Fontain Academy Alumni (600): You've had the privilege to have been educated by the Fontain Academy in Starland. The academy is a very exclusive and secretive place. Of every thousand students they have, only one graduates and you are now one of them. Every day for twenty years you've endured eighteen hours of work. Training of every sort: martial, sexual, memory retention, etiquette, mathematics, science, politics, philosophy and so on. You've been exposed to every school of thought in the known world. You are a perfect servant and a perfect human being in the sense that you are ridiculously hypercompetent in most human enterprises and highly skilled in most things a human can be skilled in, with one specific area of expertise. An alumni of this school can be expected to run a huge organization extremely efficiently, charm the nobility with their wit, escape heavy bonds and swiftly kill a troop of armed men with bound hands or even disable a few powdermages in a powder trance all while looking nice and proper.

Due to the exclusivity of the academy and the rigors of your education, rich clients from all over the nine are willing to pay 30 million krana, just to purchase your services. Now normally you would be forced to enter a contract binding you fully and totally to one person for the next 30 years. Contract breakers will be hunted down by the academy itself. You however get a choice of either being a servant to a person of your choice for the next 10 years or complete freedom in your actions, being a servant to no one for an extra +100 cp

Items

100 cp items are free and the rest are 50% off for the listed backgrounds

Drop in

Mask (100): You get a beautifully crafted mask that hides your identity completely, even from those that look for other signs of recognition, beside your face. People won't simply ignore you, as you're clearly a person trying to hide his identity, which is always suspicious and intriguing, but they will have a surprisingly hard time guessing who you really are.

Kitchen and staff (200): You get a giant kitchen full of the best kitchen appliances the Nine can produce with a permanently fully stocked pantry as well as a staff of competent and

enthusiastic chefs. Should you be a talented chef yourself, they will let you take the lead in the kitchen, creating wonders, or should you rather prefer to be served, they will still produce good high quality dishes.

Demon's Carbuncles (400): Those stones and their embedded spell were created by Kresimir himself. You get 12 rubies, called the demon's carbuncles. These gems put a gaes on anyone you give those rubies too, giving them an extreme compulsion to avenge your death within a year, else they die as well. This will be a good incentive for people to a) protect you at all cost and b) not kill you themselves. Those stones can't be removed from the person after you give it to them. The gaes can also be transferred to other persons, so that the people with the rubies feel compelled to protect someone else beside you, should you wish it to be that way.

Place of power (600) : A place like the colosseum at Kresim Kurga, a place that once served to summon a god. The sorcery of this event still clings heavily on this place and as a result it enhances and channels all spells that are cast within its confines. While the first time the god was summoned it required several Predii, ancient powerful sorcerers, working together, casting a summoning in this place a second time only required a single one together with some normal privileged. This place can be integrated into your warehouse or inserted into new settings at a place of your choosing and should you be a powerful sorcerer it can be used to enhance your spells several fold to reach the stars and summon a god. This item can be either fused with your warehouse after the jump or insert itself in whatever fitting location in a new setting.

Soldier

Hounds (100): You get 2 loyal hounds. They're big, intelligent and expertly trained dogs. Both were trained to track your scent, which might come in handy if you were to be kidnapped and hidden. You may freely choose the exact type of breed and their overall looks, but they will always be especially healthy and strong specimens.

Perfect rifle (200): Made by the great and famous gunsmith Hrusch himself. It's awfully long, has a good weight and perfectly fits your respective hands. Rifled bore and a covered pan on the flintlock. Beautiful craftsmanship. Never misfires even in the worst of weather. The true envy of all the soldiers in the Nine. This rifle also comes with a free set of duelling pistols made by Hrusch's son.

-100 for an extra 100cp this rifle will be upgraded into a M1865 Spencer repeating rifle and your duelling pistols turn into original Colt revolvers.

Powder and bullets (400): You'll get two powder horns or the equivalent amount in prepackaged charges as well as a whole bag of bullets. Both will be filled up again within a day. You will see that this is an incredibly valuable set of items in a very short time. (Just don't sniff too much of the powder, ok?)

-100 for an extra 100cp those bullets and powder will be transformed into modern cartridges. (You will get this upgrade for free if you have already purchased the repeating rifle upgrade to the perfect rifle item)

Brigade (600) Congratulations soldier, you've just been promoted to Colonel and you'll get your own command of an entire infantry brigade of 3500 men. All of your men are hardened veterans, well equipped and well trained. They'll follow your command within reason, so you can expect them to follow your orders to a T, but despite being highly loyal they won't outright risk their life if they feel you throw it away senselessly.

