

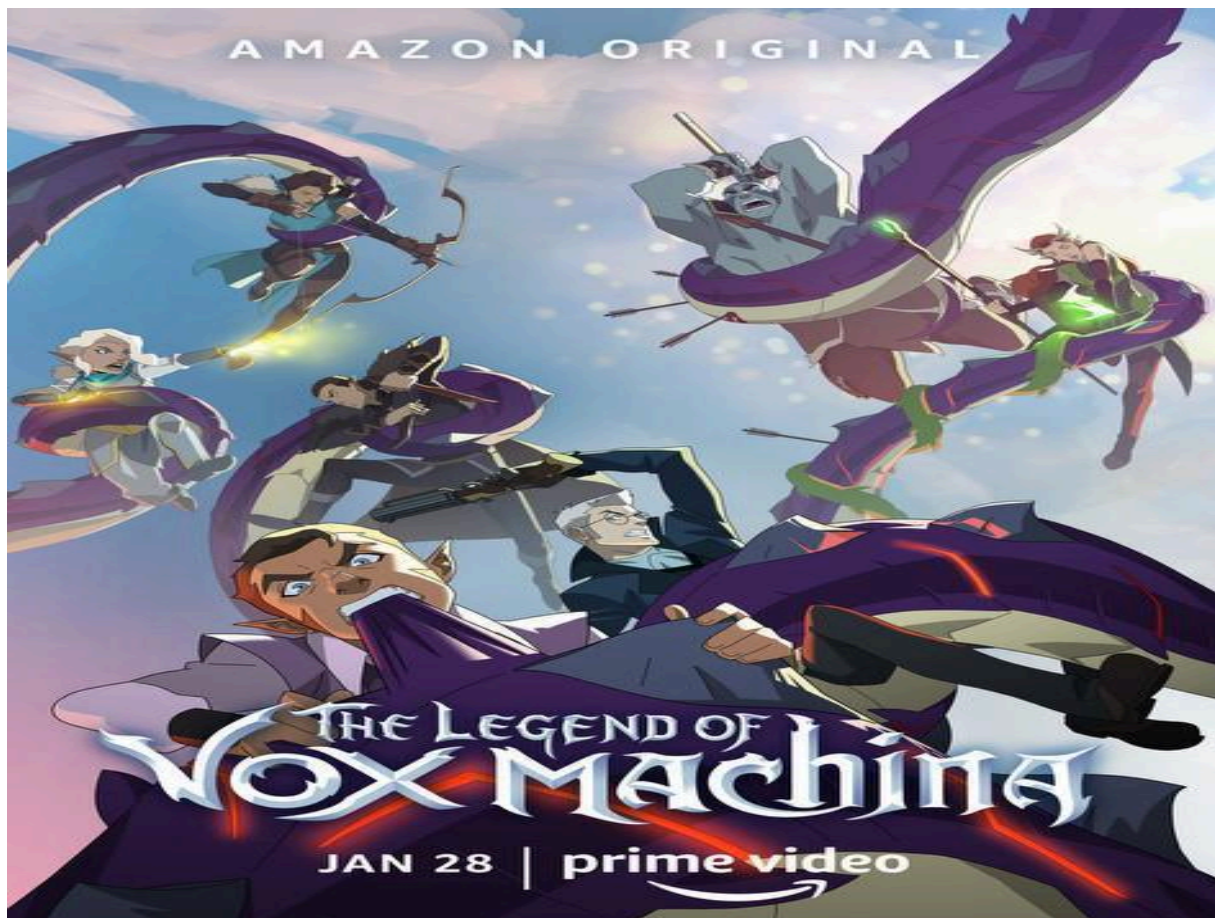
The Legend of Vox Machina

By Sentry342

The Legends of Vox Machina is an animated web television series based on the popular Dungeons & Dragons live-stream campaign of the same name, featuring the adventures of a group of heroes known as Vox Machina. The series follows the exploits of the team as they journey across the world of Exandria, fighting against various foes and discovering powerful artifacts known as Vestiges of Divergence.

The series starts with the formation of Vox Machina, led by the half-elf twins Vax'ildan and Vex'ahlia, and includes a variety of other characters such as Grog, a Goliath barbarian, Scanlan, a gnome bard, Keyleth, a half-elf druid, and Percy, a human gunslinger. As they travel the world, they encounter a range of challenges, from battling dragons to uncovering ancient mysteries. Will you join these heroes on their quest or are you instead one of the villains seeking to end them?

Regardless of the path you walk, this world is fraught with danger. Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



Location

You can either choose one of the locations below or roll D8 and receive +100 CP to let the whims of fate decide your path.

1.) Emon

Emon is the largest city in Tal'Dorei, and the seat of power for the Tal'Dorei royal family. The city is a bustling hub of commerce, culture, and politics, and is home to a diverse array of races and cultures. Emon is known for its magnificent architecture, its thriving markets, and its impressive military strength.

2.) Whitestone

Whitestone is a prosperous city nestled in the mountains, ruled by the de Rolo family. The city is known for its skilled craftsmen, its magnificent castle, and its impressive libraries. However, beneath its peaceful exterior lies a dark secret. The city has long been haunted by undead creatures, and a sinister cult seeks to summon the powerful undead lord known as the Whispered One.

3.) Vasselheim

Vasselheim is a holy city located on the eastern coast of Tal'Dorei. The city is home to a number of powerful temples and religious orders, and is considered a center of worship for many faiths. Vasselheim is also known for its impressive defenses and its formidable military, which have kept the city safe from threats for centuries.

4.) Pyrah

Pyrah is the main city which the fire Ashari inhabit. The Fire Ashari is a tribe of fire worshiping druids who reside in the Ashari ancestral lands. The tribe is led by the High Sun, a powerful druid who has the ability to command flames and control the destructive power of fire. The Fire Ashari are known for their fierce independence and their fierce loyalty to their tribe. In addition, this city is home to a portal which leads to the Elemental Plane of Fire.

5.) Syngorn

Syngorn is the largest elven city within the continent of Tal'Dorei. The city is located deep within a vast forest, and is known for its beautiful architecture, its skilled artisans, and its powerful magic. Syngorn is home to a number of powerful elven families, who jealously guard their secrets and their power.

6.) Frostweald

Frostweald is a frozen forest region located in the northernmost reaches of Tal'Dorei. The harsh climate and treacherous terrain make it an unforgiving place to travel, but those who brave the elements can discover hidden treasures and rare resources. The forest itself is home to many dangerous creatures, from ferocious polar bears to cunning winter wolves. However, the most notable location in Frostweald is The Cavern of Axiom, a massive cave system that serves as the lair of the androsphinx Kamaljiori.

7.) Westruun

Westruun is a bustling city located on the western edge of Tal'Dorei. The city is known for its thriving trade and commerce, and is a hub for merchants and adventurers alike. Westruun is also known for its impressive architecture, including its towering walls and imposing gates, which have kept the city safe from attack for centuries. Unfortunately Westruun will soon suffer from the attacks dealt to them by the Herd of the Storm and Umbrasyl.

8.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the series begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Vox Machina - Free

You are a member of the legendary adventuring group Vox Machina. You have honed your skills and abilities alongside your fellow heroes, facing countless dangers and overcoming incredible obstacles. Whether you're a ranger like Vex'ahlia, a rogue like Vax'ildan, a barbarian like Grog, or one of the other members of the group, you have what it takes to stand against the forces of darkness and protect the people of Tal'Dorei.

Nobility - Free

You are a member of the nobility, one of the rulers of the various kingdoms and regions of Exandria. You have access to wealth, power, and influence, and are responsible for the well-being of your people. Whether you are a wise and just ruler or a cruel and tyrannical despot is up to you, but one thing is certain: you hold the fate of many in your hands.

Merchant - Free

So you're a merchant like the famous Gilmore perhaps even related to him in some way. You were born and raised with a keen business sense and a talent for trading. Whether you inherited the family business or built your own trading empire from scratch, your skills have brought you down the path of making coin. Perhaps eventually you will even become a broker worthy of the attention of powerful figures throughout the continent of Tal'Dorei.

Whispered One - Free

You are a servant or ally of the undead lord known as the Whispered One. You have pledged your loyalty to this powerful undead creature, and work to further its plans and goals. Whether you are a necromancer, a cultist, or some other type of dark servant, you have access to powerful magic and knowledge that others can only dream of.

Chroma Conclave - 300

You are a member of the powerful Chroma Conclave, a group of ancient dragons who have recently returned to the world of Exandria after centuries of slumber. You are a fierce and powerful creature, with abilities far beyond those of any mortal. As a member of the Conclave, you are one of the greatest threats to this world though your loyalty may not truly be to Thordak.

- Members of the Chroma Conclave may choose the Dragon species option for Free

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Humans - Free

Humans are the most populous and diverse race in the world of Exandria. They come in all shapes and sizes, and can be found in every corner of the land. Humans are known for their ambition, adaptability, and determination, and they are often at the forefront of new discoveries and innovations. They have no special abilities or powers, but their versatility and resilience make them a force to be reckoned with.

Dwarves - Free

Dwarves are a sturdy and industrious race, known for their skill in metalworking, engineering, and mining. They are short and stocky, with thick beards and powerful muscles. Dwarves are tenacious and loyal, and are often fiercely protective of their homes and families. They have a natural resistance to poison and disease, and are known for their ability to withstand physical punishment. Dwarves are often found in the mountains and underground, where they build intricate tunnels and fortresses.

Gnomes - Free

Gnomes are a small and curious race, known for their cleverness, inventiveness, and love of tinkering. They are about the size of halflings, but are more slender and have pointed ears. Gnomes are fascinated by magic and technology, and are often found experimenting with both. They have a natural affinity for illusions and trickery, and are known for their mischievous nature. Gnomes are often found in cities and towns, where they run shops and businesses or serve as advisers to rulers.

Goblins - Free

Goblins are a cunning and opportunistic race, known for their love of mischief and their sharp tongues. They stand about 3 feet tall, with long, pointed ears and snarling expressions. Goblins are skilled in the arts of sabotage, theft, and assassination, and often work as spies or assassins for more powerful organizations. They are also surprisingly resilient, with a remarkable ability to bounce back from even the most brutal of setbacks. Despite their reputation for being untrustworthy and unpredictable, goblins can be loyal and devoted allies, especially to those who earn their respect and admiration.

Halflings - Free

Halflings are a diminutive and cheerful race, known for their love of good food, good company, and good times. They stand about 3 feet tall, with round, rosy faces and curly hair. Halflings are quick-witted and nimble, and often excel at stealth, thievery, or other forms of subterfuge. They are also deeply connected to their communities, and value close friendships and family ties above all else. Despite their small size, halflings are brave and resourceful allies, and can surprise even the most seasoned adventurer with their ingenuity and quick thinking.

Half-Orcs - 100 CP

Half-orcs are a rugged and resilient race, born from the union of humans and orcs. They have the strength and endurance of their orcish ancestors, combined with the cunning and adaptability of humans. Half-orcs are typically taller and bulkier than humans, with coarse features, strong jaws, and pronounced brows. They are natural warriors, with a fierce loyalty to their allies and a deep sense of honor. Despite their reputation for violence, many half-orcs are also gifted artists, poets, and musicians, who use their creative talents to express their complex emotions and inner turmoil.

Half-Elves - 100 CP

Half-Elves are a hybrid race, born from the union of humans and elves. They are taller than humans, but shorter than elves, and have a mix of human and elven features. Half-Elves possess some of the grace, agility, and magical abilities of elves, but also have the versatility, resilience, and ambition of humans. They are often found in positions of leadership, diplomacy, or adventuring, where their unique abilities make them well-suited to a variety of roles.

Elves - 100 CP

Elves are a graceful and long-lived race that excel in magic and archery. They are known for their pointed ears, slim build, and keen senses. They have a natural affinity for nature and the Feywild, and are often in tune with the rhythms of the natural world. Elves are highly intelligent and agile, with keen eyesight and hearing that allow them to spot danger and opportunities from great distances. They have a natural talent for magic, and are known for their skill in archery and swordplay. As a member of the Elven race, you will have the option to choose between different subraces, each with their own unique abilities and traits. For example, High Elves are renowned for their mastery of arcane magic, while Wood Elves are nimble and skilled hunters.

Dragonborn - 100 CP

Dragonborn are a proud and noble race, known for their draconic heritage and fiery personalities. They are humanoid in shape, with scaly skin, sharp teeth, and clawed

hands and feet. Dragonborn possess some of the strength, speed, and magical abilities of dragons, and are often skilled in combat and leadership. They have a natural affinity for fire and can breathe flames or use other dragon-like abilities. Dragonborn are often found in clans or tribes, where they prize honor, loyalty, and bravery.

Genasi - 100 CP

Genasi are a race of elemental beings, born from the union of mortals and the primordial forces of the earth, air, fire, or water. They can take on many different forms, depending on the element that they are attuned to. Earth genasi are strong and sturdy, with skin like granite and a deep connection to the land. Air genasi are nimble and swift, with the ability to fly and manipulate the winds. Fire genasi are passionate and intense, with the ability to conjure flames and control heat. Water genasi are fluid and adaptable, with the ability to breathe underwater, swim with ease, and manipulate water. Genasi have a natural affinity for their chosen element and can draw upon its power to enhance their physical abilities and magical capabilities. They often possess unique physical traits related to their element, such as glowing eyes or hair that ripples like waves.

