

Amazon's Rings of Power

By RichardHuindil, and assorted other contributors.

So, the thing is, you've wound up in the waiting room for the setting of Amazon's Rings of Power. I'm sorry, I'm so, so sorry. This world was created because Geoff Bozos was bullied by nerds in middle school, and high school, and he wanted to fuck with their Tolkien loving asses when he got enough power to do so.. This jump is a little different than normal. You are stuck in this world until you have lasted at least 10 years here, or however long you have extended the time to through drawbacks. If you put a shotgun in your mouth to make the world a little less painful for a moment, kill yourself in any other manner, or someone kills you for you, or for them, or you die somehow, you are returned to the beginning of your time here to live it over, and over, and over. You will not get to continue on your chain until you have survived the entire time you are allotted in this world. Maybe next time you should have better taste in jumps.

Take 1000cp for your masochism.

Location

I'm pretty sure that Valinor is still closed off to Artanis since she decided to snub them at the end of the War of Wrath, but Amazon didn't buy the rights to the Silmarillion so who fucking knows. The point is, it's potentially locked off from starting there, but hey, it's also possibly not. Start wherever the fuck you want to start. I'm not even going to ask you to make a convincing argument for it, since Amazon hasn't put any effort into making anything convincing. Fuck them.

Alternatively, roll a d12 for one of these locations:

1. Numenor
2. Khazad-Dum
3. Eregion
4. The Southlands
5. Orodruin
6. Mordor
7. Lindon
8. Rhovanion
9. Rhun
10. Forodwaith
11. The Sundering Seas

Race

Pick whatever race you want to be, it doesn't fucking matter.

Dwarf

Dwarves are a grasping greedy lot. Oh, good craftsmen to be sure, but they don't like paying for anything if they can lie and cheat their way into it. Doesn't matter how noble and wealthy they are. Want a stone table? Lie about the nice one you see in front of you so you can get it for nothing. Dwarves live on average for 195 years, reaching adulthood between 65 and 75 years old

Hobbit

Shorter than dwarves and less honest. 'Nomadic Farmers', like that's one anyone who knows anything about farming is ever going to believe. Sounds like something Pippin made up when he was stealing from Farmer Maggot's crops. But you truly believe in togetherness and helping each other, until someone gets too old, and hurts themselves, then fuck em. Hobbits live on average for 100 years, reaching adulthood at 33.

Elf

Like a human who's larger than life in every way. More full of mercy, of knowledge, of wisdom, of beauty, of jealousy, of greed, of rage, and antipathy. But you're also immortal. Mortals make mistakes, and like mortals you do too, yours just tend to be correspondingly bigger than theirs. Elves can potentially live forever unless killed by grief or violence, but become adult at 100. The Firstborn have several cultures and clans from which you may choose.

Human

Humans are the later Children of Eru, alike to elves in appearance, but not in wisdom or beauty. Humans are industrious, breed quickly, and ever look to the west. A human may live on average 70 years, where a Numenorean may live to be thrice that, and one of the royal house of numenor up to 400 years.

Orc

When the elves first woke at Cuivienen, it was the enemy who first discovered them, and during that long night made off with many who would wander from the group. These elves were twisted in tortures of the mind and of the flesh, becoming the first orcs. Orcs are ugly of form and spirit, servants of the enemy with little individuality or mentality that is not animalistic. But you at least have individuality.

Meteor Man (200)

Before Men, Dwarves, or Elves, there were semi-angelic demigods called Maiar, who helped the Valar shape the world. Five were sent to oppose Sauron, but you can make it six or replace an existing wizard. You may also choose to be a rogue spirit yourself, but you are not the Dark Lord's equal - at least not by default. Age is kind of irrelevant to Maia, but they can be older than the world or newly sprung from the thoughts of Eru.

Age, and Gender

Are you supposed to be more than 3000, or 5000 years of the sun old? But you still look and act like a moronic 20 year old despite being older than your cousin's child looking like he's your

grandfather, and acting way more mature? That's because chronology isn't important. In fact, it's so unimportant that humans born two thousand years after the founding of Barad-dûr show up before it's begun being built. So be whatever fucking age you want to be. Also, your gender doesn't matter either, misogynist!

Origin

Drop In

I don't know who you are, and nor does anyone else. You don't arrive here with proper documentation, because this isn't a world of paperwork. You just show up one day and no-one is quite sure why or how. That's cool, you do you.

Token Representation

You were included so that you could be a shield against accusations of bad writing and direction. Congratulations, you're the racist's black friend. This doesn't mean you have to be theirs though. Do whatever you want, but try not to cry like a little bitch when you're cutting down trees.

'Wit'

You're supposed to be funny. I hope you've got a perk to cover this.

Unimportant

Oh, you're the High King of the Noldor in Middle Earth, or you're the despotic leader who took his wife by force and ruled as King despite not having that right? No, now you don't matter. Someone else will take the limelight, and the focus isn't really on you in this jump. But damn, that's just freeing as hell.

