



Welcome to the Dark Ages, Jumper.

The Kingdom of Urland, located in what will one day become North Yorkshire, is being menaced by a 400 year old dragon by the name of Vermithrax Pejorative. Twice a year, every year, a lottery is held among all the virgin girls of the kingdom and whosoever is chosen must be sacrificed to the dragon to appease her hunger and wrath for another six months.

There are none left among the people who dare to directly confront the dragon. The bones of those who tried litter the smoking landscape around the entrance of her lair, the grimmest of warnings against such foolishness.

However, there are still those who have the heart and ability to seek help. Tomorrow, a group of villagers will leave in search of the sorcerer Ulrich of Cragganmore. Where steel failed, perhaps his magic will win the day.

But even that paltry attempt will draw resistance from the king who holds the lottery. Cleaving to the pathetic protection that the biannual sacrifice gives the rest of the kingdom, he will send guards after the villagers to dissuade them from interfering with the dragon's meals.

As for the sorcerer himself, he is an old man long past his prime. It is doubtful the sorcerer could even make the journey to the dragon's lair, much less be in any shape to combat the dragon after. Magic is growing more scarce in the world, his apprentice is stronger in body than in the arcane and with the death of Ulrich, there may well be no more sorcerers left in the land.

The next lottery is approaching, the dragon's hunger and wrath only ever grow, and so many people are growing desperate.

This is where you come in.

Take these 1,000 CP to make your purchases and go forth into this grim world for the next ten years.

Origins

Any of these may be taken as a Drop In if you do not wish for the included memories and connections. You can choose your appearance, sex and voice. Bear in mind that the girls and women of this land are currently under a horrible obligation. You can choose your age if you wish or you can roll for it to gain another +100 CP for your stipend.

Villager (FREE) – You are a human resident of Urland, under the rule of King Casiodorus. You are desperate to escape the grip of the dragon, but everyone who has tried to kill her before has failed. Maybe you can be the exception. Roll 3d8 + 10 for your age in years.

Apprentice (FREE) – You are a human apprentice to the sorcerer Ulrich. You do not have full mastery over magic yet, but you can do a few small spells. Your days are rather boring, honestly. The tower is safe, but you might have had enough of safe. The wider world beckons and you want to answer its call. Roll 1d6 + 13 for your age in years.

Warrior (FREE) – In this day and age... actually, in **any** day and age, knowing how to gut someone is a common occupation. You are a human warrior in service to King Casiodorus. This sometimes includes such unpleasant duties as ensuing a human sacrifice goes through. Hey, you knew what the job was when you signed up. Roll 3d8 + 10 for your age in years.

Royalty (100 CP) – You are of royal blood, sibling to Princess Elspeth, and so do not have to worry about the dreadful lottery that those filthy peasants suffer through. Someone, somewhere in your family tree did something that won them a crown and it has been easy living ever since. Well, mostly. There is the occasional war and marriage obligations, but nothing so gauche as becoming a sacrifice... right? Roll 1d8 + 10 for your age in years.

Sorcerer (100 CP) – You are one of the last of the old human loremasters, charged with understanding the higher mysteries, advising those ignorant of such matters and defending the same against things that go bump in the night. You might have an apprentice or two and a servant to keep things tidy, but you largely live a solitary life and that's how you like it. Roll 5d8 + 50 for your age in years.

Dragon (200 CP) – You are no human. You are a dragon, one of the last in all the world. There is no magical beast more terrifying, more awesome and more dreaded than you. Your scales and claws are the equal of any shield and sword, your wings cross the miles at a speed even the swiftest of horses can only dream of and there is no devastation wrought by men that can equal that of your fire breath. Roll 2d10 for your age in decades.

Location

This is where you will start out. You may pick any of the four locations freely or you may roll 1d4 to let fate decide, which will net you an additional +100 CP to spend.

Village – The village that Valerian calls home. The dragon's lair is nearby, as is the king's castle. The people here are beaten down by years of hard living and the cruelty of the bargain they are called to fulfill, but there are a few to be found that are still willing to resist.

Castle – The home and fortress of King Casiodorus and Princess Elspeth. The guard captain Tyrian can be found here as well. The people within these walls do not seem as downtrodden as the common folk outside, possibly because a shockingly small number of the women here have ever been called upon to feed the dragon.

Sorcerer's Tower – Home of the ancient sorcerer Ulrich, his young apprentice Galen and their servant Hodge. This tower is far from any village or town and surrounded by the serenity of nature. Though a bit ramshackle, it still stands tall and holds a modest store of both magical and mundane knowledge and resources within.