-100 Another promotion! to General this time: For this additional 100cp, you get two brigades of infantry, the best of the best, equivalent to the Adrand 7th and 9th brigade and as a bonus an entire powder mage cabal of 6 mages along with a supporting artillery squadron

Noble

Manor (100): An extensive and luxurious manor full of artwork and knickknacks fitting your taste. It comes with its own big staff of servants. It houses several safe rooms as well as secret passages and escape tunnels and despite its distracting opulence can act as quite a sturdy fortress. This item can be either fused with your warehouse after the jump or insert itself in whatever fitting location in a new setting.

Troop of Warden (200) Twenty Warden at your command. These hulking brutes, created by Kez sorcerers, are incredibly hard to take down. They will tear through enemy ranks and create fear and chaos. They can be felled by powerful shots to key areas or many bayonets gutting them, but doing so requires considerable effort and teamwork of an enemy. Not many armies have the discipline to face such monsters with bayonets affixed. Wardens aren't necessarily the smartest bunch. They can communicate well enough, but don't expect complex outmaneuvering the enemy on their part.

-200 for black warden upgrade. Your troop is composed entirely of black wardens. Those were created out of powdermages by Kresimir himself, or some other process, depending on how you change the story. In any case, they are a bit smaller and smarter than your average Warden and they have all the powers of a powder mage, making them near unstoppable while in a powder trance.

Cavalry division (400): You get 2 brigades worth of heavy and light cavalry, cuirassiers and dragoons, for you to command. All of your men are hardened veterans well equipped and well trained. They'll follow your command within reason, so you can expect them to follow your orders to a T, but despite being highly loyal they won't outright risk their life if they feel you throw it away senselessly.

-100 For an additional 100cp you will also get a unit of 6 privileged of royal cabal level. You might as well opt for one, several or all of them to become magebreakers instead, casting a wide net around your brigades that completely snuffs out all sorcery.

Privileged tower (600): A tower standing three stories high, made of wooden beams and sitting upon a sled, with a full team of oxen ready to pull it. Viewed through a third eye you would see a field of colors, a thousand pastels all smeared together and mixed up. The tower glows like a thousand torches. It takes an entire royal cabal constantly weaving wards into the tower for a few weeks. This tower will protect all units near it, in a wide range, from enemy fire. A torrent of artillery fire would just bounce against shimmering sorcery-woven shields. Redstripe ammunition can cut through the tower's shield everywhere but nearest the tower itself. The sorcery is just too strong there, and the redstripes will ping off an invisible shield just as the conventional artillery. Three of those things, made by two royal cabals working together were enough to take down a young and foolish god. Should this tower be lost, stuck, captured or destroyed you'll get a new one within a week.

Crime lord

Blasting oil (100): You get 10 vials of a clear liquid that acts as a very strong explosive. Can't be traced by powdermages and just one of those small vials can blow up a big room full of people, basically the equivalent of around a barrel of gunpowder. It is very shock sensitive, so be careful. They refill each week if used up.

-100 For an extra 100cp it's shock sensitivity is now reduced to you actually throwing it full force or hitting it with equal force. You won't have to worry about dropping it or riding a carriage on a bumpy road.

Servant (200): You have a very loyal and competent servant, similar to the Proprietors Eunuch. This servant can act as your representative as he's well educated in your plans and machinations, but he will never tell any of your secrets not even under torture. This servant can run your businesses for you if you'd wish to.

Underground organization (400): You have an extensive underground organization, similar to the one of the Proprietor. You can be assured that you're the biggest and most powerful illegal organization in a city you start in, but others may start to contest that claim. Your "business" can involve and include anything you can imagine: bareknuckle fights, weapon trade, slave trade, mala trade, extortion, prostitution etc. Despite the extent of your grip on a city, your organization tends to not draw too much attention as all of your operations are extremely efficiently planned and there's hardly ever any slip up. With this you are the true Lord of the underground. This business will insert itself fittingly in new jumps taking up whatever illegal niche would be appropriate in other settings and will always be a powerful and highly profitable business.

