

Tales of Destruction — Otogi Bukkoro Shiamu



V 1.0 · By Zahar

Long ago, at the very edge of some unknown place, there rose a tower where a tournament would be held in which hopes turn into nightmares. Grimm P, leader and organizer of the tournament, began the contest with the vain ambition of forging the grandest fight the world has ever seen. With a voice like wind through branches, he dragged in the souls of the most renowned warriors and called them back from whatever pit their soul or their corpse lay in, with a single condition: that they fight.

The promise wrapped around the wager was simple. The victor would be granted the wish to resurrect whomever their heart longed for. But the road to such an opportunity is neither smooth nor merciful. Every step is sown with blood, and every battle demands the death of one of the contestants, because here

the contest claims blood and knows no clemency. The butchers, the beasts and the most fearsome heroes that human memory preserves face one another.

The very air trembles with the approaching din. When you enter and find yourself among the thirty-two combatants, you will enter a slaughter of which you will be both part and witness. In this place there is no room for retreat, nor for mercy, nor for innocence. Only the victor and the vanquished remain, and the hope that you will be the former.

*Remember this like an oath whispered in your ear: you possess **1000 Choice Points** to avoid being eliminated in your first fight.*

Keep them and use them as one keeps a light in the darkness, for they will allow you to choose the story of your tale.

Starting Location

Roll **1d4** to determine which block you start in (1), or pay 50 CP to choose it.

Since all events take place within the tournament, instead of choosing your location you choose the block you are assigned to as a competitor.

Block A. We could say it is the most dangerous, the place where the greatest potential of this competition is concentrated. Here are extremely well-known characters, and you surely know at least one of them, such as Sun Wukong or Momotaro. Keep in mind that, although it is the block we know the most about, that does not make it any less dangerous.

Block B. In this block you will have to be especially careful: there are characters such as Saint Nicholas or the three little pigs. We know its participants, although, with two exceptions, the abilities and powers of most of them are unknown to us. After Block A, Block B is the most dangerous.

Block C. In third place is Block C. The only person we know here is Ariel, the thirteenth sister, princess of Atlantis.

Block D. Last, but not least, is Block D, with characters such as the demon fairy Peter Pan and the colossal biomechanical warrior Jack.

Age and Gender

Roll your age with **1d20 + 1d8**. By default, you keep the gender you had before. Freely choosing your age or sex costs **50 CP** each.

Origins

You can start from the beginning as one of the 32 participants of the tournament.

Demon [Free]

Whether you were originally human and underwent painful experiments that modified you, like Momotaro, or you were a demon from birth, like Aladin, you have become the archetype par excellence of that creature. That is why you should expect to be feared and revered.

Demons are usually considered beings of immeasurable evil and darkness. In this world, numerous characters were called “demons” not because of their origin, but because of their actions: they committed acts so atrocious and heartless that, like a champion receiving a trophy, they earned that label.

Whether you were born a demon, were the product of some pit or earned that name through your deeds, you are a demon; that truth is engraved in your flesh and in your blood. Nevertheless, you may not be as evil as the title you bear. The decision to become a heartless monster, for your soul to measure up to your name, lies in your hands. Prove that you are worth more than the label they imposed on you, or impose a new level of respect and fear with your presence.

Hybrid [100 CP]

Whatever race you have chosen, that decision represents barely half of what you are. You are an amalgam of two or more creatures, although, in some cases, that second half may not be a living being. If you prefer a more flexible label, the term **chimera** better describes your nature.

This mixture does not necessarily refer only to races, but to the idea that you are the combination of a human and something else. An easy example to understand is Siegfried: as a descendant of Odin, he represents a clear case of that union. On the other hand, if you wish to be more creative, the other half of your being could be due to a curse, as happens with Belle and Aurora.

Whatever your second half is, remember that it constitutes only one part of your identity. Deep within you some humanity endures, however hidden it may be and however contradictory your appearance may seem.

Keep in mind, moreover, that this is not and will not be the only thing your interior harbors. Many things demand a closer look to discover what remains hidden, and there are things that await their moment while we watch.