Dragon's Lair – The home of Vermithrax Perjorative, the terror of the kingdom. This cave system is thick with smoke and ash. Tunnels riddle the walls and ceiling. At the bottom may be found a burning lake, deeper than one would think. Get ready to run or fight for your life.

Perks

The following are discounted by 50% to those who took the specified origin, with the 100 CP Perks free to their origins. Please note that free is not the same thing as mandatory. Only take what you wish to.

General

- It Sounds Better In Latin [FREE] – Vermithrax Perjorative is more or less The Worm Of Thrace That Makes Everything Worse. It is an ominous, fancy sounding name that would never work outside of anything but a fantasy setting... but maybe it does not have to be that way. From now on, you can take any name or title that you wish and no one will see it as anything unusual. Lord High Creampuff, the Dreadlord of Narnia, Protector of the Care Bears, Slayer of Femto and Watcher of B-Movies? Yeah, what about him?
- Needs Must [FREE] – In an age without antibiotics, antivirals, nutritional plans and basic hygiene, it may not surprise you to learn that things are a bit shit. Sometimes literally. Your immune system, recovery rate and overall health now gain a permanent boost. This will not stop you from actually contracting anything, but it will help you to fight it off quickly and easily. You would have to be in a severely weakened state for even something like the black plague to strongly effect you. This only works on mundane injuries and illnesses.
- We're Off To See The Sorcerer [100 CP] – When you think about it, the villagers actually managing to find Ulrich's tower was pretty impressive. He was possibly the last sorcerer alive, lived in the middle of nowhere and had not left his home for years. That isn't even getting into the many charlatans the kingdom had seen by then. You have the same luck now. Or perhaps it is not luck. You have an uncanny sense for sniffing out magic in low-magic environments.
- The Eternal Struggle [100 CP] – This world is a dark and dismal place. This story is doomed to have a very bittersweet ending if all is allowed to proceed as it did. Still, the people here struggle on as best they can. The villagers still tried their best for a better future, even after all that they had suffered. Galen still tried to do the noble thing, even after so the king jailed him for it. Elspeth tried to make amends to all those who were cheated of a fair chance at life, even when it meant the end of hers. Tyrian tried to protect the kingdom the only way he knew how, even after torpedoing his reputation with everyone outside the castle. There is always something you can do, even if it is a little thing, even if it only matters to you. You will never fully give up hope in a better tomorrow, that you can make amends for any of your mistakes, that you can still save people or for any reason at all. Giving up and letting things burn to ash... something like that is just not in you.
- Take Warning [100 CP] – From the rushing inhale of oncoming fire breath to the look in a young man's eye as he faces the one who killed his friend and even the flash of light that heralds a sorcerer's challenge to battle, there is always a moment when you realize

that it has come down to life or death. Now your opponents will realize it too. When you get serious and fully intend to kill them if they do not back down right then and there, it will come through in your mannerisms loud and clear.

Villager

- A Perfect Disguise [100 CP] – Given current events, certain members of the community might benefit from being able to disguise themselves. Now, you can do just that. By wearing the clothing of a certain occupation, class or sex, you can flawlessly pass yourself off as a member of that group.
- Community Loyalty [200 CP] – No disguise is good enough to alter memories, however. It is really good that all of your family, friends and neighbors are willing to keep mum about whatever it is you may be hiding. From now on, anyone you can even call an acquaintance will passively keep your secrets. They will not necessarily keep them if pressed, but you can absolutely count on them never deliberately or accidentally mentioning what damaging information they know about you to strangers or enemies.
- Mastercrafter [400 CP] – You are a craftsman of some variety. In this age, that is not so surprising. What is surprising is the quality of what you make. You seem to have the experience, technical skill, dexterity and strength to create works that match or exceed what could be created with machines in the 21st century using only your hands, manual tools and the materials found in Europe's Dark Age. If a blacksmith, you could craft a spear of legend sharp enough to sheer through an anvil even before getting a touch of magic to finish it off.
- Adaptive Crafting [600 CP] – Materials are not exactly thick on the ground when you live hand to mouth. Animals and plants are often easier to get to than stone or metal. So, you have learned to use them in place of what you cannot get. In addition to being able to adapt these organic, usually weaker alternative materials to successfully function just as well and last just as long in place of their inorganic, tougher peers, your creations now seem to take on a quality of whatever they were made from. A shield made from dragon scales will entirely defend the bearer from fire, for instance.