Cover business (600): Being a crime lord is fun and all, but you somehow need to explain why you are as wealthy and powerful as you are. Feigning an upstanding citizen you actually have a completely legitimate business that brings you in a lot of money and power, equal to the Brudanian- Gurla trading company. This company would bring you in enough money and power to hire an entire armada of ships to take over a city. Who even needs to work in the underground with that much power? As for the underground organization, this cover business will insert itself fittingly into new settings.

Inspector

Duelling cane (100): A sturdy and stylish duelling cane with a hidden sword inside, which can be released with a simple twist of the head. Can't be lost and will be replaced within a day of it breaking or being damaged severely

Set of disguises (200): You have an entire wardrobe full of comfortable, fitting and most importantly convincing disguises as well as fake identifications and letters of entry. Go wherever you want and hide wherever you want.

Open checkbook (400): You have carte blanche when it comes to spending as long as it is for your investigation: Cab fare, housing and food, bribes...Spend as much of Tamas' money as needed, within reason at least. In future settings you will have other anonymous sponsors that will give you money over hidden channels for as long as you spend it in the pursuit of some investigative work of some kind, though the details will be up to you.

Protection (600): Your investigative work certainly isn't without danger. For that purpose you'll get 15 riflejacks, the best soldiers there are in the Ardan army (or their equivalent) and a personal bodyguard, a reliable friend and fighter and overall imposing figure.

Servant

Knife (100): A long sleek stiletto, which can be easily hidden and easily drawn. Sharp and deadly.

Satchel of holding (200): This satchel has some truly weird enchantment placed on it. With it becoming no heavier than a normally packed satchel it can hold incredible amounts of items, enough for thousands of wax dolls, should you need them for some reason. You can immediately draw out whatever you want, despite how packed it may become.

Redstripe ammunition (400): You get a bag full of magic breaking bullets. They tear through magic and magic wards and burn sorcerers and sorcerous beings on the touch. They will always fit into whatever type of gun you put them in. You get 50 of them which will be replaced every week.

Wax and blood (600): You get a strand of hair/blood sample of 1 target of your choice per jump as well as a perfect wax doll replica of that target. With this doll and the sample you will be in total control of that target's body and actions as long as that target isn't far far more powerful than you are. You may even compel them silently from afar acting as a hidden agent of yours and extract information from their mind.

Companions

Canon companion (variable): Normal humans cost 50cp, powdermages, bone eyes and privileged 200cp, Predii and special bone eyes like Ka Poel 400cp and gods 800cp

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate up to 1000cp in total

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Jumper the two-faced (400): In exchange for your shadow you will gain a twin. This twin will always have your best interest in mind, but is otherwise a person of their own. Your twin will get a copy of every power and ability you possess.

Connection to the Else

Sorcerous/magic powers

General

Third eye (free): See into the Else and see the different auras, letting you see the touch of magic on the world. Different colors correspond to different types of magic and spells and the luminosity around objects or people tells you something about their respective connection to the Else and how much power they gain from it. Opening your 3rd eye can be nauseating at first, but it let's you see a gray and white version of the world colored only by magic. This can also help you see a bit clearer in fog and sometimes in the dark.

Basic training (free): You have some basic training with the magic purchased later down the line. Nothing that makes you automatically extremely skilled, but enough so that you don't just blow yourself up the first time you try to summon fire as a Privileged for example.

Special ability (100): You have one special unexplained ability that makes you stand out from amongst the rest of your peers in regards to your connection to the Else. Something that gives you a huge advantage when using your powers. Examples of that would be Privileged Nilas ability to reach into the Else without the need of gloves, something only the gods can normally do and not even Predii as well as Powdermage Vlora's ability to detect and ignite gunpowder from almost 2 miles distance, much farther away than any other known powder mage, even including Taniel after his enhancement.

Special talent (100): You have one special talent that makes you stand out from amongst the rest of your peers in regards to your mastery of the Else. This isn't something that may

be completely unique to you, but in any case this talent will be rare and valuable. Examples of this include Powdermage Tamas' mastery of accurately shooting bullets around sharp corners, Powdermage Taniel Two-shot's ability to have two bullets flying at the same time and hitting independent targets, Privileged Louries talent regarding the combination of the elements of earth and fire letting her conjure compressed molten matter out of the Else and shooting terrifying iron-like rods that are constantly giving off an extreme heat and the rare Privileged ability to have Aether be the strongest ability they're able to manipulate, resulting in powerful healing, biological manipulation, lighting creation and other things related to creating and destroying bonds.

