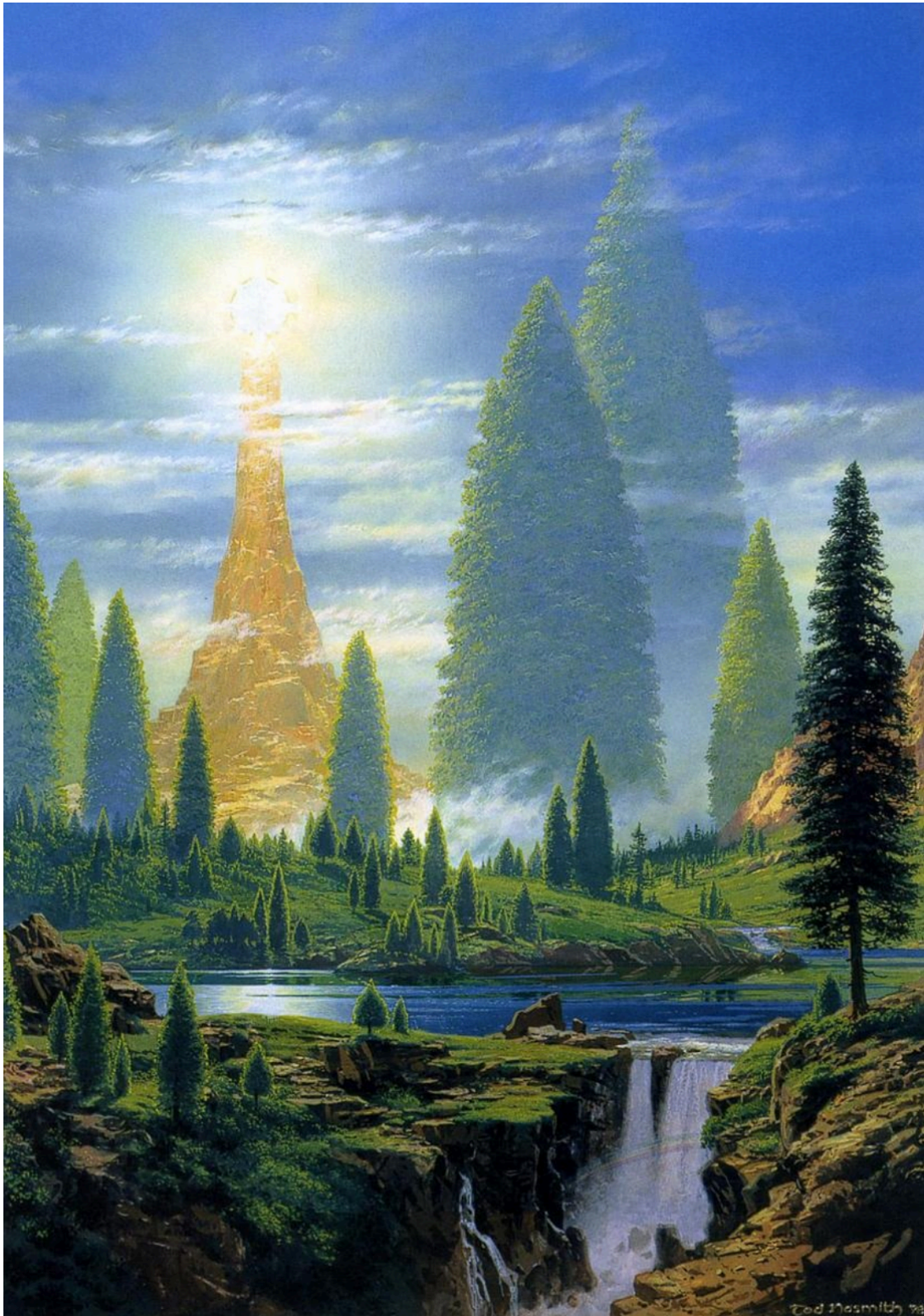


# The Silmarillion



[intro here]

## Race

Elf -0cp

Man +200cp

Dwarf +100cp

When they die they are gathered in a separate Hall of Mandos where they're fated and tasked with helping Aulë remake Arda after the Last Battle

Ainur -100/400cp

100cp for Maiar, 400cp for Valar

## Timeline

As for location, anywhere in Arda is fine, but you can only start outside of Arda in the First Song timeline choice

The First Song (Exclusive to Ainur)

Before the world was made and when Eru was teaching the Valar (then Ainur) about music, and Melkor throws a tantrum and gets reprimanded, must be Valar to pick this

Eä, The World That Is (Exclusive to Ainur)

The world has just been made and the Valar will arrive shortly after, nothing really exists yet and everything is dark and empty, in some time the Valar will take physical form and so will Melkor who'll be a little petty bitch and throw a tantrum while doing his best to ruin or corrupt everything the Valar do

Awakening Of The Firstborn (Exclusive to Ainur and Elf)

The elves start waking up, also the Valar get off their ass and completely reshape the face of Arda when they go war against Melkor to slap his shit in so the elves don't have to deal with his nonsense

## Call Of The West (Exclusive to Ainur and Elf)

The elves start being led west and end up split into three groups (chapters 4-5)

