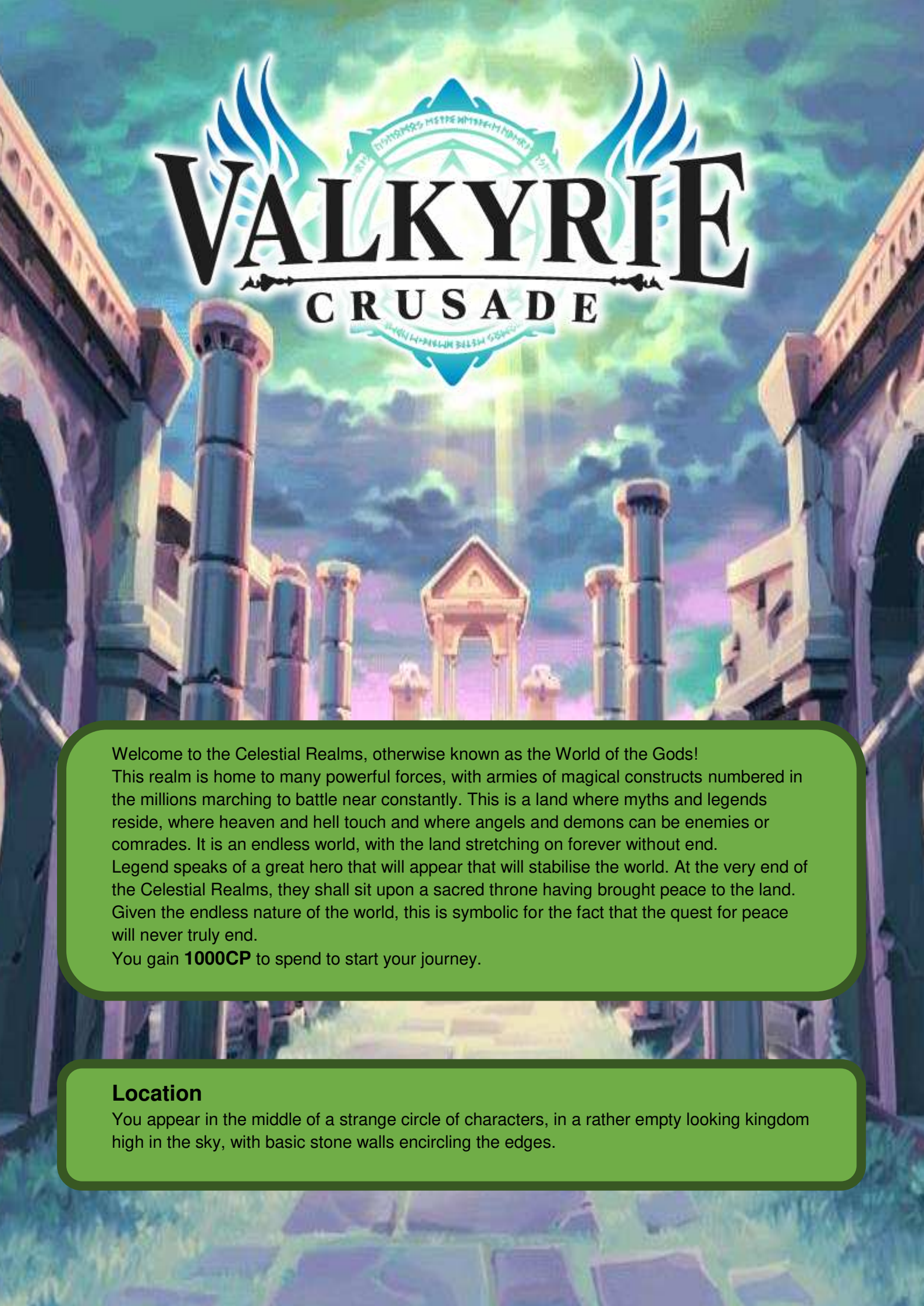


The background of the entire page is a vibrant, stylized illustration of a classical city street. The street is lined with tall, grey stone columns and arches, receding into the distance. In the center of the street, a small temple with a triangular pediment and columns stands prominently. The sky above is a mix of bright blue, green, and yellow, with a large, glowing sun or moon in the center, casting a bright beam of light down the street. The overall style is reminiscent of a video game or a fantasy novel cover.