You receive 300 CP to spend exclusively in the races section. In addition, you can choose one or several additional options to become a hybrid of those races.

Gear Bearer [Free]

You wield an object of tremendous power. In most cases its origin is magical, although there can always be surprises born of human ingenuity. Perhaps it is a magic sword like those used by Hansel and Gretel, something more spectacular, like Gram in Siegfried's hands, or another object, like Alibaba's Mimic chest. Whatever object you possess, neither you nor the weapon is enough on your own to guarantee victory: success depends on it being you who wields it. You and the weapon are powerful separately, but your true potential only emerges when you are together.

Bear in mind, however, that this kind of weapon usually demands sacrifices to prove that you are a worthy owner. If those conditions seem unpleasant to you, consider that the price is worth it: there are those who have killed for much less. You made your sacrifice for something that was truly worthwhile and, if the object could give its opinion, it would say that it too would be willing to sacrifice itself to be in your possession.

Races

Human [+200 CP]

Humans make up for their weakness with their numbers. They are quite low on the food chain: above common animals, but below everything else, weak and inferior before the other races. Even so, it is humans who give birth to unpredictable and no less impressive miracles: the hero Siegfried, the dark swordsman Momotaro and humanity's greatest exponent, Christopher Robin. Regardless of their appearance or where life has taken them, it is undeniable that they are still human.

Animal [+100 CP]

Instead of remaining human, you wanted to become something more primitive: an animal. It is not, however, the common creature you surely thought of. You can be human in appearance, but with traits such as ears or a tail that betray your origin, as happens to the Cheshire Cat; or you can become an animal that retains the ability to speak. The three little pigs are a good example of this case. There is also a third possibility: being an anthropomorphic animal, that is, having a humanoid body, but such that any observer notices that you are actually an animal.

Personally I don't understand why you would choose something like this, though I wish you luck. If you allow me a single suggestion: try to have nothing to do with wolves; avoid them like the plague. In this tournament and, more specifically, in two stadiums, several competitors have run into wolves, and the experience was not favorable for them.

Demon Fairy [Free]

Like Peter Pan or little Tinkerbell, you are a demon fairy: a curious creature with an innocently cruel mentality. That cruelty is reminiscent of a child who tears the wings off a beetle for mere amusement; similarly, fairies can mutilate a human to entertain themselves. Although there are important differences between both cases, the essence is the same: a latent cruelty that childish thinking releases without restraint. Nevertheless, that cruel inclination does not prevent fairies from enjoying the simple things in life.

Food, games, shiny objects and anything that sparks their interest keep them busy until they are sated. As for their abilities, fairies can shrink to the size of a hand or grow up to two meters. In addition, they can fly; curiously, they do not need their wings to do so, and these serve more as decoration. Finally, thanks to their insect eyes, they have 360-degree vision that allows them to observe their surroundings without missing a detail, which makes it impossible to attack them from behind. Although they do not occupy the top of the world, fairies are quite comfortable where they are.

Mermaid [100 CP]

You are a mermaid.

Perhaps you belong to Ariel's family. You may be her sister, the fourteenth princess, although in that case there would be no sea for you to rule. It is also possible that you are a brother of King Triton, in which case you would be her uncle. However, beyond that kinship, if it exists, what matters is that you belong to the same species.

This means that you belong to an extremely powerful race. You can breathe both in and out of water and you possess a voice so melodious that, if you know how to sing correctly, you would be capable of lulling

to sleep, hypnotizing or even causing death. That power emanates from your song and, together with your natural beauty, makes you a dangerous being when you so wish.

Nevertheless, although you possess the potential to use these abilities, that does not mean you can employ them at their maximum level, as Ariel does. Reaching that degree requires rigorous and prolonged training.

Even so, your appearance would stand out among humans for a delicacy and grace that seem paradoxical when considering the strength and endurance that mermaids possess in their environment. The pressure and dangers of the sea have served as a true training ground to forge their bodies. The seas are dangerous places, and mermaids have not managed to survive and thrive by mere luck.

Nor should you forget one of the most powerful abilities of this race: its capacity to master water. At advanced levels they can transform into water, move through it and use it to attack or defend themselves.