Goliaths - 100 CP

Goliaths are a hardy and resilient race, known for their physical prowess and stoic demeanor. They are tall and muscular, with gray or blue skin and distinctive facial tattoos. Goliaths are often found in mountainous or rugged regions, where they live in small tribes or communities. They possess incredible strength, endurance, and athletic ability, and are known for their ability to scale cliffs and mountains with ease. Goliaths value honor, self-reliance, and independence, and are often wary of outsiders.

Tieflings - 100 CP

Tieflings are a race of humanoid beings descended from fiends or demons. They possess striking features that betray their infernal heritage, such as horns, pointed ears, and a long, prehensile tail. Tieflings are often shunned or feared by other races due to their demonic appearance, but they are not inherently evil. Many Tieflings struggle with the legacy of their fiendish ancestors, and seek to prove themselves as individuals rather than be judged by their appearance. Tieflings often possess innate magical abilities, such as the ability to cast spells or resist magical effects, and are known for their cunning and resourcefulness. They can be found in all walks of life, from wandering adventurers to powerful political figures.

Warforged - 100 CP

Warforged are a unique species of sentient constructs, created during a time of great conflict and war. They were designed to be soldiers, crafted from a combination of organic and inorganic materials, and imbued with magical energy that grants them

sentience and a measure of free will. Warforged are built to withstand great physical trauma and can keep functioning long after most living beings would have succumbed to their wounds. Despite their origins as weapons of war, Warforged have since gained their freedom and now live among other races as equals. They possess a distinct sense of individuality and can have a wide range of personalities, beliefs, and motivations. Some Warforged have embraced their former role as warriors and become adventurers or mercenaries, while others have chosen to pursue more peaceful pursuits.

Physically, Warforged resemble humanoid constructs made of metal and wood, with their inner workings visible through small ports and openings in their bodies. They have no need for food, sleep, or rest, and they are immune to most diseases and poisons. They are incredibly resilient to damage and can repair themselves using spare parts and materials. Their magical origins also grant them a unique ability to merge with magical items, allowing them to temporarily fuse with weapons or armor for additional benefits. Overall, Warforged are a fascinating and versatile species with a unique perspective on the world.

Firbolgs - 200 CP

Firbolgs are a gentle and mystical race, known for their connection to the natural world and their deep wisdom. They stand about 7 to 8 feet tall on average, with broad shoulders, bushy beards, and piercing green eyes. Firbolgs are skilled in the ways of magic, and often use their powers to heal and protect others. One of their most interesting magics is the ability to alter their size and invisibility. In addition, they are resistant to magic and possess the ability to sense the presence of magical auras innately. They are also skilled hunters and trackers, with an innate sense of direction and a deep respect for the balance of nature. Despite their imposing size, firbolgs are peaceful and introspective, and prefer to avoid violence whenever possible.

Wraith - 200 CP

As a Wraith, you are a spectral entity capable of phasing through objects and living beings. You possess an incorporeal form that allows you to move silently and unnoticed, and you have the ability to deal necrotic damage by touching living beings. You are immune to physical attacks unless they are made under the presence of bright lights, which weaken your spectral form. In addition to your spectral abilities, you possess enhanced senses that allow you to detect living beings and sense the presence of magic. You have an innate understanding of the dark arts, and are capable of casting minor spells that involve the manipulation of shadows and the dead. You are also highly resistant to psychic attacks and mind control.

However, your spectral form makes you vulnerable to attacks that target your spirit or soul. You also cannot interact with physical objects or use equipment unless it is specifically enchanted to allow you to do so. You are also weakened by bright light sources and may be forced to flee or become temporarily incapacitated if exposed to them for too long. Finally, your nature as an undead creature makes you highly vulnerable to holy magic and certain forms of divine energy.

Mind Flayer - 200 CP

Mind flayers, also known as illithids, are a species of highly intelligent and telepathic humanoids that originate from the Underdark. They possess tentacled faces and a powerful psionic ability that allows them to control the minds of others. Mind flayers are feared and reviled by many for their cruel and manipulative nature.

As a mind flayer, you possess all of the physical and mental traits of your species. You have a highly advanced intellect and psionic ability that allows you to read and control the minds of others. You also possess powerful tentacles on your face that can be used for both combat and manipulation. Your natural resistance to psychic damage and ability to survive without food or water make you a formidable opponent in any situation.

Giants - 200 CP

Giants are massive beings that tower over humans and other races. They come in a variety of shapes and sizes, from the hulking and brutish Hill Giants to the towering and majestic Storm Giants. Giants are known for their immense strength, endurance, and resilience, and are often feared and respected by other races. They are often found in remote or mountainous regions, where they build colossal structures and guard ancient treasures.

Cambions - 200 CP

Cambions are a hybrid race, born from the union of a devil and a mortal. They possess characteristics of both their devil and mortal parent, with physical traits ranging from demonic horns and tails to more subtle features such as red eyes. Cambions inherit their devil parent's cunning and magical abilities, as well as their mortal parent's physical traits and skills. They often find themselves caught between the two worlds, struggling to reconcile their demonic nature with their mortal upbringing. Cambions have a natural resistance to fire and are immune to effects that target their minds. They possess a large set of wings allowing them to fly at high speeds as well. Lastly, Cambions have an innate magic resistance making them deadly opponents against magic users.

Beholder - 300 CP

You are now a Beholder, a fearsome and powerful aberration with a spherical body, a large central eye, and several smaller eyestalks that protrude from its body. Your main eye is capable of shooting destructive magical beams in a variety of directions, while the smaller eyestalks have different magical abilities such as charm, petrification, disintegration, and telekinesis, to name a few.

In addition to your powerful abilities, you possess a heightened intellect and perception, allowing you to detect hidden things and understand complex concepts. You are also immune to many forms of magical and mental attacks, making you a formidable foe. However, your unique form may make it difficult to interact with other humanoid races, as they may find you strange or frightening.

Onlookers - 300 CP

Onlookers are a formidable species of aberration, distinguished from their kin by their unique petrifying abilities dispersed through their countless tentacles. Their massive skulls and eyes are shielded by a thick layer of external bone, imbued with powerful abjuring properties that make them nearly impervious to harm. Onlookers' tentacles are in a constant state of flux, constantly splitting, extending, and regenerating. As mighty guardians, onlookers are often summoned by other aberrations to safeguard their esoteric lairs. They are peerless protectors, unflinching in the face of danger, and leaving a garden of petrified statues in their wake as they patrol their domains.

Shadow Demon - 300 CP

Shadow Demons are a cunning and malevolent species of demons with an insatiable thirst for power and corruption. They are masters of deception and manipulation, often preying on the weaknesses and desires of mortals to further their own goals. Shadow Demons are capable of shrouding themselves in a cloak of darkness, rendering them invisible to the naked eye and allowing them to move swiftly and silently through the shadows. Their true forms are typically grotesque and monstrous, with jagged horns and razor-sharp claws, and they relish in using their terrifying visages to intimidate and terrorize their enemies. Like Orthax, Shadow Demons are known for their ability to corrupt and manipulate powerful individuals, often using them as pawns in their twisted schemes. They are not to be trifled with lightly, as they are among the most dangerous and unpredictable of all demonkind.

Dragon - 300 CP

Dragons are ancient, powerful creatures that are feared and revered across many cultures. These massive, winged reptiles possess an incredible array of abilities, including flight, incredible strength, and the ability to breathe fire or other elements.

Their scales are hard and impervious to most forms of damage, and they have a natural resistance to magic. Dragons are incredibly intelligent, often possessing vast knowledge and wisdom accrued over centuries of life. By purchasing this option you may become a young dragon. It will likely take you dozens if not hundreds of years to match any Ancient Dragons such as those belonging to the Chroma Conclave.

- This option is Free to members of the Chroma Conclave.

Sphinxes - 400 CP

Sphinxes are a rare and enigmatic race of magical beings with the body of a lion and the head of a humanoid. They possess vast intelligence and knowledge, and are often associated with riddles and puzzles. Sphinxes are known for their ability to speak and understand any language, and are often sought out by those seeking answers to difficult questions or seeking guidance on important matters. They are fiercely independent and value their freedom above all else, and are known to be powerful guardians of their territories. Sphinxes are often found in remote or hidden locations, where they keep watch over ancient ruins, lost treasures, or sacred sites. They possess powerful magical abilities, such as the ability to fly, cast spells, or manipulate reality itself. Sphinxes are generally neutral in their outlook, but can be friendly or hostile depending on the situation and the intentions of those who approach them.

Angels - 200/400/600 CP

Angels are celestial beings that embody virtue and purity. They are typically humanoid in appearance, with golden hair and feathered wings. Angels possess incredible strength, speed, and endurance, and are skilled in both melee combat and divine magic. They are often associated with the gods and are seen as divine messengers and protectors of the innocent. Angels have a natural resistance to disease, poison, and other forms of harm, and are immune to effects that target their minds.

- **Planetar - 400 CP:** Planetars are more powerful angels, serving as generals and commanders of divine armies. They possess incredible strength, durability, and the ability to channel powerful divine magic. Purchasing this option allows you to transform into a Planetar, gaining all of their abilities, including the ability to summon divine weapons and call down holy fire to smite your enemies. You will also have the ability to radiate a powerful aura of divine energy that can heal your allies and harm your foes. Lastly, you will be approximately twelve feet tall with a twenty four foot wingspan.
- **Solar - 600 CP:** Solars are the most powerful of the angelic beings, serving as the right hand of the gods themselves. They possess immense strength, speed, and the ability to channel vast amounts of divine magic. Purchasing this perk allows you to transform into a Solar, gaining all of their abilities, including the ability to call down a powerful beam of radiant energy to obliterate your foes. You

will also have the ability to summon divine weapons and armor, and to radiate a powerful aura of divine energy that can heal your allies and harm your foes.

Devils - 200/400/600 CP

Devils are infernal beings that embody sin and corruption. They are often depicted as having dark skin, horns, and wings. Devils possess cunning and intelligence, and are experts at deception and manipulation. They are skilled in both melee combat and dark magic, using their abilities to corrupt and tempt mortals into evil acts. Devils have a natural resistance to fire and are immune to effects that target their minds.

- **Greater Devil - 400 CP:** You are a powerful and cunning Greater Devil, possessing an array of formidable abilities and a formidable presence. As a Greater Devil, you are higher in the infernal hierarchy than lesser devils and command respect and fear from those beneath you. You possess enhanced physical abilities, including strength, speed, and endurance. Your infernal heritage grants you the ability to manipulate fire and darkness, and you have a natural resistance to these elements. You also have a keen intellect and are highly skilled in the art of deception, able to persuade and manipulate others to your will.
- **Archdevil - 600 CP:** You are an Archdevil, one of the most powerful and influential rulers of the Nine Hells. Your infernal power and authority surpasses that of all other devils, and your word is law to those who serve under you. As an Archdevil, you possess immense physical strength, speed, and durability, as well as the ability to manipulate fire and darkness with ease. You also possess incredible magical power and knowledge, able to cast powerful spells and manipulate reality to your will. Your infernal presence commands respect and fear from all who stand in your way, and you have a natural ability to intimidate and control others. Your mastery of the infernal arts and your position of power make you a force to be reckoned with in any conflict.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Tiefling x Sphinx hybrid would cost 700 CP (100 + 400 + (100*2) = 700). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Level Up - 50 CP

Through intense training and experience, you possess a strength equivalent to someone who is at level 10 in the realm of Tal'Dorei. Each time you purchase this perk you may increase your power by two levels. For reference most of Vox Machina is around level 10 near the beginning of the show and is around level 20 once their campaign finished. You can still grow stronger through training, but this will allow you to skip this process.

D&D Class - Varies

By selecting this perk, you gain the option to choose a class from Dungeons and Dragons to add to your abilities. You may choose from any existing class such as Ranger, Barbarian, Druid, Cleric, or any other possible option. Upon choosing a class, you gain all the abilities and features of that class, including any unique spells or abilities that come with it up to level 10. Your first class is Free, and you may purchase additional classes for 200 CP each. Additionally, as you gain experience and level up in your class, you will receive boosts to your abilities and skills. You will be able to choose new abilities and spells to add to your arsenal, becoming more powerful in your chosen class. Lastly, if you are not satisfied you may instead pay 400 CP to reach the equivalent of level 20 in a class mastering it completely.

Sub-Classes - Free/200 CP

In addition to selecting a primary class with the D&D Class perk, you also gain the option to choose a sub-class to specialize in. Each class has several sub-classes that offer unique abilities and features. For example, a Ranger can choose to specialize in the Hunter sub-class, which offers skills like Colossus Slayer and Horde Breaker. Each sub-class offers a different playstyle and adds a new layer of customization to your character. You may choose one sub-class per primary class and gain all the abilities and features associated with it. If you are not satisfied with one sub-class you may pay 200 CP to choose another sub-class for each of your primary classes. This applies to all of your primary classes, not just one of them.

Scanlan's Musical Talents - 100 CP

You have inherited the musical talents of the bard Scanlan Shorthalt. With this perk, you possess a natural charisma and the ability to play any musical instrument with exceptional skill. Your performances are mesmerizing, able to captivate any audience with ease. You can use your music to manipulate emotions and sway the minds of those around you. Additionally, you possess a limited ability to cast bardic spells, allowing you to support your allies in combat or create illusions to aid in your performance.