Apprentice

- Fast Recovery [100 CP] – You have a strong and tough body. Your need to eat, drink and sleep have all been brought down to a quarter of what they were before and your energies all replenish twice as fast as they did before.
- Heart Of A Hero [200 CP] – You have a bottomless well of courage. Useful, if you are a lone warrior going against a monster of legends. You can be nervous, you can be afraid, but you will never again panic and your fear will never stop you from thinking clearly.
- Making It Work [400 CP] – Whether an amulet, a dragon-slaying spear or a scrying pool, enchanted items just seem to work a bit better for you. Better still, even if you do not quite know what you are doing, you can still get them to function as intended.

- Dragonslayer [600 CP] – You have an instinctive knowledge of how best to hunt, injure and kill non-human opponents. You seem to do more damage against them than you would another human. They seem to be able to hurt you less than they could another human. Why is this? Magic? Divine favor? A glitch in the universe? Who knows. This works on all non-humans, but it is best – it is *supreme* – against any kind of dragon. Those fire-breathing abominations have haunted the nightmares of many a villager. Now, perhaps you can do the same to them.

Warrior

- Do You Know How To Use That? [100 CP] – Yes, you do. You now have all the knowledge and training of a common man-at-arms to be found in the current setting. Will update based on each setting you find yourself in.
- Just A Test [200 CP] – You can get one free shot in on any of your enemies upon meeting them for the first time. None of them will take you seriously during the confrontation and so their guard will be completely down. Make it count.
- I Serve The Kingdom [400 CP] – You might be a hard bastard, but you get the job done and you do not accept excuses, begging or bribes. When you are upholding the legal system, no matter what that legal system may be, you receive a boost to all of your attributes, abilities and skills.
- Mundane Plot Armor [600 CP] – You would think an ordinary sword and armor going up against a spear that can cut through steel like butter would result in a very short fight. Not so with you. For whatever reason, your enemy's weapons – even magical weapons – seem to struggle to pierce your personal defenses. This is not perfect protection, but it will allow your armor, shield and other pieces of gear to take a few hits before you have to worry about actually being injured or killed.

Royalty

- Equal Chance [100 CP] – A rigged lottery is a dreadful thing. Isn't the point that anyone has a chance? That's the closest thing to fair that you can find in the world. Now, any contest or lottery that you take part in will have all involved follow the rules scrupulously. Even those who meant to cheat their way through it will be no exception to this. They will instantly become compliant with the rules and nothing will sway them from such behavior until the event has ended.
- Royal Job Security [200 CP] – Being the king ain't all it's cracked up to be. If you do not seem to be doing a good job, you could literally lose your head for it. Happily, your people seem to accept that it is a hard job and you are doing your best. This does not cause them to like or respect you, but it does ensure that they will never revolt against you for your official decrees. Even the ones that cause them to be fed to dragons.
- "Dragonslayer" [400 CP] – You can take credit for the deeds of others and be believed. Even when other people know damn well that there is no way you could have done it, as long as the person who is actually responsible does not step forward, you will never be called out on it and all rewards or punishments involved in the deed will be yours.

- I Beg Of You! [600 CP] – No one can go through life without making a few enemies. Or maybe a lot of enemies. The thing is, you might need those people to help you sooner or later. Now, for whatever reason, as long as you can get down on your knees and bitch your face right off to them, you can get anyone, even someone who you threw in prison not too long ago, to do you one favor. They will not even ask you for anything in return! How nice of them.

Sorcerer

- Arcane Academic [100 CP] – You are one of the wise and so it would behoove you to have a wide store of knowledge. You are now thoroughly educated for the nation and age you find yourself in. This applies to matters both mundane and magical. You gain both the ability to utilize magic of the Dragonslayer film and the knowledge of how to do so*, as well as a high level of education in ordinary languages, geography, mathematics, poetry and more. This will mundane education update based your setting, ensuring that you will never again be one of the average dunderheads infesting the world.
- Schemes From The Grave [200 CP] – Getting others to flawlessly follow your plan after your own death can be complicated. At least, it was. Now, you seem to have the ability to create the strangest, most nonsensical plans that in any reasonable world would fall to pieces after you were not there to supervise every part... and they work just as intended. Leave your apprentice with only a dying servant, a chunk of crystal and the notion that he should throw it into a lake of fire? What lake of fire? Where? Don't worry. Things will just align so that they do what you want while you enjoy your dirt nap.*
- I'm Taking You With Me! [400 CP] – Sometimes, you lose a fight. Sometimes, the bad guy wins. Sometimes, they go on to destroy a lot of places and people. Maybe you should make sure they die with you instead. From now on, at your discretion and upon your death, you can release an absolutely massive magical explosion. This is guaranteed to kill whatever killed you, provided they are still within the blast range.
- The Body Is Just Another Vessel [600 CP] – Any competent sorcerer is able to slice off a small piece of their soul once per Jump and place it within a vessel of their choosing as a method of resurrection. More impressive is that you are able to do this for others once per Jump as well. These vessels have no inherent protection against accidents, so make sure they get stored in a safe place until they are needed. Breaking them before death will simply cause the piece of soul to reunite with the owner. Upon destroying them after the individual has died, that person will be perfectly resurrected then and there.*