All in all, mermaids are an impressive and extremely versatile race. They do not occupy the absolute top of the power scale, but they are not very far from it either. For that reason, the most prudent thing is usually to stay away from them.

God [200 CP]

You are a spiritual being of high status, revered by every living being, with few exceptions. Unfortunately, the gods have been relegated before the characters and creatures of this world. For example, Sun Wukong carried out a massacre against the Buddhist faction. Likewise, Siegfried, although he has divine blood running through his veins, still shows a preference for humans, and that became clear in Ragnarok, when he began a massacre against everything that was not human. The gods, despite their status and their strength, have suffered enormous wounds that have diminished the entire race.

Beyond their physical capabilities, which far exceed human ones, gods can shape their form: sometimes they reach gigantic dimensions and other times they adopt the size of a human being.

Stone-Born [400 CP]

You were created, but unlike the Pino-Eight model, whose origin was a laboratory, yours comes closer to a divine act. Whether out of necessity, the arrogance of a god or the will of a being of equal power, they gave you existence using every gram of their strength. That creator may not be aware of what happened or, on the contrary, may know it; in either case, the result is the same. A body born like this holds a power and qualities that should not exist in this world. A mere feint of the hand can kill several people and leave stains where there was once life; a truly serious blow should unsettle those nearby, even if they are not the target. In addition, not counting other physical capabilities, your dexterity, agility and speed, as well as any faculty that emanates from that body, have been magnified to apocalyptic levels, as happened with Sun Wukong. Whoever your creator was clearly did not think about the consequences; and if they did, they were not entirely sane.

Jinn/Majin [600 CP]

Majin are spiritual beings, like gods, and are part of the clan of demons of the highest level. Beyond their physique, each majin is bound to a single element that you can decide, be it mist, sand or fire, no matter how insignificant it seems. Majin are composed of that element and have total control over it: they can go from creating sand constructs, like Aladin's hands, to simply appearing inside people and exploding them from within. Being made of an element, they are impossible to destroy; a few grains of sand in the wind or a simple inhalation of smoke can mean death when it comes to a majin. Like fairies, they feel a craving

for amusement and, since they get bored quickly, they can become very dangerous when their amusement takes on chaotic tones.

Perks

Each origin receives its 100 CP perks for free; the rest of its perks are 50% off.

General [Undiscounted]

Bloodstained Past [200 CP]

You will need this for the tournament. Your life was not exactly stable, to put it one way. You may have been born into royalty or been a farmer; be that as it may, your life became increasingly chaotic and horrifying. The blood that stains your hands, whether of gods, humans or animals, is not little. You will not be given any weapon or power beyond those you obtained at birth, but you are no longer afraid to use that birth power. The smell of blood, viscera and death are everyday things for you. You are no master or martial expert, but you know how to use what you have and you will not hesitate when it comes to tearing out an enemy's throat. It will surely be useful to you in the tournament.

The Hound That Eats Itself [400 CP]

It seems you have been through the Emerald City, but not as a visitor, rather as a lab rat of the wizards of Oz.

Like another experiment that escaped, you can absorb the negativity of your surroundings. Strong emotions such as sadness, anger or despair can be stored within you to use later and spawn uncontrolled beasts and monsters. Normally you can decide whether to concentrate all that negativity into a single true monster that razes everything, or into thousands of small ones that take care of making life impossible for as many as they can.

Since you are paying for this, you do not suffer the negative effects of the malformation that would be generated in your body by absorbing and retaining all that negativity. Nor will you live the constant suffering that Dorothy endures after the experiments of the wizards of Oz, a fate much better than that of the magical girl who tried to improve the Emerald City.

Pino-Nine Model [600 CP]

Like the Pino models, you were created in a laboratory with the aim of taking down a supercomputer. You have eight siblings, among them Pino-Eight. Time and technology of the highest level were invested in your creation, development and finishing, all with the aim of creating the greatest weapon that has ever existed, and let me tell you that it was achieved: you are a killing machine. Your technological parts are years ahead of everything that has been seen. Your technology is capable of manipulating gravity and space, and can attach weaponry the size of trucks or houses, and in some cases even larger, with impressive firepower.