VALKYRIE

CRUSADE

Welcome to the Celestial Realms, otherwise known as the World of the Gods!

This realm is home to many powerful forces, with armies of magical constructs numbered in the millions marching to battle near constantly. This is a land where myths and legends reside, where heaven and hell touch and where angels and demons can be enemies or comrades. It is an endless world, with the land stretching on forever without end.

Legend speaks of a great hero that will appear that will stabilise the world. At the very end of the Celestial Realms, they shall sit upon a sacred throne having brought peace to the land. Given the endless nature of the world, this is symbolic for the fact that the quest for peace will never truly end.

You gain **1000CP** to spend to start your journey.

Location

You appear in the middle of a strange circle of characters, in a rather empty looking kingdom high in the sky, with basic stone walls encircling the edges.

Origin

Roll 1d15+8 for your age. You may switch to female for free. Valkyries and Archwitches must pay 50 CP to stay male. At the end of the jump, these two origins may choose to change back for free.

Towns Folk

A baseline human, you live peacefully in this world, free from any responsibilities or past memories. What you do from here on out is up to you.

Summoner

Summoners are rare. Rarer than even the valkyries that are summoned into this world. That is because they are the very ones that summon them to the Celestial Realm. They are the ones who bring new valkyries into this war-torn land. They can even summon the same being twice if they are exceptionally lucky. Due to their ability, they are often leaders of factions or cities.

Valkyrie [0-100-300-600]

These are particularly strong beings, usually female, who serve as protectors and commanders for their kingdoms. When they are initially summoned they are usually 'incomplete'; not at their strongest or without their best weapons. A second 'copy' can needed to be summoned and fused with them for them to reach their utmost potential. While this does not affect your past abilities, it does mean that your abilities gained in jump still have room to grow.

Valkyries come in varying strengths, from the elite of an army to an army in and of themselves. Their strength designates their 'rarity'; how often one would find another of their strength. Choose your rarity now. Each increase in 'rarity' increases the price accordingly. Those of LR rank are often hailed as gods, such is their power.

Rare(R) -> Super-Rare(SR) -> Ultra-Rare(UR) -> Legendary-Rare(LR).

Archwitch [100-300-600]

Wraiths that occasionally appear on the battlefield whom possess unparalleled power, and cause unbalance in the World of the Gods. They are the greatest threat to the World of the Gods. Born as a result of summoning a valkyrie, as they were summoned the power of the World of the gods overfilled them and made them into things akin to natural disasters. This means that they are usually stronger one on one than a Valkyrie of equal rarity.

While this is true, they are also lone wolves compared to valkyries who usually come in teams. This will often make up for the difference in strength. Once defeated, there is a chance that they may return to being a normal valkyrie, no longer on a path of destruction. Picking this origin will protect you from the madness that being an archwitch would otherwise entail, and likewise if you are defeated, you will not lose your strength. Choose your rarity now.

Archwitch(AW) -> Fantasy Archwitch(FAW) -> Legendary Archwitch(LAW)

Perks 100 CP perks are free for their origin

General

Comrade Request [100]

In this land it is good to have allies. But what good are allies if they don't know you are in trouble? You can now send out a request for help to up to ten people of your choice, letting them know you wish for them to come to your aid. Whether they can is another matter.

Map Exploration [200]

Exploration can be a gamble. Sometimes you'll find things, sometimes you'll find nothing. It can be especially hard to find anything when you don't know where you have or haven't looked. Now you have a small part of you that pokes you towards unexplored areas, a strange feeling or hunch that that well lit corridor is in fact untouched by scavengers.

Lucky [300]

Luck is truly a divine gift. Those with it can gain and achieve so much more than those without it. They will find valuable treasures, meet powerful allies, and get those lucky hits in in a fight. Who wouldn't want some of it? Certainly not you.