Dragon

- Cunning Of A Serpent [100 CP] – It was left unclear whether or not the dragon actually made a true bargain with the kingdom or she was just content to stop hunting as long as food appeared on her doorstep. For you, there is no such ambiguity. You are a clever

snake, able to quickly extrapolate and deduce new things from your existing knowledge base. A dragonslayer would have to be very intelligent indeed to pull the wool over your eyes.

- A Deal Is A Deal [200 CP] – Even when that deal is horrible. When you have someone over the metaphorical barrel, you can force them into deals that heavily favor you and they will not break them.
- Stepping Lightly [400 CP] – For something your size, you are quite sneaky when you want to be. You can swim through water with nary a ripple and scramble through tunnels without making a sound. You would have to be right next to someone for a few seconds before they would realize it. This will hold true no matter what your form is.
- If It Weren't For Sorcerers, There Would Be No Dragons [600 CP] - Was it that magic is linked to dragons or dragons to magic? Was it a symptom or merely a coincidence? What is certainly true is that you are now linked to the magic of whatever setting you are in. Just as Vermithrax Pejorative's death seems to signal the end of the age of mystery, now you too can link your existence to the existence of the native magic in this and all future worlds... by ensuring that all native magic will die with you. If you die, the magic of the setting will remain gone even if you yourself come back to life. Any magic or magical items you bring in from a different setting will still work. In a setting that has no magic to be found, this Perk will do nothing.

Items

All items return to you 24 hours after being stolen, lost or destroyed (save those with specific return processes listed in their descriptions). They will accept any upgrades and/or additions you add to them, and will carry them forward into the future. If you have any items of a similar nature that you would like to import into the role/combine with the following, feel free to do so. Each of these will appear nearby your starting location by default or (if you so wish) in a location of your choosing at the start of each Jump.

General

- Set of Clothes [FREE] – Naked people tend to have little influence in society, so take these. Villagers, apprentices and warriors receive some plain, but sturdy working clothes and shoes. A member of the royalty will receive extravagant clothes. A sorcerer will gain some worn, but still impressive robes and a dragon helm. A dragon... can probably have all the influence they want even if they are naked. Still, if you want something sized for a giant monster, you can have a robe and helm or work clothes or extravagant clothes.
- Money [FREE] – A small amount of low power coinage native to Urland. It is just enough to buy you a bit of food for the day or maybe a room in a cheap inn. The good news is it refills after 24 hours. Comes in a small leather wallet that only you can open.

Villager

- House [100 CP] – A one room peasant's house. Has a very tiny kitchen, sleeping area, some storage and a locking door. There is a workshop outside against one of the walls for your craft, should you practice one. There is also a small livestock pen abutting another outside wall. Any critters you place in there will go untouched by predators. Will update and alter itself to the setting of future Jumps, but will never be more than a very tiny home with the bare minimum necessities.
- Cart [200 CP] – A wooden cart with a harness for a horse or an ox. Despite its rough appearance, it is very comfortable to sit in. It will somehow never suffer from the conditions of the road it travels over. While it will never need routine maintenance, extreme attacks can still damage it.
- Sacrificial Shackles [400 CP] – The flower decorations do not do much to hide the soot and blood that stains these restraints. Anyone you put into these will find themselves unable to escape you and, more importantly, unable to be rescued until the shackles have been removed. Feel confident in leaving your sacrifice to be devoured while they wear these!
- Fine Spear [600 CP] – This does not have to be a spear. It could be a sword or a mace or an axe. The important bits are these two points: one, you probably should not have this. Medieval societies were iffy about the peasantry being armed. Try to keep this concealed somewhere when you are not using it. Two, this is the finest weapon in the entire kingdom. In make and materials, it has no equal. Moreover, it has an

enchantment on it to pierce the hide of even the toughest beast. You could pierce through to a full grown dragon's heart with only a little push.