Your size and form will not change, although it is true that some technological components will be evident to third parties. You are no bigger than a human nor very different from one, but you have enough firepower to raze a continent. Who knows what secrets you hide, what cataclysmic weapons you could deploy if you were cornered enough.

In a World Far, Far Away [800 CP]

A long time ago you were sent to a world far, far away, whether by your own decision or at the hands of a truck that ran you over.

The result was that you woke up in another world with different rules, which seem to follow you whether or not you are in that world. Every enemy you kill gives you experience points that you can gradually accumulate to become stronger and more powerful. These points are added to each of your physical qualities and, in addition, improve your body, which can go from scrawny to a mountain of muscle. This does not guarantee you success or victory against every participant in this tournament, but there is no limit to how much you can grow. That is why you will need to finish off your enemies and keep growing little by little, until you reach levels of strength that allow you to hit what you could not before.

Ultimate Human [1000 CP]

We humans are made to survive, against all common sense: we have enemies, we have predators and we are not at the top of the food chain.

Above us are fairies, demons and an infinity of creatures that, in their base form, dwarf and easily defeat the average human. Nevertheless, despite that reality, humans keep climbing the food chain, contrary to what should be.

You are the perfect example of the human being par excellence. Not because you stand out for being stronger or faster than another human being, but because your most powerful quality is adaptability. No matter the attack or weapon they harm you with, if you manage to endure more than a minute, you will become immune to that weapon, because your adaptation will have taken effect. Apart from you, this quality has only been seen in Christopher Robin.

Demon

The Monster Under Your Bed [100 CP]

You are terrifying. The mere shadow of your smile or your presence alone can unsettle even the fiercest warrior, not to mention your eyes and your voice. You can instill fear whenever you want: your smile, your eyes and your voice are magnified and combined so that, in that very moment, you are seared into your enemy's mind. Whoever is not prepared for it and runs into you in battle may well never be the same again.

Bathed in Dragon's Blood / Ate a Dragon's Heart [200 CP]

A long time ago you faced one of your greatest enemies, if not the greatest: a dragon. Not just any dragon, but that is beside the point. The battle ended with its death, and its wounds and tears caused you to bathe in its blood. Something like that does not come without reward. The dragon's blood remembers the form it once had and will regenerate any wound you suffer, regardless of its size. Crushing your head, cutting you to pieces or leaving nothing of you is not enough to finish you off for good.

But remember something: the dragon's blood remembers its former shape. If you keep regenerating over and over in battle, the blood will gradually take on the form it once had, and you will resemble a dragon more and more, although without scales and keeping your current form. You could well end up as a simple deformed monster, though some would say it is a small price for the ability to never die. This also makes you a great sacrifice for any weapon or object: by regenerating from your presumed death, you can continuously evolve an object that requires sacrifices and deaths to grow, or become a great human sacrifice.

For another 200 CP undiscounted, in addition to bathing in the dragon's blood, you decided to go further: tear through its flesh and bones to enter its body and rip out its heart. With it in your hands, you decided to devour it, whatever the reason, and obtained the wisdom and knowledge of a dragon. Thanks to this you are capable of assimilating and processing an abnormal amount of information. Use it to learn in days skills that took others years, or to simulate your opponent's next moves. Your body can wait, for your mind was elevated to another level. Your eyes take on a draconic appearance, and rest assured that anyone who sees themselves reflected in them will be horrified by what they see: beautiful to look at, horrible to behold.

Loss of Sanity [400 CP]

You are not sane. To speak frankly, you are mad. However, that madness also grants you an advantage in combat, because it ensures that, under no circumstances, will you stop when the time comes to fight. This makes you a **berserker**.

The advantages of this state are obvious. Similar to figures like Siegfried, your mind is far removed from the human mentality. Trying to understand or control you is practically impossible, since your madness more closely resembles the mentality of a demon. And a demon is very far from feeling emotions or thinking the way humans do.