I'm Confused and Aroused - 100 CP

There are a variety of ways for individuals to alter their bodies here. For example, Scanlan accidentally turns himself into a female elven version of himself while experimenting with an unknown spell. You can perform a similar ability altering the sex of others. This effect could be sudden or retroactive depending on how you want others to react to this change. This will also ensure that history is unaffected so you don't have to worry about accidentally deleting someone's kids or some other negative effect.

Twin Bond - 200 CP

You have the ability to create unbreakable bonds with others, much like the bond shared between Vax and Vex. This bond allows you to communicate telepathically with your bonded, no matter the distance between you. You can share thoughts, emotions, and even memories, allowing for a deep level of understanding and connection. Additionally, you have a heightened sense of awareness when it comes to your bonded's well-being. You can sense when they are in danger, hurt, or distressed, even if they are far away from you. This ability allows you to quickly respond and come to their aid if needed. Your bond is so strong that it also enhances your physical abilities when you are together. You gain a boost in strength, speed, and agility, as well as an increased resistance to physical harm. This effect is strongest when you and your "twin" are fighting together, allowing you to seamlessly coordinate your movements and anticipate each other's actions.

Unstoppable Teamwork - 200 CP

With this perk, you become a master of cooperation and synergy, able to work seamlessly with your allies to achieve incredible feats. Your movements and attacks become perfectly coordinated, allowing you to unleash strength beyond your normal limits when fighting alongside others. You'll find yourself instinctively knowing what your allies are going to do, and be able to position yourself in a way that complements their abilities perfectly. This perk also grants you the ability to communicate with your allies even in the heat of battle, allowing you to quickly adjust tactics and react to changing circumstances. With this unstoppable teamwork, you'll be able to take on even the toughest of challenges with ease.

Roll For Initiative - 300 CP

Normally whenever a player performs an action they will roll to determine whether or not they will succeed in this task. Depending on what they roll they can fail, succeed, or do so with overwhelming success. With this perk, you can choose to roll for initiative whenever you wish. Your skills and stats will provide additional boosts to your roll, allowing you to achieve greater success in any task. The result of your roll, combined with your skills and stats, will determine your level of success in the task. For example, if a normal person needs a score of 10 out of 20 to break a door, you may only need a score of 6 if you possess abnormal strength or some other bonus.

Unlimited Growth - 300 CP

Despite all of the advantages given by the leveling system it also restricts how much a character can grow. By acquiring this perk, you gain the ability to surpass the normal level limit of 20 and continue growing in power indefinitely. As you gain experience, your abilities and skills will continue to increase, and you will be able to choose new abilities and spells to add to your arsenal, becoming more powerful over time. However, please note that the difficulty of gaining experience and leveling up will increase as you grow stronger. While there is no insurmountable wall that you will reach, the path to limitless power will be fraught with challenges and obstacles that will test your resolve and determination.

Vox Machina

It's Just A Goddamn Door - 100 CP

You possess an exceptional talent for picking locks, able to unlock even the most complex mechanisms with basic tools. With this perk, you can easily bypass any lock, whether it be a simple padlock or a complex combination lock. You can quickly analyze the lock's mechanisms and find the right tools and technique to open it quickly and quietly. Additionally, you have an intuition for finding hidden compartments and secret passages, making you a master of infiltration and espionage.

Dragon Tracker - 100 CP

Like Vex you have an innate sense for the presence of dragons in your vicinity. When a dragon is within a certain radius, you feel a tingling sensation or mental pulse that alerts you to its presence. This ability is not foolproof, as it only indicates the general direction and distance of the dragon and does not provide specific details about its size or type. However, with practice, you can hone your Dragon Tracker ability and learn to distinguish between different dragons and their strengths. This ability also grants you increased resistance to the intimidating presence possessed by most dragons.

I Would Like to Rage - 200 CP

By focusing you can draw upon the powerful, primal fury that burns within you. When activated, you are filled with an intense, uncontrollable rage that greatly enhances your physical abilities and combat prowess. Your strength and speed are greatly increased, allowing you to deal devastating blows to your enemies with ease. Additionally, you become highly resistant to damage, able to shrug off even the most powerful attacks.

However, this rage comes at a cost. While in this state, you become highly unpredictable, prone to lashing out at both friend and foe alike. Your judgment becomes impaired, and you may find yourself acting impulsively or recklessly. It takes great discipline to control this primal fury, but with practice, you can learn to channel it effectively without losing control.

I Got A Plan, But It's Fucking Crazy - 200 CP

You possess a brilliant and innovative mind, allowing you to come up with plans that may seem insane, but have a higher chance of success than one would expect. With this perk, the crazier your plan, the more likely it is to succeed. Your unconventional thinking and ability to take risks can give you an edge in situations where others may be stuck in traditional thinking. You are a master of improvisation and can come up with

solutions to complex problems on the fly. However, it's worth noting that sometimes your plans may not work out as intended, so be prepared for the unexpected.

Elemental Mastery - 400 CP

You have a deep connection to the natural elements of the world, allowing you to control and manipulate them with ease. You can call forth powerful storms, summon raging fires, and command the very earth itself. Your mastery over the elements is nearly unrivaled, and few can stand against you when you unleash your full power. In addition, you possess a keen understanding of the natural world, able to navigate through even the most treacherous environments with ease. Whether you are soaring through the skies or delving deep into the earth, you are always in control of the elements around you, and they bend to your will.



Protect the Healer - 400 CP

You are a master of healing magic and the medicine of this world. Your knowledge and skill in the art of healing is unmatched, and you are capable of healing virtually any injury or ailment. Your healing magic typically manifests as a golden light that can be used to mend broken bones, soothe burns, and cure diseases. More grievous injuries will require a larger amount of energy, but you are capable of using your healing magic to perform incredible feats of medicine. Whether you're healing the wounded on the battlefield or curing a deadly illness, your mastery of healing magic makes you an invaluable asset to any group or organization.

Fate Touched - 600 CP

You possess the unique ability to perceive and influence the invisible threads of fate that connect all living beings. You can see the threads that connect individuals to their destinies, and can manipulate them to change the course of events. Your understanding of fate allows you to predict the outcome of events, and even alter the outcome of certain situations in your favor.

Your manipulation of fate can manifest in different ways depending on your intentions and the circumstances. For example, you can nudge a person's fate in a positive direction by giving them good luck or helping them avoid danger. Alternatively, you can

sabotage someone's fate by causing accidents, bad luck or other misfortunes. You can also manipulate fate on a larger scale, such as redirecting the course of wars, natural disasters, or other major events.

Divine Champion - 600 CP

It would appear that you have become the champion of a god and empowered by them. This grants you a number of powerful abilities which will depend on which deity you serve. For example, Everlight would grant you powerful light magic, healing, and make you extremely effective against the undead. The Matron of Ravens on the other hand would grant you ability based around death, manipulating souls, and altering fate. As a Divine Champion, you also serve as an emissary for your patron deity, spreading their word and doing their bidding. This may include going on quests, performing rituals, or defending holy sites from desecration. In return for your service, your deity may grant you visions of their divine will, speak to you in dreams, or even provide you with physical gifts such as magical weapons or powerful artifacts. As a final benefit your patrons may follow alongside into future jumps.

Nobility

Court Etiquette - 100 CP

One of the most important aspects of nobility is knowing how to navigate the courts. You not only know the customs and protocols of high society, but you also possess an intuitive understanding of how to use them to your advantage. You can read the room and understand the dynamics between individuals, allowing you to make informed decisions about how to navigate social situations. Your mastery of etiquette extends beyond just the rules of behavior; you are also adept at reading body language and subtle cues, giving you insight into the motivations and intentions of those around you. With this skill, you can deftly maneuver through complex political and social situations, gaining allies and avoiding enemies with ease.

Friend of the People - 100 CP

Your charismatic and amiable nature has a magnetic effect on those around you. People are drawn to your presence and find it easy to open up to you, even those who are usually guarded or hostile. Your kind and empathetic approach to others allows you to quickly establish rapport and build deep, meaningful connections. This perk also makes you an excellent mediator, able to diffuse tense situations and bring people together for a common cause. Whether you are seeking allies, gathering information, or simply making new friends, your ability to connect with others will prove invaluable.

We Should Consider All of Our Options - 200 CP

Your intellect is unparalleled, and you possess an uncanny ability to detect spies and unravel hidden plots. You are a mastermind strategist, able to serve as an excellent advisor to kings, emperors, and other powerful leaders. Your insights and advice are highly valued, and your ability to see through complex situations and find the best course of action is second to none. Whether it's in a courtroom or on a battlefield, you are always one step ahead of your enemies, and your knowledge and wisdom are invaluable assets to any who seek your counsel.

Something's Watching Us - 200 CP

As someone who's constantly on the lookout for potential threats, you've developed an almost supernatural sense of danger. You're incredibly perceptive and can detect when someone is trying to ambush you or catch you off guard. Your heightened senses and intuition make it impossible for someone to sneak up on you or surprise you, regardless of how skilled they are. Any attempts at ambushing you will fail, providing no advantage

to your foes. You can also use your abilities to detect hidden enemies, traps, and other dangers that would normally go unnoticed.

Inspiring Leader - 400 CP

Leadership isn't just about giving orders; it's about inspiring your followers to greater heights. As an inspiring leader, your mere presence on the battlefield will boost the morale of your allies. They will become imbued with a sense of courage and determination, allowing them to unleash greater power than normal. Your presence will increase their endurance, making them more resistant to damage and enabling them to take on deadlier foes. Moreover, your inspiring words and deeds will serve as an example to your followers, motivating them to greater feats of heroism and selflessness.

Court Wizard - 400 CP

Court Wizards are magic users typically of great renown who serve as a ruler's advisor. These individuals are often incredibly knowledgeable and powerful. You possess a level of mastery over arcane magic similar to that of Allura Vysoren. You are able to cast spells with ease, and your magical abilities are greatly enhanced. With this perk, you are able to channel magical energy in ways that others could only dream of, and your spells are much more potent and effective. You also possess a deep understanding of magical theory and can identify and analyze magical phenomena with ease. Additionally, you have gathered extensive knowledge of magical artifacts, allowing you to recognize and utilize powerful magical items with ease. With this perk, you are truly a master of the arcane, and your power will allow you to face off against many powerful forces.

The Slayer - 600 CP

This world is filled with monsters which naturally means that there are monster hunters. You can not only be counted amongst their ranks, but you are one of the best. You have an encyclopedic knowledge of virtually every monster that lives in the world of Exandria, and are an expert at hunting them. You know their weaknesses, strengths, habits, and behaviors, and are able to quickly assess any situation involving monsters. You have an arsenal of weapons and tools at your disposal to help you track and kill these beasts, and are always prepared for any situation. Your reputation as a monster hunter precedes you, and many seek your services to deal with dangerous creatures. With your vast knowledge and experience, no monster is too challenging for you to take on.

Call Upon the Heroes of the Realm - 600 CP

As a leader, you possess a rare gift - the ability to rally the most powerful and noble individuals to your cause. Your charisma and magnetism attract the greatest heroes of

the realm, who are willing to follow you to the ends of the earth and risk their lives in service to your kingdom. Under your guidance, your kingdom will thrive and prosper in all aspects, from economics to military might. Your leadership and vision inspire loyalty and dedication from your subjects, who look up to you as a beacon of hope and guidance.

In times of crisis, fate seems to favor you and your kingdom. Great heroes will rise up to fight by your side, wielding legendary weapons and possessing incredible powers. You will have access to powerful artifacts and resources that were previously hidden or lost, which will aid you in your quest to protect your people and achieve your goals. Your rule will be remembered as a golden age, where your kingdom was a beacon of civilization and enlightenment in a chaotic and dangerous world. The legacy you leave behind will inspire future generations to aspire to greatness and continue the noble legacy you started.

Merchant

Jack of all Trades - 100 CP

While you may not be a master of multiple fields, knowing some tricks of the trade can be quite useful. You have a natural talent for learning new things quickly. You pick up new skills, techniques, and knowledge at a faster rate than most people. With this perk, you can master new abilities in a fraction of the time it would take others, allowing you to become a jack-of-all-trades or specialize in a specific area with ease. In addition you can apply the knowledge you gain to a variety of situations. For example, you could accurately appraise unique items that normal merchants would have never seen before with ease.

Endless Munitions - 100 CP

The greatest limit when it comes to using most forms of advanced weapons is their limited ammo. However, there are some ways to get around this limitation. With this perk, you will never run out of ammunition. You are able to generate ammunition using your own energy or draw it from an unseen dimension. You will no longer need to carry extra clips or worry about reloading your weapon during combat. Your shots will never falter due to a lack of ammunition. This perk applies to any and all weapons you wield, from firearms to crossbows to slingshots.

Universal Linguist - 200 CP

You have an innate understanding of every spoken and written language in the world of Exandria, from the common tongues to the rarest dialects. This ability extends to languages spoken by magical or otherworldly beings, and even to dead languages that have been lost to time. Not only can you comprehend and speak these languages with ease, but you also have a natural talent for deciphering complex documents and texts. This includes deciphering codes, ciphers, and even magical scripts such as Delilah's diary. With this ability, you can quickly and easily understand any communication you come across, no matter how obscure or difficult to read it may seem.