Apprentice

- Horse [100 CP] – Perfect for the young apprentice on the go. This white steed is utterly ordinary in all aspects save one – it somehow always shows up when you need it.
- Spell Books [200 CP] – Your basic texts on magic, circa the Dark Ages. The writing is terrible, some pages are missing and all of them carry a strange smell, but these tomes hold the secrets of magic that can fill in for the things your sorcerer mentor neglects to tell you. Even without the benefit of a true teacher, a person could still learn magic from these, if at a slower pace. These will update to include basic instruction in all schools of magic in future settings.
- Dragon Scale Shield [400 CP] – A large round shield, just big enough to easily cover a whole human's body when they curl up. Dragon scales that are harder than steel overlap each other on the front. In addition to physical defense, this shield also has the unique benefit of protecting you from fire and all of its effects while you carry it. Heat will not negatively affect you and neither will smoke, ash, distorted air and all the rest of the terrible effects of excessive heat.
- Magical Amulet [600 CP] – It takes years of study to learn to handle magic on your own. Sometimes, you just want a shortcut. This amulet carries the spirit of a powerful and learned sorcerer. While they are unable to manifest themselves or their power in the world ever again, they are perfectly willing to let you use their abilities and experience to do your thing. So long as you hold this amulet, you can function as a sorcerer while not actually being one. This updates based on the setting and the magical abilities/knowledge gained will be retained by the interred sorcerer.

Warrior

- Weapon And Armor [100 CP] – Not enchanted or made by a master, but these will do the job. You have a set of basic armor that keeps you safe from head to toe from the kind of damage a peasant can dish out, as well as one melee weapon of your choice.
- Guardsmen [200 CP] – Your barely paid cadre of one dozen coworkers. They have the same equipment and training as an average Dark Age Earth castle guardsman. You can summon them from anywhere at anytime to assist you in a scuffle. This can be done up to ten times per Jump. As soon as the immediate fight is over, they will fade away back to where they came from, though not before giving you a bit of ribbing over needing their help in the first place. They can be injured and die, but will always return hale and healthy at the next summoning. None of them will think anything odd about any of this.
- Warhorse [400 CP] – Worth its weight in gold in this day and age, this mount is as much your combat partner as it is your ride. It will only let you ride it, will bite and kick ferociously to help you put down an opponent and comes with its own set of armor. Finally, it always seems to appear when you need it.

- 'Get Out Of An Execution' Card [600 CP] – Under most circumstances, telling the king no can result in fairly unpleasant consequences for the one doing it. Now, with this little rectangle of paper, that someone will never be you. Simply show this to your superior in whatever organization you have joined and you can get out of obeying any order they give you. Handy, eh?

Royalty

- Crown [100 CP] – Are you really a ruler without this? No, of course not. This elaborate head piece is made of gold, silver and multiple varieties of gemstones. Despite the fact that it should weigh at least five pounds, your head and neck suffer no strain for wearing it. While it is on your head, you put out an aura of calm, grace and competence to all who see and hear you. This holds true even when you are screaming about a dragon coming to kill everyone.
- Menagerie [200 CP] – A collection of wildlife that all act very domesticated in your presence. By a quirk of genetics, all of them are white. For some creatures like the rabbits and doves, that is not so odd. However, you also have white squirrels, foxes, wolves, lions, deer and more. They will never attack each other and do not require any upkeep to be physically healthy. However, they do need enrichment to be happy, so do not go gallivanting off for weeks at a time without checking in on them.
- Castle [400 CP] – More of a fortress than a mansion, this enormous stone castle can comfortably hold a royal family and one thousand servants, guards and guests. Comes with the standard drawbridge, portcullis, moat, banquet hall, reception hall, throne room, dungeon, gardens, etc. The kitchens are always fully stocked, as are the armories. All you are getting for personnel are invisible NPCs however. They will maintain the castle and guard it in case of attack, but nothing else. If you want to upgrade to actual people, you need to hunt down some employees yourself.
- Kingdom of Urland [600 CP] – The true sign of royalty is holding ownership of more land and riches than you could ever possibly use in a hundred lifetimes and having people bless you for it. You now own the kingdom Urland, although without the dragon problem post-Jump. Everyone at the castle is still hanging around, but King Casiodorus is perfectly happy to let you handle all the problems now. This large mass of land includes a population of about 200,000 people who will swear loyalty and service to you, on behalf of both themselves and their descendants. A few large towns and several small villages dot the landscape. Whether you keep this kingdom as a continuous locale and watch it age as the years go by or you have it reset each Jump to have a do over if they catch the revolutionary spirit is up to you.