Overkill [400]

Harvesting loot from a monster can be hard, even more so when you have to be careful not to damage to goods while subduing it. Now you will no longer have to worry about that. In fact, the more overkill you pour into killing something, the better a product you will receive from it, and the higher chance there will be that a rare loot will appear.

Towns Folk

The Builder [100]

What's a city without the buildings? A good looking city need a good architect and you just so happen to fulfil that role. You may have to pull a few all nighters but at the end you'll come out of it with a well thought out and logical design for a small town. Eventually you may even be contracted to plan for a big city.

Resource Collector [200]

A simple life usually means a simple job. But the basics are important. One of the most fundamental parts of a kingdom is gathering resources. If you were a farmer, you could grow a good crop no matter the season. If you happen to be a scavenger, you will find resources even where most others would be unable to.

Pay to Win [400]

Sometimes people just want to skip all the hassle. With this, one can sacrifice jewels or magic infused gems in order to build things immediately. The bigger and more complex the structure, the more jewels it would take. A large castle could take 2000 gems filled with power in order to complete. The gems can also be used to reduce cooldowns by 30 seconds per jewel spent.

Stronger and Sturdier! [600]

With this, one can apply a 'level system' to a building/structure. By sacrificing the same amount of resources that went into constructing it, one can make it bigger, stronger and more advanced. The amount of resources required takes into account 50% of previous upgrades. Who knows what you might end up with eventually?

Summoner

Likability [100]

If you wish, while talking with someone, you can see a bar of 4 hearts above their head, showing how much they care about you. A full 4 hearts would equate to love while no hearts would mean ambivalent at best. With work and repeated interactions, you may increase this, making even your enemies at the very least respect you. Unless you do something extreme, this likeability is unlikely to go down.

Recruitment [200]

As the hero who would be King of Heaven, you fight only to bring peace and unify the world, and your foes understand this. The longer you fight, the better they will understand your cause, and the more likely they are to turn to your side... unless, of course, they bear pressing reason to fight or ill will against you.

In Charge [400]

A summoner, as the protector of their kingdom is akin to their leader. As such they need to know how to lead well to allow those under their rule to flourish. Those with this perk are ideal king's, able to rule over their kingdom in such a way as to let it prosper. This ranges from having a large amount of charisma to being a great tactician, knowing how to position your troops.

Gacha [600]

The most important and most significant part of being a Summoner: the ability to summon valkyries to aid you. Once a week you can spend your mana in order to summon a random valkyrie. The more mana you spend, the higher chance you will have of summoning a strong valkyrie. Due to the nature of them, multiple copies of the same valkyrie can be summoned, and if willing, be fused to form a stronger form of the valkyrie. Those valkyries that are summoned but not companioned will take up residence in your primary kingdom post jump. This is free for summoners during the jump, but you must pay the 600 CP to keep it post jump. Post Jump, any valkyrie you summon will take up residence in your kingdom. Using Summoning magic, you can briefly summon valkyries to do battle for you after which they will return to the kingdom again. Additionally, once a Valkyrie has been summoned, any amalgamation material they may require, such as specific swords or armour, to reach their full power will be introduced into summoning pool and can be 'fused' with them much like a copy.

Valkyrie

Skills [100]

You've learned a powerful technique that you can use in battle. This could range from a single blow that does extra damage, a blow that hits all your opponents, or enhancing your strength or defense for the rest of the battle, or even healing you. This ability grows stronger and can be used more often in accordance with your rarity, and can be further strengthened with work and Rare Medal usage. (Single Purchase)

Nullification [200]

Using this, one can nullify any one 'special' attack. This can be used up to three times in any one battle, but the ability to activate it will occur at random during the battle and is not controlled. After it activates, it can then be used to nullify an attack of your choice. This can even be used to nullify a buff cast by the enemy team. This will not affect things that are already in effect.

Amalgamation [400]

Sometimes sacrifice is necessary in order to gain more power. By absorbing various powerful items you may steadily grow stronger. Absorbing an item may make it disappear forever, but it is for a good cause as it will only feed your growth. The more powerful the item the more power you will gain by absorbing it. This growth will start to tail off eventually, requiring more and more to receive the same gains, but it will never truly end.