Kind of Evil Guy Sort Of

For being evil, you've got some of the best PR this side of Middle-Earth. I mean, seriously. Even as the Dark Lord of Dark Evilness, you could fool any Strong Female Lead for... probably the majority of a tv series.

Strong Female Lead

You are Strong! Independent! Powerful! You are probably the only person who is going to matter here in the long run. This doesn't make you wise or intelligent though, no matter how often people praise you, as your attributes are told, not shown. By default a lot of your choices are going to seem questionable once you leave here. Is not actually required to be female; see above.

Perks

General

Free! Attractive Amazon Cast

You are not as attractive as a character from Lord of the Rings, but you are as attractive as the average cast member from this show. Take that as you will. This perk overwrites any other appearance perk you already have, or will buy in the future, so select it at your own risk and yes that means while it is free it is not compulsory for you to take. While free, not compulsory.

100cp Elvish Acrobat

You have many years of training as an acrobat, and can somehow work them into combat without diminishing your effectiveness.

200cp Blessings of Aule

Your talents as a craftsman are now superlative. Whatever your people, you will be one of their finest artisans if you apply yourself. You can also enchant your work like an elven smith, even if you aren't one, but you'll need to learn how to forge metal and weave fabric first, depending on what you're making. Fortunately, it doesn't take additional training beyond that.

200cp Peredhil

Manwe has given you what he gave to Elrond and his kin; the power to choose your own relations. Not in the sense that you can add others to your bloodline, but in the sense that you may choose which of your lineages to claim as your permanent inheritance, and which to sacrifice. There are certain limits to this - even a demigod cannot easily claim divinity - but when the time comes diluted bloodlines can be restored and conflicts of heritage can be resolved. There may be echoes and remnants, but by and large the rejected pedigree is gone and invalid, even on a magical or genetic level. Your progeny can choose differently, as they will retain this gift for three generations after you. This may be significant, as you may now have children with those of truly different peoples, including those who have no heirs. Again, see that bit about demigods and divinity.

200cp Start Where You Want

Are there just no good options on a list of starting locations? You can start at any non-fortified, or sealed location that you want to.

200cp Arda's Only Hope

You have the talent and skill of a competent tv writer and director. You aren't amazing, but you can keep a show going through two to four seasons, with a consistently sane audience. You are desperately needed here.

200cp Actually Competent Fighter

The sword and the bow and the axe and the spear fit naturally in your hand, your armour is like a second skin, and you have survived many harrowing journeys, which have taught you how to rough it and face the environment. This does not come with the IQ to flee this blighted world, but you can defeat any of Galadriel's backup dancers, even as a normal human, though they'd

beat you in an acrobatics context. This also comes with some general soldiering experience, naturally.

200cp This Oath We Will Keep

The magic of a sworn word is insidious and powerful, binding fate and honour alike. If kept, it strengthens; if betrayed, it shall pursue the oathbreaker to the world's end, and perhaps beyond. While subtle by nature, it can bypass protections from more modern or overt magics. You now bear the book version of this power, and may apply to whomever you wish, or invoke greater forces to bolster it.

400cp Crafted Hroa

When you were brought into this world you had so many alt-forms, so much potential that it was annoying for Námo to figure out how to form your Hröa. Instead, the option of this perk became available to you, which allows you to merge any characteristics or powers from any or all of your alt-forms into a new body. This hröa will have as many of your perks as you want it to, with as many of your powers that you want it to. The corollary for this is that any perks or powers you include, can be as limited, in any way that you want them to be. However, this only lasts for the first life in every jump. After that all of your perks and powers are entirely unlocked.

400 CP Excuses Excuses

Whenever you mess up something, you can hire some cronies to badmouth the protesters by accusing them of being oppressive or anything similar that puts them in a bad light. Almost immediately about half the population would believe you and take up your cause, no matter how outlandish your claims are.

500 CP Legendary Warrior

You are no Hurin, but you are still a warrior out of myth or legend. You could easily slay trolls as a normal human, and while you cannot trade blows with a balrog without being an elf or Maiar, you might just slay a dragon, albeit at great personal risk. Dozens of orcs and goblins will die at the point of your blade, if they are foolish enough to face you in battle, and modern soldiers won't fare much better.

1000cp The 16th Valar

The Valar are the greatest of the Ainur; spirits created by Eru at the dawn of creation and you are now one of them; the 16th Valar equal in power to Melkor the strongest of the Valar.

This is a booster for your capstones, your racial origin becoming simply a favourite raiment of yours to put on, and how people think of you much like the Istar. Can be an alt-form if you want or you can let your base form become a valar or you can simply have the abilities without any change or alt-form.

Racial

200cp Dwarven Craftsmanship (Free to Dwarves)

Dwarves are really good at crafting things, and sure, so are the Atani, and the Calaquendi are the best, but Dwarves are really good at it. Now, so are you. You are now as good as Narvi, able to make a grey material even stronger than stone, and many other wonders. You may choose to be within 122 centimetres and 154 centimetres tall, and live between 180 and 350 years.