Sorcerer

- Servant [100 CP] – This loyal servant will never abandon or disobey you, but they are not required to respect you. You have to earn that. They are no sorcerer themselves, but they are skilled in cleaning, cooking and handling sorcerers of all kinds.

- Tower [200 CP] – Your home. A slightly crumbling tower with moss growing on the outside. The inside holds living areas, a kitchen, a pantry, a bathing pool, storage and several rooms dedicated to magical disciplines such as alchemy, scrying, enchanting and more. It is always stocked with sufficient amounts of local magical reagents for your less exotic spells, as well as amounts of food and drink for three people. It is slightly drafty.
- Staff [400 CP] – Your sorcery staff. This aid functions as a focus for your magical spells, allowing you to expend less energy to achieve your end result. Whatever amount of magic your spell would have taken, when used in conjunction with this you can cut the cost down by one-third. It also makes for a good walking stick.
- Phylactery Amulet [600 CP] – Preparation beats power and that holds true even when the power is death itself. This little crystal will allow you to come back from death once per Jump. It will remain perfectly safe and sound until it comes time to be used. If you have someone who can be relied upon, they will find the phylactery in a timely manner and smash it to resurrect you. If not, it will be destroyed in the best possible time and location for your goals. While it does possess a small sliver of your soul, no one will ever be able to use this against you in any way.

Dragon

- Lair [100 CP] – A hidden lair just for you. Dug into the side of a mountain, this series of tunnels is claustrophobic and labyrinthine to anyone but you and yours. Smoke and fire obscure the senses until you reach the center, where a lake with a burning surface awaits.
- Maidens [200 CP] – A replenishing supply of maidens from the local culture. Updates based on the setting. Now, maiden can mean a few different things depending on where you're coming from, but one thing remains the same – none of them really want to be here. Still, they make for good eating, if not company.
- Eggs [400 CP] – A trio of dragon eggs, only a week out from hatching. These hatchlings will bond with you and come to cherish your company, provided you can keep them fed and safe while they grow. You get a new egg if any of the little dragons are slain.
- Treasure Hoard [600 CP] – While Vermithrax Perjorative did not check off all the bullet points of the classic dragon list, there is no reason for you to follow her lead in all things. Unlike that grand dame of destruction, you have a massive pile of precious metals and jewels to enjoy when you are not busy wreaking havoc on the kingdom. The combined pile is as big as you.

Companions

- Import – Pay 100 CP to bring in a Companion with 600 CP to spend and up to 400 CP worth of Drawbacks if they wish. Pay 300 CP to bring in your whole roster with the same stipend for each.
- Export – Pay 100 CP now to bring any character you meet here along with you, so long as they agree to come. Yes, even the dragon. Good luck convincing her.
- Create – Pay 100 CP to create a Companion for yourself. You have 600 CP to spend on them and can inflict up to 400 CP worth of Drawbacks on them for this Jump if you need more. Of course, they may not thank you for those.
- Ready Made Companions
 - John [200 CP] – This villager has training as both a blacksmith and a carpenter, in addition to his experience as a farmer. Although not much good in a fight, he knows the area and people well. Strangely, he does not seem to like using the communal bathing facilities.... John comes with the complete Villager Perk and item lines.
 - Isolde [200 CP] – A sorceress-in-training who came to Ulrich looking to complete her education after the untimely passing of her previous master. Isolde now finds herself smack in the middle of the dragon crisis of Urland. She seems to think slaying a dragon will be a useful experience. Isolde comes with the complete Apprentice Perk and item lines.
 - Jamie [200 CP] – Tyrian's younger brother and somewhat less of an asshole. He had been meaning to present himself to the king now that he has learned to use his sword with his left hand as well as he once did with his right (before that bandit chopped it off, anyway), but he seems more interested in joining up with you now. Hm, all of this sounds a bit familiar.... Jamie comes with the complete Warrior Perk and item lines.
 - Maude [200 CP] – Niece to King Casiodorus, cousin to Princess Elspeth and daughter of the late king, Maude has technically lost her throne to her usurping uncle, although most people were not complaining about the fact that they would not have to suffer through a regency during a time of crisis. Maude is not most people. Now a grown woman, she aims to recover her throne, defend her kingdom and perhaps have some adventures with you. She comes with the complete Royalty Perk and item lines.
 - Rimbog [200 CP] – A peer of Ulrich who would like it to be known that the rumors of his death have been greatly exaggerated. He prefers unraveling the mysteries of the universe in his tower to traipsing around the countryside and rescuing maidens from monsters, but he is still a responsible sort and will help you however he can if you just ask. Rimbog comes with the complete Sorcerer Perk and item lines.
 - Lacertae Furore [200 CP] – Although not as ominously named as Vermithrax Pejorative*, this dragon is nonetheless a fearsome beast to be reckoned with. He has some affection for you, but when speaking of a dragon, is that really such a

good thing? People do horrible things for those they love and dragons can be horrible creatures to begin with. He is about 50 years old right now, so he is not in terrible pain from advanced age, but neither is he a match for an older dragon in a fight without some help. Lacertae Furore comes with the complete Dragon Perk and item lines.