Runechild - 200 CP

A Runechild is a powerful sorcerer who possesses a unique ability to collect and store arcane energy within their body in the form of natural runes. These essence runes are invisible beneath the skin when not in use, but manifest on their body as they grow more powerful. As a Runechild, you are capable of harnessing the power of these runes to cast powerful spells and enhance your physical abilities. The first essence rune typically appears on the forehead of a Runechild, and as you grow stronger, more runes

will manifest on your body. When you charge or use the power of these runes, your body emits a bright and awe-inspiring light that can intimidate even the most formidable foes. As a Runechild, you also have the option of being related to the merchant Gilmore, who is also a Runechild.

Connections in High Places - 400 CP

You possess a natural charisma and networking ability, enabling you to build strong relationships with important individuals across various fields. Whether it's politics, business, or entertainment, you can easily find yourself in the company of nobles, renowned heroes, and other notable figures. Your magnetic personality will practically draw them to you like a moth to a flame. Your extensive network of contacts can open doors to exclusive events, granting you access to valuable information and influential decision-making processes. As a result, you have the power to shape the course of events in your favor, influencing those in high places to work towards your goals. Additionally, your contacts are a valuable asset, offering protection and support in times of need. With your connections, you are a force to be reckoned with.

Hagglers Tongue - 400 CP

Charisma is key to being a successful merchant, and with this perk, you possess a naturally powerful charisma that borders on the magical. Your words are seemingly imbued with a hypnotic quality that can sway even the most stubborn individuals. Your gift of persuasion allows you to negotiate deals that heavily favor you, acquire lucrative trade deals, and secure special items that would otherwise be difficult to obtain. Whether you are bartering with merchants, convincing officials to see things your way, or simply trying to make a good impression, your words have a powerful effect on those around you. With your gift of gab, you can use your charm and wit to your advantage in any situation, easily convincing people to do your bidding.

Supply and Demand - 600 CP

In war, the ability to manage and maintain a reliable supply line is critical to success. With this perk, you possess a remarkable talent for setting up and managing supply lines. Your strategic mind can easily determine the most optimal routes and methods for obtaining and transporting essential goods, even in the most challenging of conditions. Your expertise ensures that your allies never run out of critical resources needed to win a battle, from food and ammunition to specialized equipment and medical supplies. Additionally, your vast network of suppliers and contacts allows you to acquire rare and exotic goods that others can only dream of obtaining. Whether you are running a caravan, managing a sprawling empire, or leading a team on a dangerous mission, your supply lines will always be reliable and secure. Your enemies will never be able to starve you out, and your allies will always have the resources they need to succeed.

Magical Curiosities - 600 CP

It is one thing to sell renowned artifacts, but it is another thing entirely to forge them yourself. You possess the rare and powerful ability to create magical artifacts with ease. With this perk, you have not only mastered the art of creating magical artifacts but have also gained the ability to imbue them with powerful magical properties. You can create magical items of all kinds, from powerful weapons and armor to enchanted trinkets and magical potions. You have an innate understanding of how magic works and can create items that are not only incredibly powerful but also unique in design and appearance.

In addition to your skill at creating magical artifacts, you also have access to rare and exotic materials that are necessary to craft these items. You have knowledge of hidden locations and rare resources that are normally difficult to obtain, making it easier for you to create artifacts of immense power. With this perk, you have the means to create legendary artifacts that are beyond the comprehension of most mortals. Furthermore, you possess the ability to create entirely new magical artifacts that have never been seen before. With your vast knowledge of magic and materials, you can experiment with new designs and create items that have never been conceived of before. These new artifacts may even have unique properties that have never been seen before, granting you even greater power and influence in the magical world. Perhaps you could even forge new Vestiges of Divergence, creating divine relics the world has never seen before.

The Whispered One

Corrupt Advisor - 100 CP

Like Dr. Anna Ripley, you possess the skills and mindset of a corrupt advisor, with the added benefit of being even more skilled than her. You have a natural talent for manipulating others and influencing their actions, no matter how powerful or intelligent they may be. You can use your silver tongue to turn allies against each other, and convince enemies to work in your favor. Additionally, you have an uncanny ability to gather information from the most guarded sources, allowing you to know everything you need to succeed.

Shadow Magic - 100 CP

You have been trained in the ways of shadow magic by Delilah Briarwood herself, giving you immense power and mastery over this magic. You can create powerful illusions that can deceive even the most experienced adventurers, and your teleportation abilities are extremely versatile, allowing you to slip through the shadows undetected or even transport others with you. You can also create shadow creatures which have the ability to grow in strength over time and they can overwhelm even the most powerful of foes when given enough power. Additionally, you have gained the ability to manipulate shadows in other ways, such as creating deadly traps or even summoning massive shadow portals to transport you across great distances.

Despair's Embrace - 200 CP

Following in the footsteps of the Archfey Saundor, you possess an innate understanding of the negative emotions that plague mortals. By tapping into these feelings, you can manipulate them to your advantage, causing those around you to feel despair, hopelessness, and fear. This can be used to enthrall individuals, making them fiercely loyal to you and your cause.

This can be particularly effective against individuals who are already struggling with negative emotions, as you can offer them a sense of purpose and belonging. In addition to manipulating emotions, you have a heightened sense of awareness when it comes to detecting negative emotions in others. This allows you to read people more effectively and understand their motivations and desires, making it easier to gain their trust and manipulate them to your advantage.

Just Hold Them Off - 200 CP

In combat, sometimes the best defense is a good offense. However, there are times when it's more strategic to simply hold your ground and prevent your opponent from advancing. You have honed your defensive combat skills to a master level, allowing you to maintain a strong, impenetrable defense against even the strongest opponents.

Through careful reactions and skillful parrying, you can fend off attacks from all angles. You also possess incredible durability, able to withstand powerful blows without being knocked off balance or losing your footing. With this perk, you can effectively hold your own in any combat situation and keep your enemies at bay.

Vampire Lord - 400 CP

Like the powerful vampire lord Sylas Briarwood, you have become a creature of the night, gaining supernatural abilities that far surpass those of mortals. As a powerful vampire lord, you possess a vast array of supernatural abilities that allow you to dominate your enemies and manipulate the world around you. You have the power of hypnosis, which allows you to bend others to your will with a mere gaze, as well as rapid regeneration that enables you to heal even the most grievous of wounds. Your ability to turn into mist allows you to slip through the smallest of spaces undetected, and your strength and speed surpasses that of any human. Additionally, you are able to call upon swarms of bats or rats to aid you in battle, and are immune to most forms of conventional damage. Just be careful as you now possess a weakness to sunlight although only magically focused light truly poses any danger to you.

Tough as Nails - 400 CP

You are a specimen of exceptional strength and resilience, surpassing all others of your species. All of your physical and mental abilities are significantly enhanced, allowing you to withstand incredible amounts of damage compared to normal. With this perk, you are much tougher than others of your species, and your abilities are boosted accordingly. For example, if you were a relatively normal member of your species then now you would now be a match for some of the mightiest of your kind in direct combat.

Dealmaker - 600 CP

One of the most common ways a Shadow Demon will manipulate someone is by offering them a deal. You possess a similar ability to strike bargains and pacts with others, empowering them in exchange for their offerings. The terms of the deals may vary - from souls to loyalty to simple tasks, but the more they offer, the greater the boon you can bestow upon them. This could come in the form of significant power boosts, rare artifacts, or even immortality. Your power lies in your ability to negotiate, and those who dare to make deals with you will find that the rewards are always worth the cost.

Additionally, if anyone attempts to renege on their end of the bargain, you have the power to automatically claim their soul and everything they possess as payment.

- This perk is discounted for Shadow Demons. This will stack with the origin discount if applicable.

The Great Evil - 600 CP

Through the guidance of the Whispered One, you have become a truly powerful force to be reckoned with and transformed yourself into a lich. As a lich, you have mastery over death and magic, allowing you to create phylacteries to anchor your soul and achieve immortality. You are able to command legions of undead minions to do your bidding, and can even summon powerful undead creatures to fight for you. Your magic is incredibly potent, allowing you to cast devastating spells that can wipe out entire armies or reshape the landscape itself. Optionally you may choose to replace the Whispered One, and inherit their power becoming the new ruler of the undead. You will be able to command his vast armies of the living dead for your own purposes to conquer the world. Alternatively, you can choose to become the trusted partner of the Whispered One, sharing their power and becoming an unstoppable force that can topple even the mightiest of kingdoms.

Chroma Conclave

Polymorph - 100 CP

While they may not use this ability often all members of the Chroma Conclave have the ability to shapeshift into a humanoid form. Purchasing this ability grants you access to this power and more. With this power, you can mimic the appearance and abilities of any creature perfectly, making it difficult for others to discern your true identity. You can even transform into objects or elements, allowing you to slip past obstacles undetected. However, the more complex the transformation, the greater the cost to maintain it, both in terms of magical energy and physical strain. With practice, you may learn to use this power with greater ease and finesse.

The Dragon's Hoard - 100 CP

Aside from their overwhelming power dragons are also some of the richest being in the world. This however, does occasionally lead to others targeting them particularly the younger dragons. To protect your vast resources gathered through your uncanny ability to amass great wealth and treasures, you have honed the art of safeguarding your valuable hoard from those who would dare to take it. Your unparalleled expertise in securing your wealth is evidenced by your mastery of hidden locations that are impenetrable to even the most skilled thieves or adventurers. You are capable of setting up vaults and hiding places so that they are equipped with magical and mechanical traps that are carefully crafted to thwart any intruders.

However, your talent for discerning valuable objects is not limited to locating them, you possess an innate sense that allows you to identify precious items at a mere glance, be it a neglected trinket tucked away in an antique store or a rare artifact of great value. You know the true worth of these treasures and are quick to assess their value and whether they are worth adding to your collection. Moreover, your passion for collecting extends beyond material possessions, as you also seek out rare and unique experiences, taking on daunting challenges or battling fierce adversaries. With a fierce determination akin to a dragon guarding its hoard, you approach life with an unquenchable thirst for adventure, forever seeking to expand your collection of treasures and experiences alike.

Draconic Breath - 200 CP

Dragons are known for their fearsome elemental breath attacks, and with this perk, you gain a similar ability. You can choose the element of your breath attack, whether it be fire, lightning, ice, acid, poison, or another element of your choice. You can purchase

this perk multiple times to gain access to different breath attacks, and you can even combine them to create new and powerful combinations. For example, combining fire and wind could result in a superheated blast of flames. With this powerful ability, you'll be able to strike fear into your enemies and lay waste to your foes with a deadly breath attack.

Armored Insides - 200 CP

Dragons are known for their formidable scales, but even they have weak spots in their bodies. You possess a unique physiology, with your entire body possessing the same strength and durability as the armor-like scales that cover your exterior. This means that you have no weak points and are equally protected from attacks on all sides. Instead the defensive strength possessed by the strongest part of your body is equally applied to every aspect of your body. For example, if someone tried to stab your eye or your organs it would have the same resistance as that of your bones.

Chromatic Dominion - 400 CP

With Chromatic Dominion, you embody the indomitable spirit of dragons, instilling awe and fear in all who would dare to challenge your authority. Your natural charisma and commanding presence allow you to easily bend the wills of all creatures to your own, even those as powerful and legendary as dragons. With a mere utterance, your voice carries a magical resonance that can compel obedience from any being within earshot, making it nearly impossible for them to resist your will.

Your bond with creatures goes beyond mere communication, as you can connect with them on a deep, instinctual level, forging an unbreakable bond that will allow you to control and command them with ease. This is true not only of dragons, but also of any other creature you encounter, from lowly insects to mighty beasts and beyond. With your newfound power, you will be able to create an army of followers, or simply bend the will of your enemies to your own. You are the master of all creatures, and they will recognize and respect your power as the indomitable force that it is.

He Disappeared - 400 CP

Like Umbrasyl you are capable of turning invisible and eliminating any sign of your presence. No one would be capable of finding you even if you were a titanic dragon. You possess the ability to disappear from sight and sound completely, as if you were never there in the first place. You can blend into your surroundings, making yourself invisible even to the most astute observer. Not only can you hide your physical presence, but you can also eliminate any trace of your scent, leaving no trail for anyone to follow.

Even magical means of detection, such as scrying or divination, will be unable to locate you while you are in this state. Furthermore, you have complete control over your invisibility, allowing you to choose when to turn it on and off. You can use it for quick escapes or to stalk your prey without being detected. You can also use it to infiltrate heavily guarded areas undetected or to eavesdrop on private conversations. Most importantly you can still attack others without breaking this invisibility though certain effects such as magic will become visible to others.

It Must Be Ancient - 600 CP

As a dragon, your lifespan is already measured in centuries, but with this perk, you transcend the normal limits of age and growth. You possess a unique trait of continuous growth and strength, which means that as you age, you become even more powerful, both physically and magically. You will never die from old age, and you will continue to grow larger and more imposing with each passing year (you can disable this aspect if you don't want it for some reason). This growth is not limited to just your physical size, as your magical abilities will also expand and become more potent over time. You will be capable of feats of magic that would be impossible for younger dragons or even other magical creatures. As you grow in strength, your scales will become harder, your breath attacks more devastating, and your intellect sharper.