Godlike Evolution [600]

Remember how it was said that when valkyries are initially summoned they are incomplete? That's no longer the case for you. Infact when you appeared in this world you have evolved to the very pinnacle of your power. With this comes more health, as well as stronger skills and a secondary passive ability such as healing yourself if you get close to death or making it so that your allies deal more damage. And what's this? Can you feel that jumper? That power rushing through you? You have activated Awoken Burst! Your very limits have been lifted. Where before you may have hit some damage cap, now that has been lifted. Your health has doubled, as has your damage and durability. Unfortunately, this does not last forever. This state will last for ten minutes before you return to your base state, any damage you accrued before activating it having been healed. It can be activated any one time during a battle.

Archwitch

Pretty and Powerful [100]

The archwitches and valkyries in the celestial realms tend to all be very attractive. You wouldn't want to be the odd one out now would you? Being average in looks in this world would be a top class beauty in any other. Good thing that's true for you now.

Fantasy Archwitch [200]

It can be very annoying to lose again and again, without ever seeming to gain any ground. Now each time you face the same enemy and lose, you will do slightly more damage to them, last slightly longer against them the next time you meet. If they flee or lose a battle, you will do slightly less damage and last a shorter time next time you battle, this repeating until you are back at baseline level.

Abyssal Archwitch [400]

Around you at all times is a powerful shield that protects you from harm. The shield has as much health as you do. It takes enough damage to kill you to destroy the shield. Essentially, your health doubles, with you taking no physical damage for the first half. This shield, when broken, will restore itself after three hours have passed.

Legendary Archwitch [600]

Most large scale battles in the Celestial Realms are not fought by man, but by magic. Powerful warriors can manifest their power in the form of untold legions of autonomous magical golems, as can you now. Each golem has strength equal to that of a grown man, and all the training of a soldier. The very strongest legendary archwitches are able to summon one hundred million soldiers at once but that will require years of training.

Kingdom Building *gain 300 CP to spend in this section alone*

Celestial Kingdom [Free for All]

Of course, you've got to have somewhere to stay while in this universe and where better to stay than your own kingdom? This large floating piece of land is mostly empty at first, save a basic castle, requiring you to fill it with buildings at your leisure. Measuring 5km by 5km, this has plenty of room on it for construction. Post jump, this will be attached to your warehouse via a stone portal. The kingdom will fill in any 'empty spots' with NPCs to replicate the feel of an occupied city. Even when connected to the warehouse, you can choose to keep time flowing within the kingdom.

Music Maker [Free]

Throughout your kingdom can be heard the soft sounds of music. Placed at equidistant intervals throughout the town are magical speaker phones, programmed to play whichever music you choose.

Farm [50]

What kind of kingdom can last without food? You have to have some way of feeding the masses. These large farms are enchanted so that no matter the season the crops planted will flourish. One farm is enough to feed one hundred people each week. (First purchase free, re-purchasable)

Ether Furnace [50]

The buildings of the celestial realms are not made from just mundane materials. Mixed into every inch of wood and stone and iron is ether; liquid mana. These great furnaces are used to make pure liquid magic in a bottle. It is also often mixed in with the local food to help strengthen the locals. Once a week, these furnaces will provide one hundred bottles of the stuff. (First purchase free, re-purchasable)

Iron Works [50]

Your kingdom will need metals and metal products won't it? These smithies are perfect for just this. Take your metal to the blacksmith and tell them what you want made and return in a week to find it molded to the shape you wished. They can smith up to ten tonnes each week. (First purchase free, re-purchasable)

Gem Mine [100]

A few shiny gems can go a long way. These basic mines are chock full of gems and crystals just waiting to be harvested. Some of the gems mined might even be slightly magical, having been infused with magic from the atmosphere. These mines will replenish each month. (First purchase free, re-purchasable)

Storehouses [100]

What's the good of having all these resource providers if you have nowhere to store it all? This large warehouse (not that one silly!) is divided into four areas, each specialised to hold and preserve its specific resource. Each area is one hundred meters in diameter and as such can hold a vast store. (First purchase free, re-purchasable)

Barracks [200]

What does every kingdom and every army need? A place to train in the art of the weapon, as well as somewhere for its troops to rest. This barracks comes complete with training yard and an assortment of practice weapons. All damage done while training will fix itself within a week.