Scenarios

You can take these scenarios as extra challenges during your time here. There is no punishment for failure, save for the knowledge that you are a failure.

- Dragonslayer
 - For whatever reason, Galen and Ulrich are not around to take care of Vermithrax Pejorative. Instead, the villagers found you. Your task is to slay the last dragon and her eggs before the next lottery is called. Should you succeed, you may take this as your prize – go to your Body Mod and increase any one attribute by one rank.
- Dragonkeeper
 - You are against the slaying of dragons in general, or at least Vermithrax Pejorative in particular. Your task is to ensure that this old dragon and her eggs survive for the ten years you will find yourself here. Should you succeed, you may take this as your prize – the ability to fluently communicate with and befriend any magical beast.
- The King Is Dead! Long Live The King!
 - Let's face it, King Casiodorus is not exactly great at his job. You could do so much better. Your task is to take over leadership of Urland and lead it into better days before your time is up in this world. Killing off the dragon would be a good start, but there is a lot more to it than that. Should you succeed, you may take this as your prize – the ability to tie the health and wealth of your lands and people directly to your own ruling capabilities. If you are a good leader, you are guaranteed a golden age of rule.
- Magical Rebirth
 - The last dragon and the last sorcerer. Old and fading signs of the days of magic. Don't you want those days of wonder back? Of course you do. So, your task is to ensure that magic becomes widespread again. Should you succeed, you may take this as your prize – the ability to bring back any dying or lost art with the certainty of success. Set your mind to it and you will succeed in bringing those skills back from the brink before Jump's end.

Drawbacks

You can take up to 1,000 CP in Drawbacks. You can take more Drawbacks after that, but will get no more CP from them. All of these Drawbacks will vanish at Jump's end.

- The Credits Are Rolling [+0] – If you would rather get out of here a bit sooner and go to someplace with working plumbing in every home, take this. Your adventure will end 24 hours after the death of the dragon and her dragonets.
- The Years Stretch On [+100 CP] – Or maybe having to poop in outhouses and latrines is not such a chore. Take this and you can extend your stay here for another decade. This can be taken multiple times.
- The Streets Are Literal Gutters [+100 CP] – So, the actual Dark Ages did have people taking baths and cleaning their homes. These Dark Ages do not. Every population center you enter for your time here will be an assault on the senses. I hope you have a strong stomach.
- The Villagers Hate You [+100 CP] – Maybe they think you cheated on a previous lottery, maybe you just have one of those faces. Either way, they will hinder you however they can, short of outright murder.
 - The King Hates You [+100 CP, requires above] – Maybe he thinks you slept with his daughter, maybe he thinks you pissed off the dragon. Either way, he and all of his subjects will hinder you however they can. This very much does include murder.
 - The Dragon Hates You [+100 CP, requires above] – Who cares why? She's a dragon.
 - The Sorcerer Hates You [+100 CP, requires above] – Ulrich believes you to be a danger even greater than the dragon. He will marshal all of his considerable abilities towards your destruction, and both Galen and Hodge will help him as best they can.

Good luck. You'll need it.

- Coward [+100 CP] – You cannot stand dangerous situations. The moment you feel even an ounce of fear, you are compelled to run away from the situation as quickly as possible.
- Imprisoned [+100/300 CP] – Forget the location page. You are going to start at dawn in the dungeons of the castle, having been found guilty of thievery. You must break out before they chop off one of your hands (or a wing if you are a dragon. I will leave the mechanics of how they arrested a dragon for thievery up to you.) at sundown tonight. For an extra 200 CP, you start in the dungeons of the castle and are also stripped down to your Body Mod. You cannot access any of your items or your Warehouse/its equivalent. You are stuck as a human and unable to change into any Alt-form. These restrictions will vanish once you manage to escape the castle grounds. If you fail, you can still complete the Jump, but you will be missing a hand/wing for the rest of your time here.