This trait also provides you with a form of immortality, as you will never succumb to the ravages of time. You can live for thousands of years, growing larger and more powerful with each passing decade. However, while you may be invulnerable to the effects of old age, you can still be slain by weapons or other means of attack. With this perk, you will become a true titan among dragons, a living legend that inspires awe and fear in all who behold you. Your very presence will be enough to command respect and obedience, and your power will be unmatched by any other creature in the world.

Ancient King - 600 CP

As an ancient dragon, you possess power and authority beyond that of your lesser kin. Your physical strength, magical abilities, and intellect are all enhanced to an unparalleled degree, making you a true force to be reckoned with. Your scales are thicker and harder than any other dragon's, and your claws and teeth are sharper and stronger, allowing you to rend through steel and stone with ease. Your breath weapon is also greatly amplified, capable of unleashing destruction on a scale beyond that of any other dragon aside from perhaps Thordak himself who can launch a breath of flame and transform it into a plasma beam.

In addition to your physical might, you possess immense magical abilities, able to cast spells of incredible power and complexity with ease. You can also channel your magic

through your breath weapon, creating devastating elemental blasts that can obliterate entire armies. Your intellect is also unparalleled, allowing you to see through even the most complex of plans and schemes, and outmaneuver your foes with ease.

As an ancient king, you are a symbol of power and dominance, revered by lesser dragons and feared by mortals. You command respect and loyalty from those around you, and your mere presence can strike fear into the hearts of your enemies. With this perk, you are truly a dragon among dragons, and few can hope to stand against you in battle.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

The Belt of Dwarvenkind - 50 CP

This belt is a peculiar and powerful item that will greatly enhance your facial hair. Upon wearing it, you will be able to instantly grow a magnificent and perfectly styled beard, of any color and shape you desire. This beard will be the envy of all those who lay their eyes on it, exuding an aura of rugged masculinity and sophistication. The Belt of Dwarvenkind also grants protection to your beard, ensuring that it will remain undamaged and perfectly maintained. Even if the belt is removed, your beard will continue to thrive, growing at an accelerated rate to maintain its lusciousness. Should your beard suffer any damage, it will be instantly repaired, restored to its full glory. With the Belt of Dwarvenkind, you will always be the epitome of masculine grace, commanding respect and admiration from all who see you. In addition, to this the belt grants a number of other effects such as bolstering your constitution, making you more persuasive to dwarves, resistance to poison, limited dark vision, and the ability to understand dwarvish perfectly.

The Legend of Vox Machina - Free/100

This is a copy of The Legend of Vox Machina series. It contains the events that occurred throughout the series and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Death From Above - 100 CP

Death From Above is a magical broom imbued with the power of flight. Originally owned by the renowned wizard Gilmore, this broom has been enchanted to allow its user to soar through the skies with ease. To activate its magic, one must simply speak the incantation "Candle" in the ancient language of Dragonic. The broom is capable of

carrying a few hundred pounds and it has been designed with a comfortable seat for a single rider. Death From Above is a useful tool that can allow you to easily navigate difficult terrain and gain a tactical advantage in combat by taking to the skies.

Undead Wolf Pack - 100 CP

This item grants you a pack of twelve undead wolves that will serve as your hunting companions. These canines are highly resilient, capable of withstanding a great deal of physical damage, and can even continue to function if cut in half or otherwise mutilated. They possess an unmatched ability to track targets over long distances, being able to detect their scent from miles away. Their noses are so sensitive that they can track targets even if they have been disguised or magically concealed.

These undead wolves are completely loyal to you and will follow your commands without question. They are also highly intelligent and can communicate with you telepathically, making it easy for you to direct them on hunts or to use them for reconnaissance purposes. Additionally, the pack is immune to most forms of magic and can even detect and avoid magical traps or illusions. Finally, the pack is under your complete control, allowing you to summon and dismiss them at will. Should any of the wolves be destroyed, they will regenerate within 24 hours and return to full strength.

Golem Squad - 200 CP

By purchasing this item you will receive a group of five golems that will serve as your loyal and formidable bodyguards. These golems are designed to resemble large humanoids clad in heavy armor, standing at around ten feet tall. Each of these golems possess immense physical strength, equivalent to that of the renowned warrior Grog, and are seemingly immune to most forms of damage. However, they do have weak points that can be targeted to disable them.

Should any of the golems be destroyed, they will be automatically repaired within three days, returning to full strength and functionality. These golems will obey your commands without question and will protect you with their lives. Their presence will ensure that you have the utmost security in any situation.

Vestiges of Divergence - 200 CP

The Vestiges of Divergence are a set of powerful magical artifacts that were created during the Age of Arcanum, a time of great magic and upheaval in the history of Tal'Dorei. Each of the Vestiges is imbued with its own unique powers and abilities, and they have the ability to grow in strength and power as their wielder grows in experience and knowledge.

There are many Vestiges scattered throughout the world Each have their own history and unique powers. Some are weapons, such as the Mythcarver, the Titanstone Knuckles, or Fenthra's. Others take on the form of armor, such as the Deathwalker's Ward which grants the user immense agility, resistance to a single type of damage, and the ability to grow large raven-like wings. You may purchase this as many times as you can afford.

The Slayer's Take - 300 CP

The Slayer's Take, is a guild filled with some of the most skilled and experienced monster hunters in the realm. By purchasing this item, you can become the leader of this guild. You will be able to issue orders and directives to the guild, mobilizing its members to track down and eliminate the most dangerous monsters and creatures that threaten the people of Exandria.

Not only does the Slayer's Take possess some of the deadliest and most skilled hunters in the realm, but it also has a vast network of resources at its disposal. From high-tech equipment to secret hideouts and safehouses, you can tap into the full range of the guild's resources to achieve your goals.

With the Slayer's Take under your command, you have an army of fearless hunters ready to take on any threat, no matter how powerful or deadly. Whether you need a powerful ally in battle or simply want to use the guild's resources for your own purposes, this item is an essential tool for any adventurer looking to make their mark on the world of Exandria.

Heart Crystal - 400 CP

The Heart Crystal is a rare and potent artifact that imbues the wielder with immense power. By default, the crystal is the heart of a Primordial Fire Titan, but you may choose another entity of equal power if you prefer. This crystal will elevate all of your attributes to new heights, increasing your strength, speed, endurance, and mental acuity. In addition, you will grow in size, although you may choose to disable this effect if you wish.

One of the most significant benefits of the Heart Crystal is its unparalleled affinity for the element it represents. Whether it be fire, ice, earth, or another element, your control over it will be absolute. You will be able to summon, shape, and manipulate it at will, allowing you to unleash devastating attacks on your enemies or protect yourself from harm. Lastly, the Heart Crystal will bond perfectly with your body, granting you all of its benefits without any negative side effects. This will allow you to wield its power with ease, becoming a force to be reckoned with on the battlefield.

Vox Machina

Anti-Vampire Supplies - 100 CP

Hunting down supernatural creatures is not an easy task, and being ill-equipped can be fatal. However, with this kit, you will have everything you need to hunt even the most powerful of supernatural beings. The kit contains an array of items specifically designed to combat various supernatural species, such as anti-magical arrows, silver bullets, and holy water. Additionally, you can choose a specific foe to gain enhanced tools against, with vampires and the undead being the default choice. Whether you're tracking werewolves, demons, or any other supernatural creature, this kit will provide you with the necessary tools to face any challenge.

Pepper Jack - 200 CP

The Pepperbox is a legendary weapon created by the renowned inventor Percival De Rolo. These firearms come in the form of a versatile pistol and rifle, capable of firing multiple rounds before needing to be reloaded. The Pepperbox is renowned for its exceptional accuracy, allowing skilled marksmen to hit even the smallest of targets from great distances. Its bullets are infused with arcane energy, making them capable of penetrating even the toughest of materials, such as dragon scales. Possessing this weapon grants you access to its exceptional power, allowing you to become a feared and respected marksman. This will also grant you an unlimited supply of black powder ammunition which you can use to reload your weapons.

Raven's Slumber - 400 CP

Raven's Slumber is a powerful pendant that holds within it a small demi-plane, capable of storing living beings. The pendant can be opened to reveal a portal leading into the demi-plane, where time moves differently than in the Material Plane. This means that creatures stored within will not age, hunger, or thirst while in stasis. The pendant is controlled by a magical phrase, which when spoken will cause it to open and close at will. In addition, the demi-plane can be decorated to the owner's liking, creating a personalized sanctuary for the stored beings. This pendant is a valuable tool for those who need to transport or protect living beings, and with it, you can ensure the safety and well-being of your allies or yourself. Lastly, if someone is lethally wounded or knocked unconscious the pendant is capable of automatically recalling them inside to protect the individual.

The Ashari - 600 CP

The Ashari are a proud and diverse people, divided into four tribes based on the elements they have sworn to protect: Air, Earth, Water, and Fire. Each tribe resides in a

sacred location where the boundary between the Elemental Planes and the Material Plane is thin. As leader of one of these tribes, you will have the unwavering loyalty of the tribe's citizens, and their abilities and knowledge at your disposal. You will also be granted a city, complete with all necessary infrastructure, for your tribe to call home. If you do not wish to align with one of the existing tribes, you may instead create a new tribe and a portal to an elemental plane of your choosing. In addition, if you choose to lead the Air Ashari, you may optionally have some connection to Keyleth.

Nobility

Signet Ring - 100 CP

This signet ring features your family crest expertly engraved on it. When used to seal important documents and letters, it carries your authority and cannot be duplicated or faked. The seal of the ring is magically imbued to prevent any attempt at altering the document, ensuring its authenticity and integrity. With this ring, you can confidently make official proclamations and declarations, establish treaties, and make other important decisions befitting your noble status.

Skyship - 200 CP

This magnificent vessel is a true marvel of magical engineering. It's a skyship, a flying ship that can traverse the skies and soar high above the clouds. The ship is manned by a skilled crew of six to ten individuals, and can carry up to forty passengers on board. The ship is heavily armored and covered in powerful enchantments to protect its passengers from harm.

The skyship is a versatile mode of transportation that can take you anywhere you need to go, whether it's across vast oceans, over treacherous mountain ranges, or through dangerous forests. With its ability to fly, the ship can also avoid dangerous terrain and obstacles on the ground. In the event of a catastrophic incident, such as the ship being destroyed, it will magically reappear in your warehouse a few days later, ready to set sail once more.

Advisors - 400 CP

While a leader must possess a wide array of skills that doesn't mean you can't have help. With this you will have at your disposal a team of skilled and experienced individuals who will aid you in ruling your kingdom or leading your organization. This team includes an Archmage, a skilled General, a Spymaster, a Cleric, and several other individuals with expertise in various fields. Each advisor is an expert in their respective field and can offer valuable insights and advice to help you make informed decisions. They will be completely loyal to you and will work tirelessly to help you achieve your goals. You may also customize their appearances and personalities to suit your preferences. Whether you want a stern and serious spymaster or a jovial and charming cleric, you can tailor each advisor to fit your needs.

The Sovereign - 600 CP

It's difficult to be a king without a kingdom, but with this option, you can create a magnificent kingdom to call your own. This kingdom is on par with Emon or any other notable kingdom within the realm. You will have complete control over the demographics, species, and policies of your kingdom, as well as its key features such as buildings, landmarks, and infrastructure. All of the citizens of your kingdom will become your followers and have unwavering loyalty towards you. You can customize the kingdom to fit your desires, whether it be a prosperous trade empire or a militaristic stronghold. Additionally, this kingdom will come equipped with a powerful army and formidable defenses to protect it from any threats. With this option, you will truly become a ruler to be reckoned with.

Merchant

Teleportation Crystal - 100 CP

The Teleportation Crystal is a small but incredibly valuable item that can mean the difference between life and death in a dangerous world. It is the perfect tool for any merchant or traveler who needs to be ready for unexpected attacks or ambushes. The crystal is easy to carry and can be used at a moment's notice to escape from danger. When activated, the crystal creates a powerful magical portal that transports you and anyone holding onto you to a safe location. The destination can be any place that you are familiar with or have previously marked with the crystal. This allows you to quickly and safely escape from danger and regroup with your allies or make a strategic retreat.

One of the most unique features of the Teleportation Crystal is its ability to repair itself after use. While most crystals shatter and are rendered useless after being used, this crystal will gradually repair itself over the course of a week. This means that you can use it multiple times without worrying about running out of crystals. The Teleportation Crystal is also incredibly versatile. It can be used to transport yourself and your allies to new locations quickly and efficiently, allowing you to explore new areas and complete quests more efficiently. It can also be used to transport goods and merchandise across great distances, saving you time and money on transportation costs.

I Have An Invitation - 200 CP

Access to exclusive events and gatherings is not always easy to come by, but with this item, you will always have a way in. The small envelope contains an invitation that guarantees your acceptance as an honored guest at any event or gathering that you wish to attend. The invitation will bear the signatures of the important figures involved, ensuring that you are welcomed with open arms. No matter how exclusive or high-security the event may be, you will be granted entry without question. Lastly, this will also come with a list of events that is updated continuously so that you know when you have an opportunity to use this item.