Goddess Fountain [200]

A beautiful statue dedicated to a goddess, complete with a clear fountain pouring down around her feet. In reward for your tribute to them, this goddess has blessed you will increased luck, helping you in any of your future endeavours.

Yggdrasil [200]

Named for the great tree of legend, this skyscraper high tree is bursting with mana, manifesting in the form a low yellow glow. Each Yggdrasil tree within your kingdom will be connected to you and will passively increases your maximum mana capacity and mana output by 10%.

Elemental Shrines [200]

When one of these shrines are erected within your kingdom, you will gain an increased affinity for the element that the shrine is dedicated to. Within your kingdom, you may construct up to three shrines of each element. Constructing one will boost your elemental affinity and strength by 20%. The stronger your elemental affinity, the easier it is to cast magic of that element, and the stronger that the spells cast will be. The four classical elements within the celestial realms are as such: Fire, Ice, Light, and Dark.

Awakening Lab [200]

A lab within which is the equipment and instructions on how to combine various elemental crystals to make bigger, more powerful crystals. The perfect environment for such work.

Elemental Hall [300]

A large stone hall filled with glowing crystals and overgrown vines. Within this hall is an atmosphere rich in elemental energy. Each day, the type of the energy within will change, cycling through the four elements. Occasionally, the mana may spawn forth an elemental being that can be defeated in order to obtain its core of crystallised elemental mana.

Summoning Hall [300]

This parthenon look-a-like is used for any and all kinds of summoning magic. Within here, summonings can be carried out in safety without the danger of a harmful backfire. Anything like wild demons that may be summoned by accident will be unable to harm the summoner while within these walls. Summoning magic performed in here will be done better, with better results and with a higher chance at success.

Witchgate [300]

Upon walking through the stone gate, you will be transported onto a seemingly infinite staircase within an endless blue misty void. Within this mystical realm, while traversing the stairs, you may encounter past enemies whom you may test yourself on. After walking for an hour, you will reach a large platform and find yourself confronted with a 'boss'; a particularly powerful enemy you have fought in the past. Once defeated, you may continue on your way.

Treasure Hunting Guild [400]

Sometimes you want the loots from adventuring without all the hassle of doing it yourself. Luckily within your kingdom is now a small guild where you can request others to look for the treasure instead, for a few (hundred) gems obviously. They'll always be honest about what they receive, they have a reputation to uphold of course. Who knows, they may even come back with a prospective citizen.

Magic School [400]

This academy is only a small private school, open to those willing to pay in order to learn the arcane arts. Those that are enrolled can choose from a range of subjects to learn, from alchemy to elemental magic. Those rare few with an affinity for it can even attempt to learn summoning magic, though they will usually cap out at summoning Normal rarity valkyries, weaker even than Rare valkyries.

Kingdom Gate [400]

Travelling through this large stone gate, you will find yourself in a large overgrown flatland. With a bit of clearing up, this place could be made into kingdom half the size of the original. Additionally, with this gate you can now choose to have one of your kingdoms brought into the outside world. At the beginning of each jump you may choose which one, the original large one or the secondary smaller one. Building can be transferred between the kingdoms over the course of a week.



Items *At the end of each month, you will receive another copy of any consumable items you've purchased.*

Thematic Outfit [50]

In this land, fun events are happening all the time, and sometimes it's nice to be able to fit in. this wardrobe contains an outfit for every occasion, from halloween to easter, it's got some fun or snazzy outfits that you would love.

Summon Tickets [100]

Contained within these tickets is powerful summoning magic. They can be used even by those not of summoner origin in order to attempt to summon a powerful valkyrie. Of course, since they lack the precision of a real summoner, they are extremely likely to only summon a 'rare' valkyrie at most. You will receive a new ticket each month.