200cp Hobbit Sociopathy (Free to Hobbits)

Hobbits stick together, helping each other, and always looking for ways to help. Until someone gets a sore foot, and they leave them to die. In this way you can also turn off your emotions and just be cold as fuck. I mean, damn. Also, 'nomadic farming'? Fuck off, we know you're just stealing what an actual farmer started growing. People who start farming stay on that land to reap what they've sown, so hobbits aren't nomadic farmers, they're just nomadic thieves. So you won't care about stealing anyone else's hard work either.

200cp Elven Extra (Free to Elves)

Elves are men writ large. They are taller than middle men, they are stronger, wiser, smarter, more greedy, more violent, more vengeful, and live longer, in fact they live until they are killed or just 'die from grief' like a bunch of over emotional drama queens. You share this supernatural vibrancy, and anything a mortal can do, you can study and practice until you do it better than them. **Anything**. If a mortal sang a song to put Pauron to sleep, you can sing until you're good enough to sing Moringotto to sleep. If a mortal made a beer so brown the man in the moon himself came down to drink his fill, you can make a whiskey so good Aule would show up for a pint.

200cp High Men of Numenor (Free to Humans)

The average height of the middle men might be about 170cm, the High Men of Numenor averaged 193cm, with some reaching heights of 241cm or more. Their minds were also improved alongside their bodies to be so quick of Wit they could be reasonably compared with Princes of the Noldor, and their lifespan thrice the span of the rest of their species. In charisma, many middle and low men would even consider them to be gods. Such advantages are yours.

200cp Orcish Violence (Free to Orcs)

Hobbits might be able to turn off their empathy and straight up leave a beloved Elder to die as they walk on uncaring, but you have something better. You are able to unthinkingly gank that old bastard with a sharp stick, or bash his brains in with a rock. When it comes to merciless violent actions, you may not have the skill, but you certainly have the instincts and the mentality to fuck someone up.

400cp Istar (Free to Meteor Man)

You have all the essential traits of a Maia, the most important of which is that you are greater in the spirit than the body should hold. This enhances everything to do with your spirit - which

is basically everything - but especially 'magic,' though craft, music, violence, storytelling, and rulership aren't far behind. Also, you have some ability to alter your form.

Drop In

100cp Scroll Maker

Within you is the skill to manipulate the Music of the Ainur, that which ignorant mortals call 'magic.' You might have been one of the Ainur who were there before the beginning when the Great Song took place and created Eä, the material universe, in which case this ability is innate in you. Alternatively, as a Child of Eru, you may have learned this skill amongst the Ainur, either on Numenor when the Maiar walked amongst mankind, or in Valinor as one of the Calaquendi.

However, your ability has gone even further than mere manipulation. You are able to store any 'magical' effects that you have competency with within a scroll that can be used by someone without any magical talent or ability. When the scroll's power has been used, the scroll dissolves into the Great Song.

300cp Fly You Fools

I don't mean to Mordor, the eye would kill you, I mean nearby, and then on foot the rest of the way. You are unrestrained by things such as "making a poor decision for the plot," and can choose to think logically following the rules of common sense. This doesn't mean you have to follow it, the emotional response is entirely understandable, it's simply a nice tool to hold. You may also share this ability with others, if you wish to.

500cp Knowledge of the Archmage

So insightful are you that vast amounts of lore and wisdom have been revealed to you, through teachings and discovery. So much so that it could be said that you know almost all there is to know about what Men or Elves might deem 'magic'. The Song of Creation, all aspects of it, have been studied, and understood by you.

In other jumps this might be represented as all the workings of *Magicka*, and the mathematical equations of magic. Of course, in those jumps you won't simply understand all magic, it'll simply be much easier to study it, with new lore being understood innately as you progress.

Capstone: Eru himself taught you everything, including stuff that he didn't share with Manwe. In later jumps, their One-Above-All is your patron.

Token Representation

100cp Illusion Defence

Illusions are insidious, infecting the sight, or simply the mind. They could be employed as weavings of light to create a visual that hides what is behind it, or slide into your mind and lead you astray. Worse, they could craft weapons that your mind makes real, killing or maiming with mere suggestion.

But not you. You're better than that.

You can see the image they are trying to project, but also see beyond it. The weapons of suggestion are laughable to you. Illusion cannot harm you. You can feel the urge to be led astray, to ignore what is there, but still you ignore the urge, and see what's there.

300cp Stab Twist Gut

Your experience and skill in using unconventional and ineffective methods has shown to be not useless as it should be. Whether it's jumping on people's swords without dislocating their arms and wrist, or to try to gut an orc instead of going for the sure kill method like its head or heart. This perk enables you to be able to kill the enemies that shouldn't be able to be killed with "visually cool" methods, and be as effective as if they were realistic.

500cp Rule of Cool

An overarching perk that uses a combination of reality bending and probability manipulation and straight up plot armour to make you, the things you do, and the situations you're in run on the rule of cool in ways that are favourable to you.