The craving for blood, death and destruction reflected in your eyes barely represents your most superficial thoughts. A madness like yours could be interpreted as pure evil, but those emotions do not make you an uncontrolled being. On the contrary, you remain capable of maintaining absolute focus.

Even if your head were cut off, you would try to put it back in place if it were possible for you. In a condition like yours, regeneration can come to be used in a bizarre way that is hard to imagine. Pain and distractions mean nothing to you. Berserkers are characterized precisely by this: when they set a target, they do not stop until they reach it, whether in battle or in any other kind of confrontation.

When a berserker finds a target, they keep advancing until everything standing between them and their goal disappears, usually torn to pieces or crushed by their own hands. This condition also has another important consequence: any attempt to control your mind, whether through magic or technology, will have little chance of working. It is difficult to manipulate something that, in essence, no longer responds to human logic.

In addition, this capacity is not simply an ability you activate. It is part of your deepest nature. You can hide it when you wish and let it out in an instant. That is why, if an enemy believes they can toy with you when you appear calm, they are making a mistake. The truth is that you are always mad; the difference is that you know when to show it.

Even so, you must be careful. Although you have firm control over this state, others will find it strange to see you go from absolute calm to total fury in a matter of seconds.

And one last piece of advice: try not to stick your tongue out during battle. It can be quite unpleasant and, considering what you usually do to your opponents, something you definitely would not want to taste may end up entering your mouth.

Demon Cell Infusion [600 CP]

Just as demon cells were induced in Momotaro, you were a test subject from a very young age: they made you ingest flesh and many other parts of a demon. Most likely the process began when you were very

small and in an environment conducive to the demon cells emerging and progressing properly, that is, a pit of evil and rot where the only rule is that violence is always present.

You had the fortune of being the second to survive that pit. The demon cells have granted you monstrous strength and physical qualities, in addition to coating your body and, little by little, consuming your flesh and blood and fusing with them. Demon cells empower their bearers, but inhibit their conscious mind, so it is quite common for children subjected to this process to go mad in their thirst for blood and violence. Since you are paying for this, the madness usually induced in their bearers will not affect you. But it is true that violence is the best environment for demon cells, because only in that kind of environment do they find a path to keep evolving and advancing.

Like Momotaro, you can decide at what percentage you want the demon cells to manifest. This range goes from 10% to 100%, which allows you to control both the release and the containment of that power, which coats your body with demonic flesh and skin. Rest assured it will not be a pleasant sight for those who witness it. If you release that power at 100%, you will most likely find yourself very far from any human form. In that state you could more closely resemble a demon in its most primordial form.

However, there is one last warning. In moments of extreme violence, when you find yourself on the edge between life and death, the demon cells could evolve again. That evolution could open a new level of power together with you. You are not currently at that level, but the possibility of reaching it is not zero. It is also true that very little is known about how demon cells work. For that reason, new and different changes could occur, depending on how you act in those critical moments. The limit might seem to be the sky, although, in your case, it would be more fitting to say that the true limit is hell.

Hybrid

Beauty of Misfortune [100 CP]

Mirror, mirror, tell me who is the most beautiful person in this world.

You are surely a candidate for that position, for you possess a beauty matched only by Snow White's. However, beauty does not guarantee that things will go well for you: a beautiful person attracts the attention and envy of others, even more so with a beauty like yours. Do not expect true heroes or monsters to stop their sword upon seeing you, although they will surely have a moment of hesitation. Be careful who you show your face to: there are curious tastes and aberrant tastes whose attention you will not want to attract.

Descendant of Odin [200 CP]

You are a descendant of Odin himself. He may be your grandfather, your great-grandfather or an even older ancestor, but it cannot be denied that somewhere in your family tree is the Allfather himself.

This heritage has granted you two incredible gifts. The first is a resilient and healthy body; nothing beyond what a normal human at the peak of their capabilities could do, but a valuable start for any human hero.

The second is its most important ability: you have inherited the wisdom Odin obtained by tearing out his eye at that well. That eye allows you to see moments of the future and predict events, whether in battle or in life. In combat, it serves you to know what your enemy will do next. Bear in mind that this future is not completely assured and that it can change if someone strives hard enough.