Anything for the Right Price - 400 CP

To be a true merchant you need to be capable of getting your hands on special items. To deal with this issue you have acquired the services of a special trader. This is a mysterious individual that you can summon at will. They are capable of acquiring literally anything that you could ask for as long as you are able to provide them with sufficient payment. Should you purchase anything for your own use this trader will provide you with a 50% discount. Alternatively if you wish to act as an intermediate for another individual you will receive a 30% cut of the profits from any deal. If their

mysterious presence bothers you then you may optionally design this trader's appearance and personality.

Jumper's Glorious Goods - 600 CP

Welcome to Jumper's Glorious Goods, the premier magic shop for all your arcane needs. This mystical emporium is filled with an extensive collection of rare and valuable relics, ranging from enchanted weapons and armor to magical artifacts and talismans. Whether you seek to enhance your own powers or acquire a powerful magical item, Jumper's Glorious Goods has everything you need.

The shop is fully staffed by a team of skilled and knowledgeable employees, including enchanters, alchemists, and artifact specialists, who are available to provide expert guidance and advice on your purchases. You can trust that each item in the shop has been carefully selected and verified for its authenticity and effectiveness.

As the owner of Jumper's Glorious Goods, you will have complete control over the stock of the shop, allowing you to add new items and even commission custom-made magical items tailored to your specific needs. Additionally, the shop's employees will be loyal to you and willing to assist you in any way they can.

The Whispered One

Cloak of Displacement - 100 CP

This magical cloak grants its wearer incredible stealth and deception abilities. The cloak is imbued with powerful enchantments that obscure the space around the wearer, making it incredibly difficult for others to detect their presence. In addition, the cloak is capable of creating multiple illusory copies of the wearer, further confusing and disorienting their enemies.

The cloak's illusionary magic allows these copies to mimic the wearer's movements and actions, allowing them to perform complex maneuvers while remaining unseen. The wearer can control the number of copies created, as well as their movements and actions. The cloak is made from the finest materials and is designed for comfort and mobility. It also offers some protection from physical attacks, though its true power lies in its ability to keep its wearer hidden and safe from harm.

Craven Edge - 200 CP

Craven Edge is a powerful and malevolent sentient greatsword that hungers for blood and souls. It is a legendary weapon that is said to be imbued with the essence of a powerful demon. While wielding Craven Edge, you gain incredible strength and speed. Normally you would have to deal with some various issues such as a constant demand for blood sacrifices, but this version doesn't have those downsides. The blade will grant you all of its abilities without any issues though it would likely appreciate it if you feed it every now and then. In addition to its previous traits it also drains the life force of your enemies with each strike, restoring your own health and vitality. If you do not want a great sword then you may choose for this weapon to possess another form instead such as a spear.

Orb of Corruption - 400 CP

This powerful orb radiates an aura of darkness and corruption, granting its wielder the ability to dominate and control the minds of others. With a simple gesture, you can force your enemies to bend to your will and do your bidding, using their own strength and abilities against them. The orb's dark energy can also be used to bolster the power and resilience of your allies, granting them the strength and endurance needed to triumph in battle.

As you hold the Orb of Corruption in your hand, you can feel its malevolent power pulsing through your veins. You know that with this power, you can bend the wills of others to your own, forcing them to serve you and obey your every command. Whether

you use it to enslave your enemies or to strengthen your allies, the Orb of Corruption is an extremely powerful magical tool that can grant you immense influence, and one that can help you achieve your darkest desires and most ambitious goals.

Whitestone - 600 CP

Whitestone is a city located a short distance away from Emon, and now you are its owner and leader. The city was originally ruled by the De Rolo family before it was taken by the Briarwoods. With this purchase, you can choose to have either the corrupted or the cleansed version of Whitestone, which will determine the nature of your kingdom.

- **Corrupted:** If you choose the corrupted version, Whitestone will be filled with all sorts of monsters. The city is now your stronghold, and a fortress for the forces of darkness. As the owner and leader of this dark domain, you wield immense power and command the loyalty of all its inhabitants. You may choose what kind of monsters and undead roam the streets of Whitestone, and can use their power to further your goals and ambitions. Lastly, any dark magic used here will be significantly stronger and cost less energy to use.
- **Cleansed:** On the other hand, if you choose the cleansed version of Whitestone, you will inherit a city that is not only thriving and prosperous, but also filled with goodness and light. As the owner and leader of this kingdom, you will have the opportunity to build upon the existing strengths of Whitestone and expand its influence and power. You can establish trade relations, build alliances, and make the city a hub of diplomacy and culture. Your leadership will inspire the people of Whitestone to reach new heights of excellence, and the city will be renowned as a bastion of civilization and progress. Lastly, any light magic used here will be significantly stronger and cost less energy to use.

Chroma Conclave

Dragon's Eye - 100 CP

The Dragon's Eye is a mystical orb imbued with the power of dragons. This ancient artifact allows you to scry distant locations, seeing through the veil of time and space to observe events and communicate with others from afar. With the Dragon's Eye in your possession, you can keep a watchful eye on your enemies, monitor their movements, and gather valuable intelligence without ever leaving the safety of your lair.

Not only does the Dragon's Eye allow you to scry, but it also enhances your own perception, allowing you to see things that would normally be hidden from view. You will be able to detect hidden traps and secret doors, see through illusions and invisibility, and perceive magical auras around objects and creatures. Furthermore, the Dragon's Eye has the ability to focus your own magical abilities, making your spells and attacks more potent and accurate. With this power at your disposal, you will be a force to be reckoned with, and your enemies will tremble at the mere mention of your name.

Dragonic Hoard - 200 CP

The Dragonic Hoard is a vast underground lair filled with an incredible amount of treasures that were amassed over centuries. The hoard is made up of countless piles of gold coins, precious gems, rare magical artifacts, and other valuable items that have been collected by dragons throughout the ages. The lair itself is a maze of tunnels and chambers, filled with traps and guardians to protect the treasure from intruders.

In addition to the treasure, the Dragonic Hoard also comes with a small army of minions who are fiercely loyal to you. You may optionally choose what type of servants you receive. By default they will be based on the type of Dragon you are. For example, a White Dragon would likely have Frost Giants or some other ice themed minion. These minions will defend the hoard and their master with all their might, and will even go on raids and expeditions to acquire more treasure for the hoard. As the owner of the Dragonic Hoard, you will have complete control over these minions and the hoard, and can use the wealth and resources at your disposal to further your own goals and ambitions.

The Herd of Storms - 400 CP

The Herd of Storms is a fierce and notorious group of marauders, feared and respected by many. This herd is mainly composed of Goliaths and Barbarians, they are renowned for their strength in battle and their ability to harness the power of the elements, particularly the weather. The Herd of Storms numbers in the hundreds and is led by a

formidable Goliath warrior known as the Stormlord, who wields immense power over both the herd and the storms that they summon. With this purchase, you will become the Storm Lord and gain the unwavering loyalty of the Herd of Storms. As their leader, you will have the ability to direct the herd and utilize their skills to your advantage. Additionally, your connection to the weather will allow you to harness its power to aid you in battle or to strike fear into your enemies.

The Jumper Conclave - 600 CP

You are now the king of your own conclave equal to the Chroma Conclave in might. As the king of this conclave, you wield immense power and command respect from dragons and mortals alike. This conclave is made up of five ancient dragons and a massive army of younger dragons. The Ancient Dragons serve as your advisors, lending their vast knowledge and wisdom to aid you in your rule. The younger dragons look up to you as their leader and will follow your orders without question. In addition, given enough time these youngsters will be capable of matching the elder dragons in your force.

The Jumper Conclave is a force of unparalleled might, capable of conquering entire nations and defeating armies on the battlefield. The dragons possess incredible magical abilities and can breathe destructive energy attacks. The younger dragons are fiercely loyal and will fight to the death for their king. As the ruler of the Jumper Conclave, you have access to all of its resources, including its vast hoards of treasure and magical artifacts. You can use these resources to bolster your own power, strengthen your army, and further your goals. If you wish you may design each of the dragons in your conclave or only receive dragons of a certain type. For example, maybe you only want good-aligned metallic dragons rather than evil chromatic dragons.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Fellow Adventurer - 100 CP (Free Vox Machina)

For the most part adventures will gather into teams in order to combat more dangerous foes. In your travels, you have formed a strong bond with a fellow adventurer, someone who has fought by your side through thick and thin. This companion is a valuable ally who shares your goals and values, and who is always ready to lend a hand or a weapon in the heat of battle. You may design their personality, appearance, and species if you wish. If you wish you may purchase this option multiple times to build up a new team of adventurers.

Heir to the Throne - 100 CP (Free Nobility)

As a ruler, it's important to have someone trustworthy to inherit the throne and continue your legacy. This companion is your chosen heir, raised and trained to become a capable leader. Whether they are your child or a young being you have taken under your wing, they possess all the perks and abilities you have gained during this jump. Your heir is a reflection of your values and can be designed to match your preferences in terms of personality, appearance, and species.

They have been educated in diplomacy, strategy, and warfare, and are prepared to take on the responsibilities of ruling a kingdom. In addition to being a loyal and capable ally, your heir can also serve as a diplomatic envoy, representing your kingdom in

negotiations with other nations. They may even have unique abilities or powers inherited from their lineage, making them a formidable force on the battlefield. With your guidance and mentorship, your heir is destined to become a great ruler in their own right.

Shopkeeper - 100 CP (Free Merchant)

Managing a successful business requires a team of competent and trustworthy individuals. This companion is a highly skilled shopkeeper who is dedicated to your success and will work tirelessly to help you achieve your goals. They have a deep understanding of finance, sales, and management, and can provide valuable insights and strategies to improve your business operations.

In addition to their expertise in the merchant trade, they are also a master of negotiation and can help you secure better deals and prices for your goods. Whether you need someone to manage your inventory, handle customer relations, or oversee your finances, this companion is the perfect addition to your team. You have the freedom to design their appearance, personality, and species to best fit your needs and preferences.

Dark Servants - 100 CP (Free Whisper One)

These two beings are the rulers of a small, secluded city that is shrouded in mystery and secrecy. They are fiercely loyal to you and will do everything in their power to protect and serve you, even if it means sacrificing themselves in the process. One of them is a master of shadow magic, able to manipulate darkness and shadows to their will. The other is a skilled warrior, wielding a powerful weapon imbued with dark magic. Both possess immense power and have an unwavering dedication to your cause.

Despite their dark nature, they will follow your orders to the letter and do not act against your will. They are valuable allies to have in any conflict, but be warned that their loyalty is to you alone and they may not always act in a way that is considered ethical or moral by others. You may design their appearance and species if you wish, but by default their personalities are already set as ruthless, cunning, and utterly devoted to you.

Hatchling - 100 CP (Free Chroma Conclave)

Some of the only weaknesses Dragons possess is their low fertility and lack of unity. This makes it difficult for dragons to work together in most situations. You however, are one of the lucky ones who managed to get a hatchling. This could be your actual child or if you're not a dragon then perhaps you simply found their egg. This dragon hatchling possesses incredible potential and a long lifespan, which means that it will be a valuable companion for years to come. You may decide exactly what variant of dragon

this hatching is if you wish. Lastly, you may design their personality and appearance if you wish.

Hex, the Demonic Beauty - 100 CP

Hex is a tiefling warlock who made a pact with a powerful fiend to gain dark magical abilities. Hex is a cunning and manipulative individual who is always looking for ways to gain more power and influence. She possesses a wide array of powerful spells that can cause great harm to her enemies, and can also summon powerful demons to fight alongside her. Despite her sinister nature, Hex is loyal to her companions and will do whatever it takes to protect them, even if it means putting herself in harm's way.

Valor, the Draconic Knight - 100 CP

Valor is a dragonborn paladin who follows a strict code of honor and justice. Valor is a fierce warrior who wields a powerful enchanted sword that can cut through even the toughest armor. He possesses powerful healing magic that he can use to restore his own health and that of his allies, and can also summon a powerful mount to ride into battle. Despite his imposing appearance and formidable fighting abilities, Valor is a kind and compassionate soul who always tries to do what is right, even if it means putting himself in danger.

Dragon - 200/400 CP

Dragons are powerful and majestic creatures, feared and respected by all who know of their existence. With this companion option, you can choose to create either a normal adult dragon or an Ancient Dragon on par with the members of the Chroma Conclave.

For 200 CP, you can create a fully grown adult dragon with a variety of abilities, such as powerful breath weapons, impressive physical strength, and the ability to fly. You may design their appearance and personality to fit your preferences. For 400 CP, you can create an Ancient Dragon, a creature of immense power and wisdom that has lived for centuries. These dragons are on par with the members of the Chroma Conclave and possess abilities beyond that of their younger counterparts. As with the normal adult dragon, you have complete control over their appearance and personality.

The Guardians - 500 CP

You have the companionship of Kamaljiori and Osysa, a pair of Sphinxes who serve as guardians of the Vestiges of Divergence. These powerful beings possess great strength and wisdom. In addition, their knowledge of ancient artifacts and magical relics is unmatched. Kamaljiori is a male Sphinx with golden fur and piercing blue eyes, while Osysa is a female Sphinx with sleek silver fur and sparkling blue eyes. They have dedicated their lives to protecting the world from powerful and dangerous artifacts, and

will do everything in their power to aid you in your quest. With their guidance and protection, you will be better equipped to face the dangers that lie ahead.

Vox Machina - 500 CP

Vox Machina consists of seven members, each with their own unique abilities, talents, and personalities. They will serve as your loyal companions, ready to help you face any challenge that comes your way.