Can be taken multiple times.

Mastery (100): You've had several years or even decades worth of high quality training and maybe even experience on the battlefield when it comes to using your powers. You are an expert when it comes to applying your sorcery and supernatural powers in the most subtle and controlled way. The traps you lay with your magic will be superb, your wards stronger and your control over your magic just an impressive and beautiful sight to behold.

Inexperienced (+100): You've just discovered your sorcery and you've had literally no experience using it. For some forms of sorcery this might be very dangerous as experimenting on your own, without a proper guide could be harmful or lethal. You'll get an additional +100 cp for taking this drawback. This doesn't count against the general drawback limit.

Powerful (300): Whether you are a result of the natural evolution like Privileged Nila, a result of being enhanced through sorcerous forces clashing, such as the fury of a god and the protective wards of a bone-eye like Powder mage Taniel, just some mysterious being like the extremely powerful bone eye Ka-Poel or through some other means like amassing power over time by killing your siblings like the god Brude, you are now far stronger than you normally should be given your other purchases in this section. Just by being born this way Nila was considered to be the strongest Privileged had seen in 600 years, Brude made his brother god Adom fear for his life the Nine, Ka Poel was the single most powerful bone eye ever and Taniel was steeled and enhanced through his experience in a way that the god Adom considered him a Predii equivalent of a Powder mage.

This purchase will give you a straight power boost to all your sorcerous abilities purchased here and enhance some abilities of yours but not really grant you new abilities or techniques.

-300 For an extra 300cp this power boost will be applied to all magic and sorcery you have or will gain from outside this setting.

Type of Magic

Here you can choose how your connection to the Else manifests

only pick **ONE**

Knacked (100): Knacked are the weakest and the most common magic users. As the name suggests they are especially talented in regard to one single ability even supernaturally so, giving them a knack. Otherwise they are normal human beings. Examples of knacks include: minor telekinesis used to open locks and doors; no need to sleep ever; perfect memory and recall; always knowing when people lie; eating more food than 100 men in a day or nothing for weeks; have a sense of smell more keen than a bloodhound; heal people better than even a privileged; instinctively process complex calculations etc. You may choose one singular ability, talent or aspect that will be turned up to supernatural levels.

Warden (200): While not sorcerers themselves, Wardens are a product of sorcery. These disfigured brutes are a creation of the Kez royal cabal and their answer to the threat of powdermages. You're now one of them. You're a very tall hulking hunchback with elongated arms. You are very fast, strong and most importantly though. Can take serious punishment and tank several shots thanks to altered physiology such as a heart protected by a dense bone encasing and a tendency to not bleed out very easily. You can still be brought down with much force.

-300 **black warden**: You are a powder mage turned warden, by Kresimir himself or an equally powerful sorcerer. You're smaller than normal wardens, but even faster, tougher and stronger due to you being able to use the abilities of a powder mage. You can ingest gunpowder and go into a powdertrance, heightening your physical attributes significantly to a degree that you could outpace a racing horse and simply jump over a city wall. You can ignite or suppress the ignition of gunpowder for 300 yards around you and sorcery in general can't take a hold of you easily.

Powder Mage (300): You are now one of the Powder Mages, also called the Marked. Powder mages have multiple abilities related to gunpowder. They can sense the location and exact amount of blackpowder for up to 300 feet, and can ignite that blackpowder with a thought at a distance, or stop the powder from igniting. They can redirect the energy of ignited blackpowder for various effects such as giving more power to a single bullet to let it fly farther or penetrate deeper, but also to influence bullets mid-flight, giving it more power again to shoot farther, nudge or completely redirect them. A trained powder mage will be expected to put a bullet clean through a Privileged's head at a 1 mile distance. Energy from blackpowder reactions can also be channeled into objects other than bullets, like an enemy's arm, shattering it. Highly trained powder mages can easily channel and guide the energy of a whole barrel of blackpowder and in extreme situations even of 5 barrels. After Ingesting or snorting blackpowder, mages enter a so-called "powder trance" where they become far tougher, stronger, faster, more pain resistant and more alert with greatly enhanced senses. Beware of consuming too much powder for a longer period of time, since this is very dangerous. Blackpowder is highly addictive for powder mages. After too much powder a Marked can go powder blind. Going powder blind could see any of the mages dizzy, disoriented,unconscious, powerless or even dead. Another word of caution: Gold in your blood makes you lose your power as long as it remains in there, a fact used by enemies to subdue mages.