The Princess of Thorns [400 CP]

A long, long time ago, there was a kingdom where a royal family lived in opulence, surrounded by thousands upon thousands of luxuries. The king, unable to understand his people and ignoring what they felt, lived solely for himself and his desires, until one day a witch arrived at his castle. She said that the king would feel what his people feel and that only by learning from his mistake together with his family could they overcome whatever befell them. Immediately afterward, she cursed the king's youngest daughter. That story ended in tragedy, but what matters is that you now possess that curse.

Since your birth you have been surrounded and covered by brambles and masses of roots that envelop you with thousands of thorns, each so sharp that the slightest brush could tear flesh. Little can be seen of you, for the brambles cover you completely, and not exactly protectively... or so I would say if you weren't paying for it. Make no mistake: in other circumstances, these same brambles would be wounding you ceaselessly, without ever killing you, turning your suffering into something constant, something that, fortunately, is not what is happening to you.

The bramble remains under your will and can extend indefinitely, obeying your orders to attack and harm whomever you wish. Keep in mind that, although it is a curse, you are capable of controlling it: you can decide when to make the brambles appear and when to make them disappear. And, despite what one might think, they are not easy to counter; on the contrary, they are more powerful and resistant than they seem, capable of inflicting damage regardless of the circumstances.

Walpurgis Night [600 CP]

Witches have existed since the beginning of time, and several of them have had to do with the stories and even the creation of several of the participants of this contest.

It seems you have immersed yourself in those dark and evil practices, or, rather, that you have acquired the most powerful witch in the world.

You surely wonder which witch holds that title. Perhaps it is the one who taught Snow White the brews and alchemical mixtures capable of twisting flesh and mind; or the one who handled sweets for extremely macabre purposes, like the witch Hansel and Gretel found. Or perhaps you think those witches are not so powerful and that the true witches are the ones who create monstrosities, as happened with Little Red Riding Hood's cloak or with Dorothy herself.

It is true that we have not yet named all the witches that could be considered, such as the one who cast the curse on Sleeping Beauty and a few others. But if we wanted to count every important witch in this world, there would be no day or year in which we would finish. All you need to know is that all witches, those we have mentioned and those we have not, end up arriving where the most powerful one is and hand everything over to her.

Within you is stored Walpurgis. Every witch who has died has been devoured by her: their memories, their knowledge, everything has been consumed. Even some who are still alive are slowly gnawed at in the corners of their minds. All that experience and knowledge is gradually transferred to you. At first you will only be able to choose one or two witches whose knowledge to absorb, but over time you will have access to the entire repertoire Walpurgis has accumulated, and you will become the greatest nexus of knowledge and witchcraft that has ever existed.

It is an extremely versatile and overwhelming power, one that will undoubtedly make you seem a truly malign creature in the eyes of others. Fear the day you manage to fully assimilate everything Walpurgis has gathered... and continues to gather, with every witch, living or dead, of this world or of future worlds.

Since Walpurgis was not originally considered a conscious or living being, she could not have participated in the contest. That is why it would not be strange for Grimm P to feel horrified and fascinated in equal measure by your existence.

Gear Bearer

Power Requires Sacrifices [100 CP]

Your hand does not tremble when it comes to sacrificing others, and that includes you. Once you have made a decision, you are capable of sacrificing whatever is necessary to fulfill your goal. That determination comes accompanied by a latent cruelty, one you can employ in your daily life when you deem it necessary, whether to impose yourself or to act effectively in combat.

It also ensures that you will not hesitate when the time comes to decide, because you understand that time is the most valuable resource and you are not willing to waste it on feelings that could ruin everything you have built to reach the most important moment of your life. Even if that means sacrificing a loved one, regardless of the relationship you had: when push comes to shove, there is always something bigger.

In fact, they should thank you: their insignificant lives served a purpose much more valuable and meaningful than themselves.