- Percy, the Gunslinger: A brilliant and cunning inventor, Percy is an expert marksman who wields a variety of powerful firearms. He is also a skilled strategist and tactician, able to analyze situations quickly and devise effective plans of attack.
- Vex'ahlia, the Ranger: A skilled hunter and tracker, Vex'ahlia is also a talented archer who can rain arrows down upon her enemies with deadly accuracy. She is also accompanied by her trusty animal companion, Trinket, a mighty bear who is fiercely loyal to her.
- Keyleth, the Druid: A powerful nature mage, Keyleth is able to command the elements and shape the world around her. She is also a skilled healer, able to mend injuries and restore health to her companions.
- Grog, the Barbarian: A towering and fearsome warrior, Grog is a force to be reckoned with in combat. He wields a massive greataxe and is able to shrug off blows that would fell lesser warriors. He is also known for his fierce loyalty and love of battle.
- Scanlan, the Bard: A master of song, magic, and wit, Scanlan is able to inspire his companions to greater heights of bravery and skill. He is also a capable spellcaster, able to cast a wide variety of spells to aid his allies and hinder his enemies.
- Pike, the Cleric: A devoted healer and warrior of the deity Sarenrae, Pike is able to call upon divine power to smite her enemies and heal her allies. She is also a skilled diplomat, able to negotiate with even the most hostile of foes.
- Lastly, is Vax'ildan, the Rogue: A master of stealth and deception, Vax'ildan is able to infiltrate enemy strongholds and sabotage their plans. He is also a deadly combatant, able to strike from the shadows and deal massive damage to his enemies.

With the combined abilities of Vox Machina at your side, you will have the strength, skill, and knowledge needed to overcome any obstacle that stands in your way. Alternatively you may also use this option to purchase the Mighty Nein or Hells Bells. These are the two major adventurer groups who rose after Vox Machina had become legends.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

How Long Will You Stay - 0 CP

From beginning to end the total period of Vox Machina's quest officially lasted for 102 years. Given that you are only going to be here for 10 years this means you could miss out on quite a bit. This drawback allows you to toggle the duration of your stay. Perhaps you want to stay here for a full century or you only wish to remain here for a few months during the most impactful events in their quest. Regardless of which choice you may decide using this toggle. Alternatively you could combine this with Other Campaigns and experience the stories of all three campaigns.

Other Campaigns - 0 CP

While Vox Machina is a fascinating group they are far from the only notable groups developed by Critical Role. By taking this drawback you may arrive and join the adventures of a different campaign. You could join The Mighty Nein or Bells Hells in their adventures to protect the world of Exandria. All other drawbacks will be adjusted as needed to fit this altered setting.

Where is this Again? - 0 CP

This jump is primarily based around the The Legend of Vox Machina animated show rather than the podcast. As a result there are a number of differences that occur in the settings plot. Most of these changes are minor, but they make quite a difference when you consider how many of them there are. By using this toggle, you may decide whether you wish to go to the TV show or the Podcast version of this world. Alternatively you could freely combine them taking the parts that you prefer if you are a fan of both options.

No Drink For You +100 CP

While not very positive one of Vox Machina's greatest feats is managing to get banned from every bar in Emon. This is mainly due to them being unable to pay for damages after they inevitably get into trouble. Like Vox Machina you seem to have been banned from every bar in the realm. Aside from the obvious inability to get alcohol this also makes it difficult for you to gather information, meet new people, or rest after a long day of adventuring.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

You Dig There, Oh +100 CP

Grog is a mighty warrior of nearly unmatched ferocity, but he is a very simple person. By taking this drawback you share this trait with Grog. To make it clear you are an idiot that has trouble understanding complex plans and thoughts. As Grog has shown however, being simple doesn't have to be a bad thing, but you are probably never going to come up with any complex plans and you should probably find some friends capable of strategizing.

The Rules of Ball Tag are both Complex and Beautiful +100 CP

Ball Tag, also sometimes called Junk Slap is an intricate game played by Grog, Vax, Scanlan, and presumably a few others. You have now decided to either willingly join the game or you were dragged into it (probably by Grog). As a small mercy you shall be given a complete understanding of all its rules. The downside is that you are going to be hit in the balls quite often by some of your compatriots. If you lack the anatomy to join the game then another part of your body will be designated in its place. In addition, this drawback will disable any perks that would prevent you from feeling the pain. Lastly, if you want to screw with future settings you may import Ball Tag into future settings. I'm sure at least a few funny situations will result from this.

Wealthless Wanderer +100 CP

Despite your best efforts, you seem to be perpetually broke. You may find some small change here and there, but never anything substantial. Any money you do acquire seems to disappear just as quickly as it came. Perhaps you are cursed or simply unlucky, but regardless, you must learn to survive without the luxury of wealth.

Additionally, any attempts to acquire large sums of money often end in disaster. You may be robbed, betrayed, or find yourself in some other dangerous situation. This also means that any attempt to accumulate wealth through morally dubious means will likely end poorly, as the universe seems to have a way of punishing those who stray from the path of righteousness.

Furthermore, your lack of funds often makes it difficult to participate in certain activities or make necessary purchases. You may struggle to afford even basic supplies, forcing you to rely on the kindness of others or resort to less than ideal alternatives. Despite these challenges, you must find a way to make ends meet and continue on your adventures.

It's Not Important Right Now +100 CP

Despite being close, the members of Vox Machina occasionally have difficulty connecting on a deeper level. By taking this drawback, you will experience a similar issue. You will find it difficult to open up to others and share your personal feelings, even with those closest to you. This can lead to a sense of isolation and difficulty in forming strong bonds with others. Additionally, you may come across as distant or uninterested in others' concerns, which could strain your relationships. It is important to note that this drawback can be overcome through effort and intentional communication, but it may take time and practice to fully resolve.

They're the ones who Murdered my Family +200 CP

Similar to Percy's tragic past, you will also have suffered the loss of your family at the hands of a particular group or individual. This event has left you consumed by an overwhelming desire for revenge against those responsible. You will stop at nothing to make them pay for their heinous crime, even if it means putting your own goals and safety at risk.

Your obsession with vengeance will cloud your judgment and influence your actions, which may cause conflicts with your companions or allies. However, you still maintain some level of self-control and can refrain from taking actions that may harm innocent people or hinder your overall mission. The effects of this drawback will only be removed once you have successfully avenged your family, either by defeating or bringing to justice those responsible. Until then, the burning desire for revenge will continue to drive you forward, fueling your every move.

Oh Gods, I'm As Puny as Vax!!! +200 CP

After suffering a traumatic event, you have lost most of your physical strength and are now much weaker than you once were. Like Grog after shattering Cravenedge, you have become a stick-thin figure that is barely capable of walking on your own. It could be that you were cursed or that you naturally lack physical prowess, but regardless of the cause, you will find that simple tasks that were once easy for you are now incredibly difficult. Your lack of strength will also make you more vulnerable to physical attacks, and you may struggle to keep up with your companions in combat. However, you may still possess other talents and abilities that can make up for your lack of physical strength. You will need to rely on your wits and cunning to survive in a world that values physical prowess, and your journey to reclaim your strength may be a long and difficult one.

It's Not a Door, It's a Thing of Evil +200 CP

When attempting to infiltrate the prison in Whitestone the members of Vox Machina faced a horrific foe. They encountered a seemingly invincible wooden door. At some point in your quest you will encounter a seemingly invincible barrier. It could be a door, a wall, or any other physical obstacle that appears to be beyond any conventional means of breach. This obstacle may have been imbued with powerful magic, or it could simply be indestructible. As a result, you will be unable to progress through this obstacle by any ordinary means, and will be forced to seek out alternative solutions. This may include finding a hidden entrance, obtaining a special tool or item that can bypass the obstacle, or enlisting the help of others. This drawback will cause significant delays and complications in your plans, and may put you and your allies in danger.

I Just Found Out I'm a Father +200 CP

Scanlan is a womanizing bard so honestly it's not that surprising that he ended up having a child without realizing it. You and Scanlan seem to have this in common. It turns out that you have a hidden child somewhere in this world. At some point you will encounter your child. Perhaps they will come seeking you out, or you may simply learn of them by accident, but their presence will be a constant reminder of the choices you've made and the consequences that come with them. Your relationship with them will be strained though it may be possible for you to repair it depending on your attitude and further actions. Should you succeed in doing so you may take them as a companion for Free.

That's a Dark Blade +200 CP

You have acquired a weapon similar to the infamous Cravenedge. The power that it grants is immense, but it also comes at a steep cost. This weapon is cursed and will have a detrimental effect on your psyche, as it constantly whispers dark thoughts and

desires into your mind. For example, it may crave blood and demand sacrifices, or it could drive you to commit heinous acts to satisfy its hunger for power. You can resist the weapon's influence, but it will require great effort and discipline. If you are not careful, you may lose control and give in to its malevolent urges, leading to dire consequences.

You're Possessed +400 CP

When Percy's family was slaughtered he made a deal with a powerful demon. He would receive the power to avenge his family, but in return he would owe the demon a number of souls. Similar to Percy, you have made a dark pact with a powerful demon, allowing it to possess your body. The demon will grant you tremendous power, but it will also exert its own influence over your thoughts and actions. You may struggle to maintain control over your own mind, as the demon seeks to use your body as a vessel for its own desires. The demon will primarily be concentrated in a specific part of your body such as how the Shadow Demon was inside of Percy's palm. If this section of your body is destroyed or purified you will be able to banish the demon. Though you may need to also destroy any relics that were created with the demon's power as well.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Generic Dungeons and Dragons jump, the Forgotten Realms jump, the Generic 3.5th Edition D&D jump, and any other jump related to the Dungeons and Dragons setting.

He's Lost His Mind +600 CP

When Thordak was sealed away in the Elemental Plane of Fire he was bound there by a relic known as the Heart Crystal. This massive crystal was turned into a soul anchor restricting him from leaving the plane. He was only able to escape with the help of Raishan. The greatest issue however, was that the crystal was slowly driving him insane. By taking this drawback you will be bound to a similar relic. This will bind you to one of the four elemental planes and force you to go mad. The only way to stop this

process is to shatter the relics' bond with your soul. This is an incredibly difficult feat of magic, however and it will only grow more difficult as your sanity deteriorates.

Wrath of the Chroma Conclave +600 CP

The Chroma Conclave is incredibly powerful however, they suffer from a major weakness. They are divided internally and actively plotting against each other. By taking this drawback however, that will change now the conclave will be united completely. This means that Raishan will not betray the conclave and that Umbrasyl will not be tempted to rebel against Thordak. This will make it far more difficult for anyone to resist the conclave and any attempts to kill them will become far more dangerous. Alternatively if you are a part of the Chroma Conclave then this effect will apply to the various nations. They will immediately unite their strength upon learning of the conclave and move to support each other as fast as possible.

A Threat to the Balance +600 CP

While Vox Machina may be a ragtag group of heroes they have proven more than willing to step out when the time comes. For one reason or another they and the other heroes of this setting believe that you are a massive threat to the entirety of Tal'Dorei. They will hunt you down and do their best to slay you. Do you think you have what it takes to defeat this renowned group of adventures? Lastly, it will be impossible to kill them until they reach their peaks. This means for example, that when you face them each of them will be armed with a Vestige of Divergence and the other threats have been dealt with. Perhaps you could buy some time for yourself by aiding the other villains of this setting.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

A New Member

You have always admired the members of Vox Machina, and when you heard they were looking for a new member to join their ranks, you couldn't resist the opportunity. After passing their rigorous tests and proving your worth, you are welcomed into the group as a full member. You must aid your new adventuring group and help them fulfill their destinies. This means that you must face off against mighty foes such as the Briarwoods, the Chroma Conclave, and the Undying King Vecna.

As the newest member of Vox Machina, you will be expected to contribute to the group's success by offering your skills and talents. Your efforts will be crucial in the battles ahead, as you face off against some of the deadliest foes in the land. You will also have the opportunity to forge close bonds with your fellow adventurers and become an integral part of the group. Once the major threats have been dealt with this scenario will be considered a success.

Rewards:

For completing this scenario you will receive a variety of rewards.

- Firstly, you will gain the privilege of taking Vox Machina as companions for Free. They will accompany you on future adventures, offering their expertise and assistance when needed.
- Second, you will gain valuable experience and knowledge from your time spent with the legendary group, improving your own skills and abilities. Each of the group's members will be more than willing to instruct you in their skills should you ask.
- Lastly, you will become a world renowned adventure. You may import this reputation in future jumps. This means that you will start out famous across the lands and likely have a high ranking position of power in your new setting. This will make it easy for you to make connections, befriend other heroes, and embark on epic quests.

Chroma Conquest

The Chroma Conclave originally intended to conquer the world, but this quest quickly fell apart once their group became divided. However, you have decided to take up their cause and finish what they started. You must conquer all of Tal'Dorei and perhaps even Exandria itself. You will face many challenges such as the various kingdoms, powerful beings, and of course the various heroes of the realm. You must conquer Tal'Dorei to succeed in this scenario, but you may optionally continue further if you think you can pull it off.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, you will gain the respect and admiration of the Chroma Conclave. They will consider you to be their rightful leader and will follow your commands. This includes any members of the conclave such as the young hatchlings or new Ancient Dragons you encounter. Lastly, this will also remove any negative traits they possess such as Thordak's madness or Raishan's curse.
- Second, having gone through the trouble of conquering the world obviously you get to take it with you. You may turn your conquered territory into a warehouse attachment. All of the inhabitants will become your followers and give you their loyalty.
- Lastly, you will gain a powerful aura of fear and domination. Your enemies will cower in your presence, and even those who would normally resist your charms will be swayed by your influence. This aura will give you a significant advantage in future adventures.