Your gun only holds 10 bullets, but you can shoot 50 out of it if you need to. Smashing a keypad can either open a locked door or prevent it from being opened, depending on what you want at the time. Smoking in your enclosed helmet in space causes no problems. Enemies that could probably defeat you with tactics you couldn't possibly counter decide to use tactics that you can deal with - E.g. instead of lasering you from orbit, the villain goes in for a fist fight. Instead of blasting your crippled ship, they tractor beam you aboard so that they can gloat face to face. Enemy fortresses always have exploitable weaknesses that you can exploit, whether it's imperfect patrol routes & camera coverage, or a vulnerable security system, or whatever else. There are tons of perks that have individual aspects of this, basically rule of cool subtypes that you can buy piece by piece, but this would be the whole package. It would be a bit like the Toonforce perk from the *Generic Cartoon* jump, but action themed.

If you want, nobody will question this too hard. People might still be baffled and comment on things, but nobody would seriously investigate where you keep pulling cigars and ammo from when they know you ran out of those things a week ago, or think too much about how you were able to manoeuvre a free-falling tank with only its guns, or investigate the impossibility of surviving a point blank nuclear bomb by taking shelter in a fridge without so much as a broken bone, or demand an explanation for how you can remotely hack into closed electronic systems that simply do not have wireless capabilities, etc. But where's the fun in that?

Capstone: You become Mary Sue herself. Wow.

'Wit'

100cp Fuck Everything.

No seriously, fuck everything. This world just became a hentai that runs on hentai logic.

300cp Exponential Intelligence

Intelligence is a very general mental capability that, among other things, involves the ability to reason, plan, solve problems, think abstractly, comprehend complex ideas, learn quickly and learn from experience. It is not merely book learning, a narrow academic skill, or test-taking smarts. Rather, it reflects a broader and deeper capability for comprehending our surroundings—"catching on," "making sense" of things, or "figuring out" what to do.

You have quite a bit of intelligence, and the more you utilise in order to learn something that is objectively true, using reason or experimentation, the greater your intelligence grows. This growth is without limits. The more you meditate on what you know, and reason out more, the faster it grows, at an exponential rate.

500cp The Image of an Ancestor

The line of Durin the Deathless, Durin I, has produced numerous dwarven kings who have looked exactly like their famous ancestor, akin to twins. You have this same attribute where you look like a specific ancestor of yours. You may select the specific ancestor, and those who knew them intimately will not be able to tell you apart. You even have many of the same reactions as they had, or have.

Capstone: You even have their magical abilities, and even their soul, knowledge, holy fuck, you are them reborn. If they're still alive, nah, they just got an upgrade, and you're them, but also got the nod from Eru to become the highest Valar.

Unimportant

100cp I murdered my expectations before they could

No-one can let you down further than where your opinion of them could possibly be. Some might call this pessimism, but you know you're just giving them an opportunity to be better than your expectations. Not that they do, mind you. Therefore you're always kinda content knowing that you're right.

300cp Oblivious Are They

No matter how ominous you act, hamming it up for all the world to see, even wearing skulls on your black uniform, people will never pick up on the fact that you could be evil. Foreshadowing does not work against you.

500cp Strength of Will

Domination of the Mind is a common tool of the enemy, which is countered by a strong and noble will, and you have the strongest. Whether it's possession by an unhoused spirit, residual effects

and processes of a power changing hands, multiple personalities, primal spirits, demons, angels, or any other entity.. you need not fear it. Which is not to say that you won't be possessed, but your willpower will ensure you overpower them, taking their strengths and power for your own.

Capstone: You are the representation of Ea itself in being Inviolable in mind and body. Your powers might not express themselves beyond your body anymore should you choose, and instead strengthen your form, soul, and will to be unbreakable and unchangeable save by your own desires.

Kind of Evil Guy Sort Of

100cp A Nice Guy Sort Of

You know... ultimately, you are evil, yes. But for some reason, people don't really seem to care. You have the oddest tendency to get pulled along with big groups to do... something important. Rescue a land or save people from being transfigured into zombies or whatever, neither of us really care. Just go along with it. Sure, it'd be much easier to just buzz off and do whatever you want, but follow along and help out, and I guarantee it will be worth your while. Maybe you will learn some secret technique or gain ownership of some useful land or something similar.

300cp That's Not How Volcanoes Work

Okay... Hold up. How did... nope, nope. Abandon all logic, ye who enter into this realm of Lord Of The Rings fanfics. Okay then, let's get on with it.

You are the master at accidental Rube Goldberg Machines that will end up useful. Do note that you cannot set up them in advance. It's kind of a case where you see an opportunity, and you go for it and hope it goes well. Good news is that yeah, it will, and logic will fly out the window to grant you some perk.

Stabbed a sword into a pedestal? Hey, you've opened a dam you didn't know existed! And now the water's gone into a volcano, and... wait, what? WHY IN THE WORLD IS IT EXPLODING, THA- oh that's why the perk is named like that. Huh. Well, now you've got a whole chunk of land perfect for you and your Followers *somehow*, so that's nice. That's just an example of how the Perk can work if you really heavily rely on it.