Modern propellant -100cp: For an extra 100cp these abilities will also work with modern gunpowder and other propellants you may find in other settings and not just black powder

Privileged (300) Privileged are the standard types of real sorcerers you will find in this world. They can accomplish all kinds of magic feats by manipulating the Else. They reach with one hand into the Else and pull raw magic out and use the other hand to manipulate it for various effects, most commonly to create and manipulate the 5 elements: Fire, Water, Earth, Air and Aether and most matter that is composed of those elements in various ways like creating and casting fireballs, storms and ice shards, throwing boulders, call down lightning and erecting force fields of hardened air, but they can also to create minor illusions (looking like someone else or making fake fire) create powerful wards, enchantments and fields, on rare occasions heal people and twist biology to create monsters like the Wardens etc. Most Privileged are limited in their range and most of their spells have a range of less than a half mile. Privileged are allergic to gunpowder and unable to see gunpowder with the third eye, or manipulate it in any way. If you look with your third eye a knacked is a lantern a Privileged is a bonfire. You will get a set of Privileged gloves, which will never break, burn or get lost for free. You will need this to cast magic, else your hands will burn from the inside out when reaching into the Else.

Royal cabal -100 cp: For an additional 100cp you are now one of the members of a royal cabal of Privileged or at least you are at their level of power. Whether you're like Bo, one of the last survivors of the Adro royal cabal or from somewhere else. You hold great power, literally and politically, being the closest advisors to kings and being treated with higher esteem than most nobles. In terms of sorcery you can cut a whole house facade with a blade of air, fire and defend against powerful gusts of flame that can melt through stone, levitate and fling rocks as big as a house, rip of the arms of humans and twist their necks with a flick of your wrist and so on. More importantly than raw magic might be sorcerous knowledge cabal members have access to.

Predii -500: Pay an extra 500cp and you're one of the Predii. The Predii are ancient Privileged, agelessly immortal and immune to disease. They can do all a privileged can do but are far more powerful and can be considered demigods in their own right. With a movement of their hand they can incinerate a building, cut down a tower with a blade of air, move more dirt than a hundred men could move a day, explode people into ribbons, push an entire crowd away with walls of hardened air and explode a whole city block without breaking a sweat. Predii can change their shape, even assuming animal forms and create compelling illusions. A Predii outclasses even royal cabal members so much that they can pretty much tear through wards and traps erected over a week and brush their spells aside mostly ignored. They can even overpower an average magebreaker, ignoring their anti-magic and melt them if they wanted to. Not only can they dish it out, but they can take an incredible amount of damage, if someone even manages to get through their wards that protect them from even normal musket fire while unprepared. They could recover and heal from things like being impaled and shot several times through the head with high speed bullets as well as burned alive and fall down a mountain cliff. Of course, due to their

age and being the one who summoned the god Kresimir the first time they know many ancient secrets regarding sorcery and more. They can channel the aura of stars and planets, so that special astronomical events such as a solstice greatly enhances their spells

Gain “mastery” for free

Magebreaker (varying): A magebreaker is a Privileged who forsook his connection to the Else and gave up his incredible power to cast magic in order to become the opposite: something immune to magic. Magic fire won't harm you, magic gusts of wind will leave you standing and you can see through illusions and step through wards. In close proximity you can shut off the connection of a Privileged to the Else entirely, making them unable to cast magic. Whatever level of Privileged power you've purchased, can be converted into being a magebreaker by giving up your magic out of your own free will. A magebreaker seems to be slightly stronger than the level of Privileged they were before. A subpar Privileged becoming a magebreaker would be immune to the magic of even a royal cabal member. A Peredii would still be able to get past that, so you're lucky there's not many left. Powerful Magebreakers, like the gurlish wolf who had been a royal cabal level Privileged before forsaking his magic can cast a net of nullifying power over a wide area, completely rendering his entire company of dragoons and crussairs immune to enemy magic and shutting down the abilities of enemy sorcerers.