## Noontide of Valinor (Exclusive to Ainur and Elf)

Most of the elves are in Valinor and little of note happens, Feanor is born and his mother dies, his dad marries again which Feanor doesn't really like and bears the house of Indis, it ends when Melkor finishes his sentence of spending three ages imprisoned and he pretends to be better while secretly plotting to take revenge (chapter 6)

## Poisoned Valinor (Exclusive to Ainur and Elf)

Melkor is pretending to be redeemed and is secretly poisoning the peace of Valinor by planting rumors and ideas of ambition of twisting the words and actions of the Valars so that the elves think the Valar are keeping them in Valinor so they don't surpass them, only Ulmo and Feanor know that Melkor is full of shit but they can't do anything about it and even Feanor is ensnared by Melkor's lies and eventually it all comes to a head and Feanor is summoned before the Valar to answer for the shit he's doing and there it's discovered that Melkor's the reason for the shitflinging (chapter 6-7)

## Darkening Of Valinor (Exclusive to Ainur and Elf)

Melkor gets Ungoliant's help and the Two Trees are destroyed during a festival, then he kills Feanor's father and steals the Silmarils, for which Feanor names him Morgoth the Black Foe of the World, and fucks off to Utumno, then Feanor gets a bunch of the Noldor and sails to Arda and the Kinslaying happens

# Perks

## A New Thing -100cp

You can't be predicted through fate or precog or whatever, flavor it as Eru not telling the Valar about you or something

## Clear Heart -100cp

You can see through deception and can tell when someone is just a massive irredeemable asshole, note this does nothing to help you actually counter any schemes they may be cooking up

## Face Lit By Illúvatar -200cp

Beauty perk

## Inventor Of Deception -200cp

You're really good at hiding your true feelings to pretend to be friendly towards your enemies (ch6 Melkor) as well as manipulating people

## Imperishable Craftsmanship -400cp

You're a legendary master at craftsmanship, likely taught by Aule himself or perhaps an equal to his if you're a Valar, you're particularly good at using supernatural and esoteric materials like light shed from the Two Trees, in fact you're good enough that if you spend all your effort and significant amounts of time and resources crafting something you can make it immune to decay and all the ravages of time

## Unlight -600cp

Ungoliant's consumption power, you can also use it for stealth, you get the Endless Hunger drawback for no points too though

## **Elf Perks**

### Treading Far And Wide -100cp

You're very experienced in travel and can safely journey basically everywhere, dealing with more active threats like monsters is a different matter though

### Inner Fire -600cp

Like Feanor you're just built different, you grow faster, learn faster, have stronger will, have an endless well of motivation for whatever you seek to do, etc

## **Man Perks**

### The Gift Of Freedom -600cp (Mandatory and Free to Man)

You're free from fate and other such forces, Man perk maybe, you have the virtue to shape your own life even beyond the Music of the Ainur and such

## **Dwarf Perks**

Jumper The Deathless -600cp

Dwarf perk for reincarnating in your descendants

## **Valar Perks**

Revelations Of Illúvatar -100cp

You know the general shape of the future, such as what kinds of major events will happen and roughly how they'll happen, but not any details such as when exactly they'll happen outside of the order in which things are gonna happen, for example you'd know the elves are gonna wake up eventually if you're before they do, but not exactly when they'll wake up

Hiding In The Deep -200cp

You're really good at running away and hiding and making hidden places despite how powerful and grandiose you are

Guiding Life -400cp

Like Melkor and Yavanna you have great control over living things, and can place them in a slumber if they don't resist or maybe breed twisted and powerful monsters to fill out your armies, with great effort you might even create a race of your own like Aule did the Dwarves

The Ten High Ones -600cp

You're comparable to Manwe, Melkor, and the rest of the gang, top of your kind basically, as a Maiar you're comparable to Sauron or the Balrogs or something

## **Items**

Halls Of Jumper -100cp

Pretty much just your house, pretty grandiose and luxurious though

Parting Gift -100cp

A small fleet of about a dozen white wooden ships pulled by strong-winged swans, doesn't come with oars or any mode of propulsion other than the swans which pull the boats through strings tied to their bodies, surprisingly quick but largely meant to be backup if you don't have faster ships

### Deep Fortress -200cp

Like Utumno that you control, super fucking deep and the entrance is either to the north or south

### Silmarils -400cp

The three Silmarils, have fun with Feanor and his descendants, glow on their own but also refract and reflect any light shined on them to be prettier, also burns evil beings even if they're locked in a casket rather than said evil beings touching them directly

## Companions

Import/create

Canon

### Ardent Followers -100cp

A squad of loyal bodyguards of the same race as you although Maiar if you're Valar, like Melkor with his Balrog

## Drawbacks

### Incomplete Consistency +0cp

Lore toggle

### Long Years +0cp

Stay extender

### An Ominous And Sinister Word +400cp

"Power", You're very ambitious and even the best of intentions ends up driving you to evil

### Endless Hunger +400cp

Ungoliant's hunger, if you lack powerful things to eat you may end up eating yourself and dying

### Evil Oath +600cp

You've made an oath comparable to the one Feanor made which will drive you to do horrible things

### Disharmony +600cp

You're as much of a petty evil bitch as Melkor, your malice will drive you to inflict suffering on others and will cause you great doubt and pain as well, you also can't make life by yourself and can only corrupt

## Ending

## Notes

v0.1