Awakening Material [100]

Contained within these stones are quantities of elemental magic. There are three stones of increasing size for each element contained within this box. With the increase in size comes a proportional increase in the amount magic stored inside it. These energies can be harnessed to temporarily power and empower the user. The smallest 'Cool' stone could be used to summon a small pond, while the largest could be used to summon a small lake. The box will refill each month.

Jewels [100]

These are crystals are filled with strange magical power. They can be used to buy goods and services, or sacrificed in order to speed of construction or reduce cooldowns. You will receive 100 of them each week

Resources [100]

A started pack of 1000 of each resource. 1000kg food, 1000 ingots of iron, 1000 bottles of ether, 1000 gems. Good for a new settlement just taking its first step towards becoming a kingdom.

Rare Medals [200]

These can be used to upgrade special abilities up to a maximum of triple their previous strength. An attack would hit three times as hard, a healing spell would restore three times as much health and so forth. Each upgrade costs 150% of the previous. The more powerful the ability, the more it costs to upgrade. You will receive 1000 of them each month

Valkyrie Swords [200]

A magical token in the shape of a sword, when crushed outside of battle it will restore the users health and mana to full. A new one will appear each week within your warehouse.

Valkyrie Shoes [200]

Similar to the valkyrie sword, this is a magical token in the shape of hermes shoes which when crushed will restore the vitality and stamina of the user. A new one will appear each week within your warehouse.

Arcana [400]

Once a month, you get a new pack of four Arcana cards that may be used by anyone to gain a buff. The first one, a silver card, doubles learning speed and gains for a week. The next, a bright pink card, reduces the chances of an accident happening during an experiment or ritual to zero. The third, a bright blue card, increases the chance of an accident happening during an experiment or ritual by 40%. Of course, an accident isn't necessarily a bad thing. If an accident were to happen during an evolution, the resulting valkyrie would be an antithesis of the original, a reversed image. A demon would become like an angel and a saint would become a sinner. Either way, they are just as strong as they would be, but with a vastly different ability and personality. The final card, a warm yellow card, increases the potency and stats of something being created by 5%.

Mirror Maiden Shard [600]

This crystalline shard of glass seems to hold within it the reflection of a girl. When held to a broken or incomplete being or object, they will be made more complete and whole. If it is unrecognisable from the final product, it may take up to 4 shards to fully complete it. Restore a goddess to her prime, or fix a seemingly unfixable sword. Once used, another will appear in your warehouse in a month's time.



Companions

Mai Waifu [50-300]

Choose any valkyrie you wish, they are summoned to you at the very start of the jump, to accompany you for the ten years, and longer if they wish. They will be much more likely to fall for you than they otherwise might have. The strength, or Rarity, of them will increase the price by 50 CP per rank. LR valkyries cost 300 CP. Summoners may receive one SR valkyrie for free.

Import [50-400]

Maybe you want to summon a few familiar people? Import up to 8 companions into any origin of their choice for 50 CP each. They receive a stipend of 400 CP to spend how they wish. They may choose to be legendary rarity Valkyries or Archwitches, but they will receive no CP to spend on anything else.

Minions [100]

Lacking in true life, these are more akin to golems than real people. A duo, these two false valkyries can and will act as a guard for their owner, helping to provide support in battles. They will cap out at the strength of an SR.

The Main Five [200]

Over the course of your stay in the celestial realms you most likely meet or summon many Valkyries. You may take up to five valkyries that you manage to convince to come with you as companions. If they are already part of your kingdom, this means that they are able to freely leave it to visit the outside world post jump.

Drawbacks

Not So Lovely [+100]

No matter what you do the valkyries of this place seem to hold no love for you, and it takes significantly longer for them to change their attitude, a few months at the very least before they will even be willing to talk civilly with you.

A Poor Poor Kingdom [+100]

You will often lack resources and money. Resource buildings produce $\frac{1}{4}$ as much as they normally would, and people will be unlikely to provide you with any kind of loans.

Stay back! I'll Handle this [+200]

In this world that relies on teamwork, you may no longer do the fighting yourself. You must act as a support, helping your allies do the fighting for you.