Bone eye (300): Your sorcery is....different. It is magic of blood and flesh and hair and magic of wax. Bone eye sorcery is only known in the Dynize empire, an ancient empire that hasn't opened its borders to any outsider for 100 years. With a drop of someone's blood or some other piece of them like a hair and a little wax you can create powerful voodoo dolls and it's associated magics allowing you to squash opponents, setting them on fire, tearing their limbs... but also controlling their movements at a distance. You are capable of taking command of several dozen or even hundreds of wax dolls/people, depending on your power, have them dance and float before you and control the movements to the smallest detail (given that you've collected some “samples” of the individuals you control). This will also work on black warden and Privileged, though the greater the difference in power between you and other sorcerers and sorcerous beings, the harder it will be to take control. You also have quite a powerful warding ability. With time and your blood infused with your life force you can apply incredibly effective and tight wards around a person, enough to keep someone safe from most sorcerous attacks, although that depends on the specific power compared to yours. Using your blood infused with your life force as well as some sacrificial offerings, be they animal or human, you can also create redstripe ammunition among other sorcery breaking items, tearing through most Privileged wards. You're able to track people over vast distances with minor clues like a strand of hair.

The drawbacks to this amazing power are quite clear: You're still a normal human and have no protection against mundane attacks. And while you, your wards and your magic are an anathema to other sorcery, unraveling it and tearing through wards, you require a bit of another person in order to affect them in any way, though some “samples” work better than

others, blood being the best to work with. People far more powerful than you (in a magic sense or general) may be impossible for you to enslave and trying to do so may even cause some backlash.

God (1600): Ok, you're not THE god, but you're a god, or you once were at least. The church would call you a saint and in truth you're neither god nor saint, but a very old and powerful sorcerer. If feeling a Privileged do magic was like the heat of a candle, your magic is as if standing in a smith's furnace, although you will be able to just hide your appearance in the Else from others, looking like a mundane humans through the 3rd eye or just a Knacked. You're as old as Kresimir and one of his siblings in power. Gods were the first powerful privileged to walk the earth, when humans still lived in mud huts. They ascended to godhood and later formed the Nine, giving them their names. Gods are powerful magic users that can use their abilities in incredible ways that leave you wondering what those abilities have to do with the 5 elements.

The god Adom could for example create enough delicious food out of thin air to feed all of Adopest, a city of more than a million, for an entire week long festival while infusing the food with his magic and weaving a giant spell that lifts the spirits of everyone and makes them come closer together as a people. He could also just vanish people into nothingness at will. Able to heal serious wounds in an instant. Hide an entire army until the moment of attack, control the weather, make people temporarily invisible, see vaguely into the future and have great awareness of what's happening in a wide range around him. The god Kresimir, the more...aggressive of the brothers, was shown to be able to easily telekinetically move an entire lake worth of water and level a mountain after being hurt by a red stripe bullet. Gods can also bridge space in an instant, appearing wherever they want or travel through space, see a bit into the mind of others, even gods.

Your wards around you will make you almost impossible to kill. Knives will bend on your skin, cannon balls will shatter on you and leave you standing where you are, taking two of Ka-Poels red stripe bullets through the eye and heart and the explosion of a mountaintop won't kill you. Should you occupy not your original ageless body, but choose to have been reincarnated in a normal human body like Adom, your mortal vessel could die or be killed, but your spirit would just enter a new adequate vessel of your choosing.

Gods are not only extremely powerful sorcerers, they are also extremely talented and knowledgeable in it: a complex spell that would take a mortal privileged a week or a month to figure out only takes a god mere moments or minutes.

Gods CAN be harmed and killed however: Enough sorcery would even overwhelm a god. Kresimir was able to open a direct connection to the Else, letting sorcery into reality as bright as a thousand suns, enough to consume and destroy Adom's mortal shell. The blood of a god can be used to bind them into a comatose state or control them through application of Bone eye magic by a very powerful practitioner. Ward breaking items from a powerful bone eye like red stripes, bone eye enchanted baionnettes etc. can harm and kill a god permanently.

Gain "mastery" for free.

Drawbacks

gain 1000 cp max. through drawbacks

Sniff! (+100): You're addicted to snorting gunpowder and you simply can't shake your addiction. Without it your limbs will shake and you'll have bouts of cold sweat and nausea. If you're a powder mage, this might be very dangerous. If you're not one, then it's just plain stupid.