- Sacrifice (Requires Villager) [+200 CP] – Your name has been drawn from the cauldron and the whole of Urland knows that you are bound for the dragon's den. Expect no help from anyone in the kingdom, as everyone wants to see you fed to Vermithrax in place of their own family and friends. Indeed, they will all attempt to drag you to the dragon's lair if they catch you. What, you are not a woman? No one cares.
- Muggle (Requires Apprentice) [+200 CP] – If Ulrich took you in, it was more out of pity than anything else. You have no magical aptitude whatsoever until this Jump ends. You are so unmagical that even enchanted items do not work for you.
- Asshole (Requires Warrior) [+200 CP] – You are an asshole, finding endless delight in frustrating, humiliating and hurting other people. You rarely pass up a chance to do this. Expect to make a lot of people annoyed with you at the very least.
- Naive (Requires Royalty) [+200 CP] – You always believe the best of people, even when you really should not. The idea that they might be cruel or lying does not even occur to you. For someone entrusted with a great deal of power as you have been, this can cause some problems.
- One Life To Live (Requires Sorcerer) [+200 CP] – You have no way of resurrecting yourself until this Jump ends. Whatever fights you get into during your stay here, take care not to lose your life in them because it is the only one you have.
- The Agony Of Years (Requires Dragon) [+200 CP] – Old age brings old wounds to the forefront. In your case, you do not even need the old age necessarily. Your joints always ache, your teeth are growing faster than you can lose them and have begun erupting from the sides of your gums, your scales are growing over each other and more. You will be in pain for your entire stay here.
- Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.
- Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.
- Items And Warehouse Removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.
- Pacifism [+300 CP] – You will not and cannot fight anyone for any reason. Violence is anathema to you, even to defend life. While you will not physically interfere with the fighting of others, you always do your best to deescalate conflicts you come across and insist that others refrain from violence as well.
- Daddy's Home [+300 CP] – Vermithrax Pejorative was not the last dragon. I am not speaking of her eggs either. Her mate has survived and he has laired with her. He is half again as big as she is. You must contend with two adult dragons now. Best of luck.

- Plague [+300 CP] – The black plague has come to Europe a few centuries early. It already has a firm grip on the population and is spreading like, well, the plague. Wash your hands, wear a mask and avoid public gatherings, Jumper.
- Famine [+300 CP] – The dragon has killed more than people. The fields she ravaged never recovered and so Urland is now in the grip of a terrible famine. Poaching is still a hanging offense, so be careful where you get your food.
- War [+300 CP] – Urland's troubles have not gone unnoticed and the neighboring kingdom of Valvasia invaded, intending to take the throne while King Casiodorus was still consolidating his rule after the death of his brother. The war has dragged on for years and battles are still fought today. Neither the roads nor the villages nor even the castle are safe. The dragon looms over all, but dying to a blade or an arrow remains the most common source of murder in the land. Sleep lightly and walk with eyes in the back of your head, Jumper.

Notes

Arcane Academic – Some of the magical things mentioned and seen in the film include turning lead to gold, resurrection via smashing the amulet, scrying far off events with a bowl of water, telekinesis, geokinesis and precognition. Basically, standard western magic.

Schemes From The Grave – To be perfectly clear, this ensures that if you die, things will always still work out exactly as you planned until you come back to life. So, get your resurrection sorted out if you can and give your friends/allies/patsies their instructions. Then if or when you die, things will continue perfectly without your guiding hand. Please note that this does not ensure your friends can go above and beyond their abilities in carrying out those instructions. Schemes From The Grave or not, if you set up an ordinary Ewok to fight Darth Vader to give Luke a break, that probably is not going to end well for your side.

The Body Is Just Another Vessel – This works once per Jump per person. They need to have a soul for it to be possible. Ulrich was stabbed through the heart and came back good as new, so yes it does heal any injuries.

Lacertae Furore – Furious Lizard, as best as I can get from Google Translate. I never took Latin in school, sorry.

Editing run #1 – changed the wording on what used to be Unspoken Travel Plans and is now Schemes From The Grave. Changed the wording on If It Weren't For Sorcerers, There Would Be No Dragons. Added the descriptor of 'human' to the apprentice, villager and sorcerer Origins. Added a bit more description to what were the amulet and phylactery items. V0.9 done.

Editing run #2 – At the request of a commentator, I added a whole origin for both warrior and royalty, as well as all of the assorted bits and bobbles needed to go with them. Cleaned up the document a bit more with spelling and spacing checks. V0.95 done.

Editing run final – By request changed the font for everything after the intro. Found some more spelling/grammar errors. Tweaked the wording of the kingdom item. V1.0 done.