Intuitive Observer [200 CP]

Like Hansel and Gretel, you had an unfortunate childhood that forced you to always be attentive to the reactions and behaviors of those around you. Thanks to this, you have become incredibly skilled at interpreting what people think from their gestures, whether from their facial expressions or from the way their own body gives them away.

This ability also allows you to anticipate their movements from their posture or the subtlest changes. It is not easy to take you by surprise, neither in combat nor in an everyday conversation, because you master the most silent language of all. You do not read minds, you read bodies, and with that you understand what others think and what they are about to do.

Trained Butcher [400 CP]

When you were little, you took a knife and decided to end an animal's life. The animal died without feeling any pain.

That bloody act revealed the talent of a butcher in its purest state. Flesh is easy to tear apart, easy to cut, and no one knows it better than you: you recognize the exact points where skin opens and reveals what lies inside, where it yields to the blade and where it offers no resistance.

It is true that, sometimes, certain obstacles must be overcome: an unexpected movement, an opponent's defense (with or without a weapon) or even some protection, such as armor or clothing. But none of that prevents you, when it comes to fighting, from becoming a true butcher, capable of dismembering your adversary piece by piece without suffering the slightest harm.

Some call you a swordsman, but the truth is otherwise. Your way of fighting is so bloody and so primal that it is inappropriate to associate it with the art of the sword. Although both seek the same result, you achieve it more effectively, by a viscerally different path.

The Right Creature for the Right Weapon [600 CP]

You are the person most fit to wield a weapon. Swords and mystical objects seem to claim your hands: sometimes their jingling can be heard and they can be felt stirring in your presence, as if they knew that with you they would reach their true destiny.

You do not merely wield weapons: you complete and empower them. You can bring any weapon to its maximum performance and, at the same time, awaken the hidden abilities it holds. Even a simple kitchen knife, in your hands, could cut metal or stop a monster, because you know how to extract and enhance everything the object contains. That talent neither weakens nor consumes the weapon; on the contrary, it strengthens it without damaging it. Keep in mind that the quality of the weapon matters in this process: the better it is, the greater the heights it can reach, and you may manage to pull one or two tricks out of it that you didn't know it had.

That is why whoever wields that same object after you will probably not manage to extract from it what you already awakened. In fact, many weapons seem to become destined for a single hand after reaching their fullness with you, and become useless to anyone who is not you.

In essence, your relationship is symbiotic: the weapon gains power with you and you amplify its nature. For that reason you are, in practice, the predestined bearer of any object, although we do not yet know how far a weapon can go in your hands. Is there even a limit?

Items

Items can be imported into similar items: weapons into weapons, clothing into clothing, etc. All modifications and upgrades made to them are kept between jumps and are fiat-backed.

Each origin receives its 100 CP items for free; the other purchases of that origin are 50% off.

Building complexes, unless stated to have a location in the world, will be placed near your starting location during your stay, will be added to your Warehouse upon completing the jump and afterwards you can import them into future jumps as you wish.

General [Undiscounted]

Suit for the Occasion [Free]

It is not a suit you can find just anywhere. It has style and presence. It may not offer the best protection, but that is almost irrelevant: you will look impeccable even in the middle of chaos. Although it does not protect you from attacks, it is not easily destroyed, something useful for preserving your modesty in this tournament.

Once Upon a Time There Was a Jumper [Free]

Two short tales. One is ideal for telling a small child: a fable inspired by you and your adventures. The other is a tale about your origin, absolutely dark and much more in keeping with this world. The good news is that both have very good illustrations. If you want, they come with an art book in the style of Tales of Destruction that commemorates your great moments and updates in future worlds.

Winnie the Pooh / Captain Crab [200 CP]

Like Christopher Robin or Ariel, you have a creature at your service. It is quite intelligent and has enough abilities to be a contestant. On its own it is dangerous, but at your side it is an exceptional companion that can easily deal with cannon fodder, and its ability can prove useful against certain enemies. It can be a

powerful animal or a small but armored one, like Captain Crab. Whatever it is, it is a loyal servant that will always be at your service. Counts as a follower.