+100 for an extra 100 you get a mala addiction on top of it. While gunpowder acts more like a stimulant, mala is clearly an opiate, making you sleep and forget large passages of time. A destructive and expensive addiction

Mad +100: You're mad and think you're some reincarnated god or something. No one will believe you of course. Should you actually be a god, no one will believe you despite proving without a doubt that you are. Whether you are one or not, you feel compelled to tell everyone that you're actually a god, only to be ridiculed and not be taken seriously

+100 Well, you're actually locked up in a Madhouse. Should you escape you will be hunted down by the staff.

Mute +100: You can't talk and not even laugh or make any other sounds with your voice. Sure you can be very expressive with your gesticulations, but official sign language isn't a thing here, sorry.

Celibate +100: You have to stay celibate for your whole stay. This may be part of a punishment by Arch-Diocel Charlemund or have some other cause. It's rather cruel that a lot of lightly clothed beautiful people somehow are around you the whole time and orgies just tend to happen.

Lord Vetás attention +200: Lord Vetás thinks that you might be of interest for his master's goals. He'll try to get you to "cooperate" with him. He is a very dangerous and heartless man. Not someone you want to cross.

+200 He now has some or all of your family or friends hostage and sends you pieces of their body if you don't cooperate and do whatever he says. They can't escape on their own.

Lost hand +200 Someone cut off your hand in revenge. Despite any powers or technology you may have, it can't grow back. Can be taken twice.

Demoted +200: You have been demoted due to insubordination. You can never be more than just a regular soldier, a minor noble, a kitchen help, a small-time criminal, a poor inspector or a lowly laundress during this jump.

Hunted +300: You are actively hunted by the entire Adran Powder cabal or the entire Kez Privileged cabal. You can take this drawback twice and they will for some reason start working together hunting you down.

+200 Now even Taniel Two-Shot, his servant bone-eye KaPoel, "Privileged" Julene and magebreaker Gothen have joined the hunt. They are a powerful tag team, having solved their internal conflicts to see you dead.

"Cured" +300 You're cured as the Kez royal cabal would say it. You have had gold implanted in your body and you lose all your supernatural powers because of it, even if you're not a powder mage. This piece of gold can not be removed

+200 This piece of gold will now also cause you constant pain as it scrapes against flesh and bone as you move.

Traitors +300: During your time here you have to suffer constant backstabbing, traitors and betrayal even from your most trusted friends

Kresimirs return +600: Julene succeeded in her goals: Kresimir is resurrected and he wants you dead. He is a powerful and cruel being; far more powerful than all the old Peredii ever were. He has little regard for lesser beings and will use them as mere tools to reach you. Even if you are a god himself he isn't easy to deal with. He'll come for you directly from the start and even bring an entire Kez army to get to you.

Brudal! +600: The god Brude wants you dead. You are directly opposed to his plans and he'll do anything to capture and kill you. He'll start by sending agents, but if they fail he'll come to you himself. Spoiler! → Brude is actually two people. Two siblings both turned god and both having consumed their sister and brother gods, greatly enhancing their power

+300 Brude has learned of your jumper nature after somehow acquiring a drop of your blood. If he captures you he'll kill you and take a part of your power, replacing you on your chain, making you fail yours.

The one eyed jumper +600: Someone shot you with a bullet through the eye. You survived luckily, but now have the bullet stuck in your brain, making you insane with pain and thoughts of revenge, always looking for eye behind the flintlock

Notes

This jump is based on the original Powder mage trilogy by Brian McClellan.

The Else:

The Else is the mysterious dimension from which magic users like Privileged and powder mages draw their power. It is a dimension of limitless pure sorcerous energy. All magic users, including the Knacked, can use their Third Eye to look “into” the Else to some degree, but more accurately what traces the Else leaves in our world. Looking through a 3rd eye will reveal the traces of sorcery, most commonly seen as different colored auras of varying luminosity.

Privileged elemental sorcery:

A Privileged manipulates five different elements within the Else; air, water, fire, earth, and aether. A Privileged's main hand can be used to summon those elements from the Else into our world. Their off-hand is commonly used to direct them, not only the elements summoned into this world, but also the elements as they appear in our world. A Privileged could for example pull giant icicles into reality from the else, but he can also just manipulate existing sources of water like the water in a lake. The Else can be manipulated fully with just one hand, or the off-hand, it's just much harder. Each of the fingers corresponds to one of the elements and determines how strong Privileged are in each element, starting with the forefinger for the strongest, and ending with your thumb as the weakest. What you're strongest in is mainly incidental and, for the purposes of the jump, up to you, except for Aether since this is a very rare element to master. Aether is used to create and destroy bonds between objects and elements, so think of it as an ignition source. It's the spark that starts your sorcery. The ones who are stronger with Aether tend to be healers, as they can knit the bonds between flesh, bone – even blood vessels and brain matter.