500cp Ruler? Saviour? I See No Difference.

Some people have a big issue with... whatever. Say you rescue a bunch of slaves, but they suddenly get all fussy and antsy because you practice necromancy. Well now, you don't have to worry about that! Anybody who you- or those who serve you- rescue will become totally fine with plenty of things you do. I mean, seriously, you could rescue a bunch of slaves, turn around, reslave them, make them do the same things, and they might not even care! After all, you saved them! It's only right that they help you out a bit.

Capstone: The Valar were meant to advise and guide, but you were made a Valar to rule. Given to you is the world itself should it just submit. Even the very substance of Ea is yours if you rescue it from another's mistreatment.

Strong Female Lead

100cp There is a Tempest in Me

If you don't even know what you're doing, or understand who exactly the hell you're supposed to be in this world, how could anyone else? No-one, no matter how supernaturally wise, will ever be able to see your mind, your thoughts, or your plans.

300cp Touch the Darkness

People don't judge you for doing things you believe are in service to the greater good, and you have an easier time convincing people to join or follow you.

500cp You Have Not Seen What I Have Seen

The line of Finwe are noted for their ability in being Seers. In addition to general knowledge and experience in all things, you can **see** the future in limited amounts, looking at threats, and plans, but this also gives you foresight into the end of your enemies. However a mind stronger than yours can oppose your ability to see the truth of who they are, and their plans.

Capstone: Knowledge of the world's potential, in every timestream that could have happened, or is likely to happen, and has happened, is given to you. You are the seer in a way that combines Lucy's ability to see all that has happened, and the powers of Number-Man, and Dinah Alcott's cognition, or Simurgh, without thinker headaches. You are the Valar of Foresight, and can see all. **All**.

Items

General

50cp Bibliography

A copy of every book and essay by JRR Tolkien, plus some other texts like David Day's Tolkien Bestiary, so you know just how wrong everything is. For double points, they're signed. This may be purchased multiple times if you want extra copies.

100cp Sword of Aglon

Fëanáro was made the mightiest in all parts of body and mind: in valour, in endurance, in beauty, in understanding, in skill, in strength and subtlety alike: of all the Children of Ilúvatar, and a bright flame was in him. Being the greatest of the Noldor, he had the greatest skill of word and hand, was a renowned craftsman, gem-smith, and warrior. His most famous deed was the creation of the Silmarils.

Curufinwë Atarinkë Fëanárion was his son and inherited most of his father's skill of hand. It is with this skill that Curufinwë crafted this sword, pouring into it his power.

Its edge will never dull, nor its metal warp or break, nor will it degrade from rust. Filled with malice is this sword towards all things of the enemy, from corrupted Maiar, Wargs, Orcs, and all manner of things between. This sword will glow like a sword from Turukáno's city, in the presence of dark things. As such it will glow in the presence of moronic corporate businessmen willing to fuck over a beautiful fantasy world for a few dollars, and it harms the most darkest when it is in their presence. However it will not harm its rightful bearer.

It can be used as a weaponised glowstick underwater.

100cp. Bottled Evil

This is a bottle of pure evil, which is seemingly never-ending. Letting the evil out of the bottle will generally chill any area slowly but surely, and make it generally dangerous for travellers. Why so, you may ask? You see, an often overlooked property of evil is that as evil gathers in an area, anything in its range will slowly but surely stop making heat. This can even work on things such as the sun, though good luck putting enough evil on it to cause that.

300cp The Tolkien Estate

The Tolkien Estate has clearly had some questionable results since the death of Christopher Tolkien, so now you are in charge on their behalf. Should you wish, this may bring you to the real world, to be in charge of deciding whether to even sell it to Amazon in the first place, or to write stricter contracts.

300cp Your Average Group of Fighters

You have an amount of absolutely useless goons that exist just to make you look cooler and whose numbers may or may not change every minute without any seeming reason. They might even be able to occasionally kill uncool enemies and carry some inventory for you.

500cp Ship of the Stars

A ship then new they built for him of mithril and of elven-glass with shining prow; no shaven oar nor sail she bore on silver mast: the Silmaril as lantern light and banner bright with living flame...

Above the Realm of Arda sails a ship of mithril and elven glass, made by the Quendi of Valinor, and blessed by the Valar, named Wingilótë. This ship represents the greatest technological and magical achievement of the First Age. It bears through the sky a Silmaril upon the brow of its captain Eärendil, to represent hope to all the Children of Eru, and an eternal threat to the servants of the enemy. With this ship you gain Eärendil as a follower to ferry you around (unless you don't want him for whatever reason).

As such a symbol of hope, when you travel to future jumps, this ship upgrades its design to include any knowledge and technology that you have ever, or will ever purchase that you wish incorporated. You may even merge other ship purchases with this ship.

2000cp Amazon's Rings of Power (Discounted for 16th Valar)

There are other jumps where you can buy Celebrimbor's Three Rings, or one of the lesser rings. This isn't that. This is that moment in time where Jeff Bezos bought the rights from the Tolkien Estate, and placed you in a position of absolute power over the development of the IP. This can present as being either Eru within the setting, or existing in our world and working on the show from the outside.