Task of Ascension

Few mortals have ever achieved the ultimate feat of walking the Path of Godhood. But you have set your sights on this lofty goal and are determined to see it through to the end. The journey to godhood is fraught with peril and challenge, and there are several paths you can take to achieve your aim. You could try to slay a god and consume their divine spark, or perhaps ascend through the worship of your followers. Alternatively, you may be gifted the status of a god by the other divine beings. Whichever path you choose, you must overcome countless obstacles and prove yourself worthy of this incredible honor.

Rewards:

For completing this scenario, you will receive a variety of rewards.

- For successfully walking the Path of Godhood, you will be granted immense power and abilities beyond mortal comprehension. You will ascend as a powerful deity. You may gain dominion over two domains such as War, Knowledge, Death, Life, Nature, or anything else you can think of.
- Second, you will gain a Demi-plane that will function as your divine kingdom, complete with your own rules and laws. Anyone who worships you will be welcomed into this kingdom once they die. Your power will also be amplified as the number of souls within this plane grows.

The Feywild Hunt:

The archfey Titania has issued a challenge to all adventurers to hunt down a powerful beast in the Feywild. The hunt will take you through dangerous and unpredictable terrain, filled with fey creatures, illusions, and enchantments. To make this task even more difficult you are far from the only hunter pursuing this target. Do you think you have what it takes to surpass the greatest hunters and adventurers in the Feywilds.

Rewards:

For completing this scenario, you will receive a variety of rewards.

- First, you will be granted a boon from Titania herself, which will grant you immense power within the Feywild. This will allow you to traverse the Feywild with ease and resist the enchantments of the fey creatures that inhabit it.
- Second, you will be granted access to a special portal that leads directly to the Feywild. This will allow you to travel to the Feywild at any time, bypassing the need for a skilled druid or wizard.
- Finally, you will receive a powerful magical item known as the Horn of the Wild Hunt. This horn can summon a spectral mount, allowing you to travel quickly and safely through the Feywild. It can also be used to call forth the Wild Hunt itself, which will fight on your side for a limited time before disappearing back into the Feywild.

Greatest Lover in the Realm

Scanlon, the legendary bard, was known for his insatiable appetite for romance and adventure. His greatest desire was to seduce every being in the realm, and while he never achieved that goal, he did inspire you to take up the challenge. Your task is to charm and seduce at least one member of every sentient species in the realm. This will require all of your charm, wit, and seduction skills, as well as the ability to navigate the complex social and cultural norms of each species. Some may require lavish gifts, others may require you to prove your valor in battle, while others may simply require a subtle touch and a few well-placed words. Regardless of the approach, you will need to be creative and adaptable to succeed.

Rewards:

- First, you receive the perk Lover's Charm:
 - Lover's Charm: Your ability to charm and seduce others has been greatly enhanced due to your legendary feat. Your charisma and seduction abilities have reached a level that few can match. Even the most resistant hearts can't resist your charms, and your touch can ignite passion in anyone you desire.
- Second, your reputation as the greatest lover in the realm precedes you. You will be the envy of half the population and be lusted after by the other half. Possibly more depending on your preferences. As a side effect of this you will never

experience any issues in your relationships, and it will only become easier for you to gain more lovers as your exploits grow.

- Alliance of Lovers: Your conquests are not just fleeting affairs, but lasting connections that will stand the test of time. You may take all of your new lovers with you as companions for free in a single companion slot. Additionally, your companions will be fiercely loyal to you, willing to risk their lives to protect you in battle.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Classes

- **Druid:** A master of nature magic, druids can shape shift into various animals and call upon the power of the elements to heal, damage, or control the battlefield.
- **Barbarian:** A fierce warrior who taps into their primal rage to become a whirlwind of destruction. Barbarians are incredibly tough and can deal massive damage, but can also be reckless and vulnerable.
 - **Path of the Juggernaut (Barbarian Sub-class):** The Path of the Juggernaut is a barbarian subclass that focuses on pure physical power and durability. Juggernauts are masters of defense, able to take incredible amounts of punishment without breaking stride. They can shrug off debilitating effects, resist magical attacks, and become nearly impossible to knock down or move. In battle, they are nearly unstoppable forces of destruction, able to smash through any obstacle in their path.
- **Bard:** A versatile performer who uses their music, poetry, and wit to support their allies, hinder their enemies, and even manipulate reality itself through magic spells.
 - **College of Tragedy (Bard Sub-class):** The College of Tragedy is a bard subclass that specializes in the darker side of storytelling. These bards are masters of the tragic tale, able to weave tales of woe and misery that leave their audiences moved to tears. They can draw on the power of sorrow and despair to fuel their spells, and they are particularly adept at manipulating the emotions of others. In battle, they are dangerous foes, able to use their sorrowful melodies to weaken their enemies or inspire their allies.
- **Fighter:** A well-trained combatant who specializes in a particular style of fighting, such as sword and shield or archery. Fighters can dish out a lot of damage and have many useful combat abilities.
 - **Gunslinger (Fighter Sub-class):** A rare breed of fighter who specializes in firearms and can quickly draw and fire deadly shots. Gunslingers are skilled at tinkering with their weapons and can also use special abilities to disarm or disable their enemies.
 - **Echo Knight (Fighter Sub-class):** The Echo Knight is a martial class that taps into the magic of echoes, creating duplicates of themselves to aid in combat. These echoes are perfect copies of the Echo Knight and can be used to confuse enemies, perform coordinated attacks, and even absorb

damage. As the Echo Knight levels up, they gain more control over their echoes and can even merge with them, gaining new abilities and unleashing devastating attacks.

- **Rogue:** A cunning and stealthy rogue who can sneak around unnoticed, pick locks, disarm traps, and deal devastating sneak attacks to their enemies. Rogues can also use their charm and persuasion to influence others.
- **Paladin:** A holy knight who fights for their god or a higher cause. Paladins are imbued with divine power and can heal, smite undead, and detect evil. They also have strong moral codes and must adhere to strict rules of conduct.
 - **Oath of the Open Sea (Paladin Sub-class):** The Oath of the Open Sea is a paladin subclass that focuses on the freedom and adventure of the open ocean. These paladins are sworn to protect the sea and all who sail upon it, and they draw power from the vastness and mystery of the deep. They are skilled navigators, able to guide their ships through even the most treacherous waters, and they can call upon the power of the ocean to heal their allies or punish their enemies.
- **Sorcerer:** A spellcaster who draws magic from their innate bloodline, allowing them to cast spells without the need for external sources such as spellbooks or wands. Sorcerers can manipulate the elements, bend reality, or summon otherworldly beings to do their bidding.
- **Wizard:** A master of arcane knowledge who can cast a wide variety of spells by memorizing them from spellbooks. Wizards can specialize in a particular school of magic, such as evocation or divination, and can also create magical items or wards.
- **Ranger:** The Ranger is a skilled tracker and wilderness warrior, adept at navigating harsh terrain and battling the dangerous creatures that inhabit it. They have a deep connection with nature and can call upon its power to enhance their abilities. Rangers are proficient with ranged weapons and can use their skills to track and hunt their prey. They are also capable of using magic to heal themselves and their companions or to aid them in combat.
- **Cleric:** The Cleric is a powerful holy warrior who channels the power of their deity to heal and protect their allies, as well as smite their enemies. They are skilled in both melee combat and magic, with a focus on using divine magic to support their allies and punish their enemies. Clerics are also able to turn undead and drive them away with the power of their faith.
 - **War Cleric (Cleric Sub-class):** The War Cleric is a fierce combatant who wields both martial and divine prowess in battle. They are devout warriors who serve their deity on the battlefield, and they are capable of inspiring their allies with their courage and faith. War Clerics are proficient in both melee combat and magic, and they specialize in using their divine magic

to enhance their martial abilities and strike down their enemies with righteous fury.

- **Blood Domain (Cleric Sub-class):** The Blood Domain is a divine subclass for clerics that specializes in the power of blood. They have access to spells and abilities that manipulate blood and life force, allowing them to heal allies, harm enemies, and even control creatures. As they gain levels, they can become more proficient at manipulating blood, and can even turn it into a weapon, causing enemies to take damage when they bleed.
- **Moon Domain (Cleric Sub-class):** The Moon Domain is a divine subclass for clerics that draws power from the lunar cycles. They have access to spells and abilities that manipulate light and shadow, allowing them to heal allies, blind enemies, and even transform into a beast form. As they gain levels, they can become more proficient at manipulating the lunar energies, and can even gain the ability to teleport short distances and transform into a more powerful beast form.
- **Monk:** Monks are disciplined warriors who have honed their body and mind into weapons. Through meditation, rigorous training, and study, monks are able to harness their inner ki to perform incredible feats of physical and mental prowess. They specialize in unarmed combat and can use their agility and quickness to dodge attacks and move effortlessly around the battlefield. Monks are also proficient in a variety of weapons and can use their ki to enhance their attacks and movements.
 - **Way of the Shadow (Monk Sub-class):** Monks who follow the Way of the Shadow are masters of stealth and deception. They have learned to manipulate shadows to conceal their movements and strike their enemies from the darkness. They can cast darkness spells, teleport through shadows, and even summon shadow clones to confuse their foes.
 - **Way of the Cobalt Soul (Monk Sub-class):** The Way of the Cobalt Soul is a monk subclass that emphasizes knowledge and understanding. These monks are scholars and detectives, constantly seeking to uncover the secrets of the world around them. They are skilled in investigation and observation, able to pick up on the smallest details and use that information to their advantage. In battle, they are fast and precise, able to strike with deadly accuracy and evade their enemies' attacks with ease. They can also call upon their deep knowledge of the body to heal their allies or cripple their enemies.
- **Warlock:** Warlocks are spellcasters who have made a pact with a powerful otherworldly entity. This entity grants them magical powers and abilities that they can use to pursue their goals and further the interests of their patron. Warlocks

are known for their ability to cast powerful spells and wield magical energy, and their pact gives them unique abilities and traits that set them apart from other spellcasters.

- **Celestial Patron (Warlock Sub-class):** Warlocks who choose the Celestial Patron gain access to divine powers and abilities. Their patron is a celestial being, such as an angel, that grants them healing spells, radiant damage spells, and even the ability to resurrect fallen allies. This sub-class is great for players who want to play a Warlock with a more righteous or holy bent.
- **Artificer:** Artificers are skilled craftsmen and inventors who specialize in creating magical items and constructs. They are able to infuse ordinary objects with magical power and imbue them with a variety of effects and abilities. Artificers can also create powerful constructs, such as golems and homunculi, which they can use to aid them in combat and other tasks. They are proficient in a variety of tools and can create a wide range of items and devices.
 - **Alchemist (Artificer Sub-class):** Artificers who specialize in Alchemy gain the ability to create powerful potions and elixirs. They can also imbue their weapons and armor with special properties, and even create homunculi to do their bidding. This sub-class is great for players who want to play a support role and provide their allies with powerful buffs and healing.
- **Blood Hunter:** Blood Hunters are warriors who have made a dark pact with supernatural entities in order to gain the power to hunt and destroy monsters. They are experts in tracking down and slaying creatures that threaten the lives of others, and they have a range of abilities and techniques that allow them to do so. Blood Hunters use their own blood to fuel their abilities, and they are willing to sacrifice their own well-being in order to achieve their goals. They are skilled combatants who specialize in dealing damage and disrupting their enemies' abilities.
 - **Order of the Lycan (Blood Hunter Sub-class):** Blood Hunters who belong to the Order of the Lycan have embraced their inner beast and gained the ability to transform into a werewolf. While in this form, they gain increased strength and durability, as well as powerful attacks. However, they also become more feral and lose some of their mental faculties. This sub-class is great for players who want to play a Blood Hunter with a more primal and aggressive playstyle.

Deities

- Prime Deities
 - Avandra, the Changebringer

- Bahamut, the Platinum Dragon
- Corellon, the Arch Heart
- Erathis, the Lawbearer
- Ioun, the Knowing Mentor
- Kord, the Stormlord
- Melora, the Wildmother
- Moradin, the Allhammer
- Pelor, the Dawnfather
- The Raven Queen, Matron of Death
- Sarenrae/Raei, the Everlight
- Sehanine, the Moonweaver
- Betrayal Gods
 - Asmodeus, the Lord of the Nine Hells
 - Bane, the Strife Emperor
 - Gruumsh, the Ruiner
 - Lolth, the Spider Queen
 - Tharizdun, the Chained Oblivion
 - Tiamat, the Scaled Tyrant
 - Torog, the Crawling King
 - Vecna, the Whispered One
 - Zehir, the Cloaked Serpent

Runechild

- <https://criticalrole.fandom.com/wiki/Runechild>

Vestiges of Divergence

- [Vestiges of Divergence | Critical Role Wiki - Fandom](#)

Picture Sources

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Changelog

- Jump in Progress
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