Elements can be combined in various different ways: use air to carry a flame anywhere and give it power or combine fire with water to make it behave like liquid fire, combine earth with air to form hardened air that acts as a shield against bullets and so on. With enough strength and mastery (and an affinity for earth and fire) you could even pull rods of compressed molten matter out of the Else, that will behave like hot iron rods that don't lose their heat. Those make for truly terrifying weapons when fired.

With this manipulation of the Else they can also create wards, fields and enchantments, pouring their elemental sorcery into objects and places. Royal cabals were responsible for creating city walls and fortifications that stand strong even against an onslaught of modern canons, old hallways and hidden rooms permanently lit by sorcerous light and so on.

Bone eyes and Ka-Poel: Ka-Poel is an exception to what Bone eyes can do. She is the strongest Bone eye ever although she is completely self taught and thus inexperienced, but she's also the only bone eye appearing in the trilogy so I had to base the whole bone eye power on her and her feats. The second trilogy in the powder mage universe, “gods of blood and powder” explores other bone eyes, and shows some additional feats of that specific sorcery, such as sealing or unsealing sorcerous power with blood and blood sacrifices, extracting information out of the minds of the people you control, remote sensation via the people you control over vast distances, pain inducement and consciousness shifting among other feats. Other dynzie bone eyes you're going to find here will not be as strong as her, probably capable of controlling several hundreds of people at once, but much more experienced.

Gods and godstones: While not mentioned in this trilogy the Gods, while powerful sorcerers in their time didn't become gods of their own. They used the mysterious god stones to ascend. You can go and try to find the godstones and become a god through that. This will likely require some knowledge of the sequel trilogy.

Powerful:

Canon examples of what the power boost of "Powerful" would look like.

Taniel: He had incredible speed, toughness and strength even without the use of gunpowder, enough so that normal humans are basically unable to break his bones or easily knock him out. With powder he was basically a one man army, able to keep up and beat black wardens, even ripping their ribs out with bare hands. His senses were further enhanced, even without the use of powder, he could channel vast amounts of powder energy and his mastery of bullets was bar none.

Nila: She's considered the strongest Privileged in 600 years by royal cabal Privileged Bo. She cooked an entire brigade (3500 men) of Kez soldiers with a giant wave of flames, completely incinerating 3/4th of it to the bones. It did knock her unconscious, but it was still a feat impressive enough for even the royal cabal Privileged Bo. Was strong enough to summon magic despite the heavy influence of the gurlish wolf, the famous powerful magebreaker. While the magebreaker was able to suffocate that magic in close proximity, it is still an impressive feat since the only other characters able to counter a magebreaker through pure strength of sorcery were Predii. Whether Nila isn't as strong as a Predii, but her exact strength is hard to quantify however.

KaPoel: She was a bone eye powerful enough to control thousands of individual soldiers simultaneously and even bind a god and control him. She created wards strong enough to keep someone safe against direct Peredii attacks and most sorcery in general, enough so to resist even the sorcery of a god and break through their own wards being able to punch and bloody them. Same goes for the redstripe ammunition and other redstripe items she created.

Brude: After killing several sister and brother gods and taking part of their power in the process your power has increased immensely. While Adom was willing to fight against Kresimir to protect his country of Ado, a fight Adom lost, he was so scared of Brude's power that he chose to hide away. Just one half of the god Brude would have been able to lift the entire city of Adopest a 100 miles into the air and drop it to the ground and that same half was able to produce sorcery so strong that Ka Poels wards around Taniel were mostly ineffective, the same ones that made Kresimir bleed.

Who are the backgrounds based on?

Drop in: Mihali, Kresimir

Soldier: Tamas, Taniel, Olem, Garvil etc

Noble: Charlemund, King Ipille, Lord Nikslaus, Beon je Ipille, various Priviledged etc.

Crime lord: The Proprietor, Lord Vetas, Lord Claremonte, Lady Cheris

Detective: Adamant

Servant: KaPoel, Nila, SouSmith, Fell

The Nine:



Changelog:

version 1.5: changed some pricing in the “connection to the Else” section and clarified several items, perks and backgrounds better.

-HDManon