In future jumps you get the opportunity to do the same thing with the new setting, or adjust the world to your liking before entering. Of course, doing that means that the way you've set it up isn't modifiable by you once you enter.

Free/1000cp. POWER RING

This shouldn't be here anyway it's still a Ring Of Power or to be more exact, a Ring for all the colors of the emotional spectrum, none of them have negative effects on its user. comes with a Lantern shaped battery attached to the Central Power Battery to recharge the ring (the central battery has just been installed in your Warehouse and can be Imported in future jumps), the Ring can do anything that a Power ring can do,... Do you think this is out of line? It's an Amazon adaptation, what did you expect? For 0cp it's just toys, for 1000cp it's the genuine article.

Strong Female Lead

100cp Fancy Dagger

I really don't feel like this needs to be explained. It's... a dagger. It has some kind of sentimental value to you. I dunno. It got melted down anyway, so I don't know how much it actually mattered. It's got special metals, though, so maybe you can use it in something else too?

Seriously, what was with that? You don't need that much metal for just three rings...

300cp A Royal Title

You can't be a strong female lead without being born someone special. So here you are. You are related to a royal line, positioned in a family tree of your choosing. This plays out how you want it to. Want to be the heir, fine. Want to be the eldest daughter of the youngest son of the King, fine. Want to be the child of a non-canon member of a royal family, absolutely. You can even go carve out your own country and name yourself the Ruler if you want, so long as you are loyal to the High King.

500cp Valinor

Artanis is descended from the King of Alqualondë, the King of Tirion on Tuna, and the sister of the King of Valmar. She was born on the continent of Valinor when the Two Trees bloomed with

light, and peace existed for the Quendi. This is the Valinor you get as a purchase, including the Circle of Doom, Halls of Mandos, the homes of the Valar, the populations of these cities, and a fleet of boats you can take and burn any time you want. Since you own the Halls of Mandos, you can release anyone from there at any time you choose.

In future jumps you may put Valinor into any ocean where it will fit, or disconnect it from the world as it would eventually otherwise be in the late Second Age, and only those you permit can travel to it, by ship.

Token Representation

100cp Wooden Armour

Whose dumbass idea was this? Someone decided that it'd be a neat idea to carve the face off an Ent, and have an elf wear it, instead of a chain hidden under a ranger's cloak and surcoat. Well, it's not really all that protective, but it is horribly made, and yours.

300cp Military Haircut

Guess since you're a token representation, no one wants you to die early ala hair pulling like a certain **canon** character died. So no matter when or where you can find a barber to maintain this non-Tolkien haircut. Any time you may have died, you can negate this with the power of your fade. This works only once per jump, or ten years depending on which happens first.

500cp Numenorean Lore and Technology

When Elros, the twin brother of Elrond, was taken alongside the Men faithful to the Valar to Numenor, they were not left there alone. Maiar, the primordial spirits who served the Valar, went to their island continent alongside quendi to teach and guide these men in peace. But the passionate and curious race of Men would not settle for what they would be taught, but instead continued to explore the world around them, making newer and newer things, far outstretching what men would learn in Endor to the point where they would later be considered Gods to the middle men. All of this lore and technology is now yours, and any who follow or come to follow you are enriched with this education, as if they grew up studying it.

'Wit'

100cp Stone Table

Aslan wasn't killed on this or anything. It's not particularly powerful, but it is pretty, and you did scam it out of an extremely gullible High King of the Noldor, so well done. This gift is sure to keep any of your loved ones content with you for at least ten years.

300cp Audience

They're there to watch you yodel. They're also the ones who actually move around the rocks rather than your yodelling. You're welcome. They'll also defend you with terrible apologetics to

anyone who dares criticise you, calling them racist, homophobic, and sexist bigots, no matter how terrible your own actions and deserved the criticism is.

500cp Noldor Lore and Enchantment

When the Noldor came to Valinor they learned directly from the Valar themselves, gaining a depth of knowledge of lore, and its uses in enchantment and craft that none who followed could truly say they achieved. As a result of their passion and knowledge are the Noldor considered the greatest of the Quendi. You do not get their passion, but you do get their knowledge and skill. All of this lore and technology is now yours, and any who follow or come to you are enriched with this education, as if they grew up studying it.

Unimportant

100cp Fine Robes

You're not really important to the story, sure, but you may in fact be fairly important socially. Perhaps. Either way, with these very fine robes of high quality material and make, you certainly look the part. These are tailored to you to be comfortable, conceal weaponry, and hold some items for you. You cannot be pickpocketed while wearing these.

300cp Elven Veils

You can also be a servant, female or otherwise, and well. For all the concept art shows that you don't have a veil, one of the showrunners have the *bright* idea to use Muslim-esque veils to reflect the how the world will look in seven ages of the sun. This item is wonderful to conceal your identity (not that you're important in the first place) when you use it. What would you use for the plot? Who knows, it's definitely not important to the story as a whole.