Unlucky [+200]

You just can't catch a break can you jumper? No matter what you do, fortune just doesn't favour you at all. You never seem to summon that valkyrie that you wanted, you always seem to get in the way of a powerful archwitch. It's like the gods have it out for you, and in this world that could very well be true.

Not So Friendly [+200]

Usually the people of the celestial realms tend to forgive and forget quite easily. Now they will hold grudges. Don't make too many enemies, because they won't soon stop being as such.

Maintenance Problems [+200]

Buildings that you are around tend to experience technical or structural problems. They will fall into disrepair more quickly and experience natural damage from accidents more often. Any hotels or other accommodations you happen to be staying in may quickly find themselves unlivable, unless time and resources are spent on their repair.

One at a time? But why? [+300]

Events no longer happen one after the other. They can continue on and happen while other events are going on. Eventually you may be overrun from the sheer number of events happening. How many armies can you fight at one time?

Attack of the Other Kingdoms [+400]

It's not just Archwitches you will have to look out for. Other kingdoms of the Celestial Realms have heard of you and they want a piece of your land. Where before you may have had to face one or two disorganised archwitches, you will now have to face teams of well coordinated valkyries, with armies to back them up. Any land you lose to other kingdoms is land you will lose post jump.

The End:

Now it is time for you to decide what you want to do next.

Stay? Did you enjoy your time here? Decided you want to remain in this mythical land? Very well

Carry On? The adventure never ends does it? Onward and upward as they say!

Go Home? Maybe you decided that you are tired of all this action. Maybe you just want to go home.



Notes:

Magic School: Post jump, you may change the curriculum within the academy to include any magics that you know/are learning. Additionally, even if you lack the Kingdom Gate, you may choose to locate the Magic School somewhere in the outside world of your choice, same with the Treasure Hunting Guild.

The Main Five: if companioned valkyries are not imported for a jump, they may simply live in the second kingdom gained from the Kingdom Gate, but will be unable to leave the premises of it. If you lack a second kingdom, they will stuck in your primary one that is attached to the warehouse.

Arcana: while accidents are not necessarily a bad thing while evolving Valkyries, they can still be bad for other things. An accident during the creation of a health potion is just as likely to make the container explode as it is to make it a harmful potion.

Fusion of valkyries: When valkyries are initially summoned they appear in card form. If not interfered with, this will turn into a living valkyrie within 10 seconds. In this form, the card can be fused with the matching valkyrie in order to 'complete' them. If one chooses the Valkyrie option, and also gets the Gacha perk, then after 50 summons the 'jumper' card will be entered once into the summoning pool, and can then be to power up the jumper. If you instead summon the valkyrie jumper, they will only have powers bought from this jump.

Godlike Evolution: For origins other than Valkyries that take this, they will still gain all that it entails. All they will lack is a strengthened skill, unless they take the perk for it.

Witchgate: For an idea of what this looks like, refer to the background of the perks section

Power levels of the Rarities:

A Rare valkyrie can take on 20k normal soldiers

A Super Rare can take on 25k normal soldiers

A Ultra Rare can take on 40k normal soldiers

A Legendary Rare can take on 150k normal soldiers

AWs are slightly stronger than SRs, same for FAW and UR, and LAW and LR.

Special Attacks: examples of the types of skills that a valkyrie may use

Type of Skill	Value of X for R/SR/UR/LR	Who it will target
X% base attack	200/300/400/600	Random enemy in combat with the user
Boost allies attack by X%	150/200/250/300	Every enemy in combat with the user
Boost allies defense by X%	100/150/200/300	Enemy with highest damage in combat with the user
Reduce damage done by X%	15/35/55/75	Random Ally
Heal allies by X% of their total health	50/60/70/80	All allies in combat
Resurrect up to X allies who died during combat	1/5/10/20	User
Attack up X% after each attack (maximum 4 times)	40/50/60/70	
Remove all buffs and debuffs on X people.	10/30/50/100	

By Lone Spartan, Hope you enjoy.

Many thanks to Anon Heart for their help with this.