500cp Backup from Valinor

When your back is against the wall, with enemies on all sides, all that stops that moment from becoming a glorious last stand, is backup. Artanis may have gotten her backup from Numenor, but you will get it from Valinor. Who in Valinor you ask? Why, anyone you want, but limited to a few thousand in ships 'loaned' by the Teleri. This explicitly includes anyone in the Halls of Mandos.

Kind of Evil Guy Sort Of

100cp Secret Identity

You're hardly going to get far in your plots if you just tell everyone what your real name is, are you? So have an identity that has been prepared for you so well that even you believe it. This identity will be mostly believable to those you are trying to trick but you had best have the skills you are pretending to have, because it doesn't cover that. Any and all scrollwork and necessary knowledge bases have been filled in for you.

300cp Plushie Balrog and Warg Pack

At first glance this pack of plushie wargs, and a knee high balrog would be a great gift for an infant, and *they would be*, if said infant were unusually intelligent, ambitious, and sociopathic. For in addition to being cuddly and absolutely adorable, you can give them commands to guard your room, right up to annihilating a settlement, including complex orders. These plushies will even turn into the real thing when you want them to, but make no mistake, they are just as powerful in plushie form as they are in their transformed form.

In plushie form the wargs will act like puppies or kittens should you wish them to. The balrog will act like an affectionate three year old mortal child. Also the balrog will always be warm in plushie form, but not burn with the fires of udun.

500cp Earrings of Power

These Earrings store and magnify power that can be transferred to other objects or people to Power or feed them. This works on the principle that all Power comes from one's life force or spiritual power, or a combination of the two. You can use your own power and life force for this, or you can drain someone else's in a sacrificial ritual. Don't worry about draining too much, as these earrings will never take more than you can give, stopping at the point of exhaustion. However if you are taking from someone else, this safety feature does not exist. Don't worry about filling it either, as they can store an infinite amount of power.

As far as these Earrings are concerned, all power you can wield or drain counts as valid whether they be Chakra, Ki, Mana, and so on.

Drop In

100cp Staff Making Tools

A knife with the power to carve a Wizard's staff out of whatever material may be found, and polishing rags. These can create a magical focus that allows you to use the power of your fëa, enhanced. This works even if you don't have much, but in that case while you can learn to use magic, and will have the full variety of abilities as other wizards, you won't have much power.

300cp Robes of a Healer

The hands of a King are the hands of a Healer. This is because healing is the most noble action one can do. With these Robes comes much knowledge of herb lore, ailments and their remedies, and skill in first aid. These Robes also boost your natural healing ability, and Wit in furthering your skill.

500cp Book of Magic

Books are magical, many having magical effects of their own. But isn't it annoying when you lose a book in your library? Well, from now on, as long as you sit a new magical book next to this **Book of Magic**, the new book's knowledge and properties will be absorbed, without interfering with any other books' knowledge and properties that have been absorbed. Ordinarily this may result

in a lot of mutually exclusive powers negating each other, but not here. This book is as eternal as the Jumpchain itself.

This will even work with non magical books.

Companions

Galadriel

Scenario

Rings of Jumper.

So you are tired at how things are handled at one of the biggest companies in the world, could be labour issues, tax free deals or even botching something you hold dear to your childhood.

Now you get to right the wrongs. In this scenario the keys of the company are in your hands and it is up to you to ruin the day to day. Not to do it like them, but be better.

There are many ways of going about this, ranging from beating up shoe executives to hiring your own pick of actors and even directing the whole thing yourself. Besides earnings, you also need to watch out for ratings.

Reward: For doing better you get the company itself , and all its parts. Whether you want to dominate streaming, deliver more goods, buy up more retail or even have some fun with rockets. Now at Amazon you are the boss.

Drawbacks

+00cp Book Canon

I get it, you're here for points and don't actually want to live through this farce. Okay. This will toggle the setting to the writings of Tolkien in the Akallabêth, setting your start date to S.A. 1000.. If you want, you can include the events from the newer publications, Beren and Luthien, The Children of Hurin, and The Fall of Gondolin. You get the book version of everything, unless it specifically refers to some other version of Arda.

+00cp Fanfiction

It is amazing what a fanfiction writer can create with very little source material. Perhaps you want to visit a fanfic version of the original source material, this toggle lets you. It may be a specific fanfic, or something you've thought of, but never put pen to paper to write. It doesn't have to be a Rings of Power fanfic, just a Lord of the Rings fic, and all your purchases will be permanently adapted to it, unless they specifically refer to one continuity or another.

+100cp Extended Stay

You can take this Drawback as many times as you want, each time you do so it will extend your time in the jump by 10 years. Masochist.

+100cp Miscalculated

Huh. Interesting. Apparently anything you try and create is going to take a *ridiculous* amount more material to make. I mean, there's no physical reason as to why you should need to melt down a dagger to make three rings. There's way more metal in just the dagger, and you added the dagger to a concoction of other metals in the first place! I certainly hope you aren't going to try making anything during this jump, because you're going to waste enough material to make all these things multiple times over and then some.

+200cp What Are You Saying?

So... I'm not sure why, but talking is seriously hard for you. Like, sure, you can stammer out the rare word or two, but that's basically it. You can understand people talking just fine, but you can't communicate back. Even writing is going to get really scrambled up. It's possible to get better so others can understand you, but expect anyone who isn't a Companion or Follower to not understand anything you're saying for a while.

+100cp Ah, Stupid is Contagious

I take it back, not even your Companions or Followers can understand you for the duration of the Jump. They'll have to figure out what you're saying just like anybody else will.

+200cp Ugly-Ass Costuming

No matter how much money or work went into your costume or armour, even buying it with CP from out of jump, it will always look like low quality prop trash. Moulded plastic, printed fabric, or bargain bin costume jewellery., that's your life now.

+300cp They Butchered Everything...

Don't worry, it's easy to explain! The writing in the show can be described as... some of the writing that was ever put to a TV show. And now it'll be prevalent! Everywhere! For the entire span of time you are here, including any extensions due to Drawbacks! It's never going to get better!

+200cp There is No Escape

Even for you and your Companions! Nobody is going to look back on this jump and think "Yeah, I said that well!" It's the same message even if what you say is utterly atrocious, but boy, are you going to put it in a way that everybody is going to hate.

+300cp Probably With Celeborn

Like the Lord of the Golden Wood, you are missing in action; none of your companions or loved ones know where you are or will be able to find you. The reason they cannot find you, is that the forces of Mordor have interred you alongside elven heroes, though more villainous jumpers are goaled by elves among orcish captives. Your jailers are skilled soldiers and powerful sorcerers,

with many resources and - if necessary - some means of weakening or sealing any power that would allow you to easily escape. You don't need to win yourself free to continue your chain, but it will be a miserable life if you cannot, especially since you won't be able to access your warehouse until you do.

+300cp Noldor Boat Fixation

You have this...thing... about boats. Well, ships. An obsession, really. Anyway, you will need to acquire one at least once, and be very willing to use violence to do so.

+600cp In the Orbit of Galadriel

No matter what you try, you're going to be spending a long time with Galadriel. If you kill her, you're going to be spending a long time with her corpse. Either you'll unwillingly follow her around, or she'll follow you around. This will occur whether she's alive or dead. She won't stop talking either way. If you marry her, it counts as suicide.

Notes

Feanaro was the greatest King of the Noldor there has ever been, and none of his actions were bad. Nolofinwe was a traitor, and the Teleri could only do wrong things. The Teleri were given redemption when Luthien married above her station, and her line eventually married into the line of Finwe.

Elrond deserves only good things, including a better actor, and writer.

I am calling this a Jumpable WIP because I consider it complete enough to throw at the public and expect adoration, but recognise that other people might want to add additional scenarios, more drawbacks, items, perks, or even companion sections. I leave that up to them to do if they wish to.

Amazon's Rings of Power is an uncomplete clusterfuck that's barely held together with garbage writing, props, direction, acting, and costuming. So is this jump document.

Other Contributors

Azera the Cheshire Cat gave me the **Book of Magic** item, and the idea for perk costings.

TheCycleBeginsAnew gave me the **I Murdered My Expectations Before They Could** perk.

Theaccidentalbush gave me **You Have Not Seen What I Have Seen, There Is A Tempest In Me**, and **Touch The Darkness** perks

Original_Name_1111 gave me the **Your Average Group of Fighters** item.

Same_Patience_7711 gave me the **Fly You Fools** perk.

Nerx gave me the **Amazon's Rings of Power** item, and the **Rings of Jumper** scenario.

Cross_Thanatos gave me the **Fuck Everything** perk.

Tri-Sevon gave me the **Sword of Aglon**, and the **Plushie Balrog and Warg Pack** item.

PriorPossibleS34 gave me the **Oblivious Are They** perk.

ArbitraryChaos gave me the **What Are You Saying, Ah, Stupid is Contagious, They Butchered Everything...**, **There is No Escape**, and **Miscalculated** drawbacks, the **Kind of Evil Guy Sort Of** origin, the **A Nice Guy Sort Of**, **That's Not How Volcanoes Work**, and **Ruler? Saviour? I See No Difference** perks, and the **Fancy Dagger** item.

TheVoteMote gave me the **Rule of Cool** perk.

Sordahon gave me the **Exponential Intelligence**, **Illusion Defence**, **Knowledge of the Archmage**, and **Scroll Maker** perks.

Alouette gave me **Military Haircut**, **Audience**, and **Elven Veil** items

Rexen2 gave me the **Patch Notes** item.

An anonymous later contributor (see permission above) added **Meteor Man**, **Istar**, **Elvish Acrobat**, **Actually Competent Fighter**, **This Oath We Will Keep**, **Arda's Only Hope**, **Blessings of Aule**, **Peredhil**, **Legendary Warrior**, **Bibliography**, **Noldor Boat Fixation**, and **Probably With Celeborn**.