Draupnir [200 CP]

The ring Draupnir, different from what the legends say this ring has the capacity to restore your form and bring you back from a state of unconsciousness and transformation both physical and mental Grimm P used it to return Siegfried to his best state but perhaps you could use it to regenerate and get a second wind in the middle of combat the option is there at least.

Gleipnir Chains [400 CP]

The Gleipnir chains, which belonged to the wolf Fenrir, are capable of nullifying enemies' abilities, although if the enemy keeps fighting and resisting, there is a chance they will manage to free themselves from their effect. They are not normal chains: they can follow an enemy, bend, twist and move to catch the person you have chosen. They can also stretch or extend as much as necessary and wrap around their target. If they are destroyed, they will repair themselves, although it will take time.

Fighting Stadium [400 CP]

An immense stadium, equipped with stands and screens to watch every instant of the battle that breaks out inside. It also has spaces reserved for the contestants: dining halls and comfortable rooms, both for those who wish to follow the fight closely and for those who only seek rest.

The stands are full of strange dolls that act as spectators. They cheer, react and behave like an official audience, always willing to entertain. That said, it is wise to be careful with their bets: they are usually rigged to swindle.

Relic of Buddhism [600 CP]

It is not really known how Sun Wukong obtained his Ruyi Jingu Bang, but we do know that it is a relic of the Buddhist faction of the gods. You can choose Sun Wukong's weapon or, failing that, another relic of the Buddhist faction. Keep in mind that, if you choose another weapon, it will not have the same abilities as the Ruyi Jingu Bang, but it will be just as powerful in what it can do. For reference, the Ruyi Jingu Bang was as hard as diamond, could change size at its bearer's will and multiply as many times as he wanted, and neither its destruction nor damage meant anything to it. The choice is yours, but the weapon you receive can only belong to the Buddhist faction and will have incredible abilities that could be useful to you: a weapon par excellence that awaits a good bearer.

Demon

Dark Armor [100 CP]

An armor made of demon scales, resistant and very useful for safeguarding your life. Be careful, though, with blunt blows: those are attacks you should guard against. Otherwise, rest assured that this armor will protect you very well; it takes something on the level of Siegfried's sword, or an attack on the level of the contestants, to break it.

Muramasa [200 CP]

Momotaro's weapon. It is a cursed weapon that, in hands other than yours and without colossal willpower, would possess its bearer and turn them into a madman thirsting for blood and death. Muramasa's edge is capable of cutting diamond and has proven to be a truly atrocious weapon in combat, capable of

withstanding and facing colossal enemies: with it Momotaro managed to cut Sun Wukong. And although it is not as powerful as Gram, the sword of the hero Siegfried, it was able to stand up to it and hold out in combat. It is said that, in skilled hands, Muramasa's edge is so fine that the victim does not feel the pain, and only when the blood begins to flow do they realize the damage done to them. It is but a sample of the edge this sword bears.

The Monkey, the Pheasant and the Dog [400 CP]

Whether or not you have demon cells in your body, you have acquired additional reserves of them. Those reserves take the form of animals of your choice. There are three in total, and each possesses the intelligence and strength necessary to accompany you.

These animals function as carriers of demon cells. Thanks to this they can transform into weapons you can use or, if you wish, allow you to insert those cells into your own body to increase your abilities.

Although they have several uses, the most important thing about them is precisely the demon cells they harbor. Even so, they are still valuable companions, capable of acting as allies in combat as well as good friends or even pets.

The Pit [600 CP]

No one remembers who dug the first pit, only what came out of it. Now one belongs to you: a hole of damp stone, with no visible bottom, where rot, hunger and violence accumulate like rainwater. It is the same kind of place where Momotaro grew up and in which he almost died.

At the bottom of this remote pit you will be able to find the corpse or corpses of several thousand hundreds of Oni, part of them have decomposed But some parts have not their blood has spilled onto the ground creating small red lakes and giving life to various incredibly aggressive and dangerous plants and animals not to mention what has happened to the flesh and bones you can consider that every part of the Oni that were thrown into this pit is now nothing more than fertilizer for the aberration that is brewing here.

Considering the potential of demon cells and what momotaro was able to achieve with them you could consider this a soup of life focused on demon cells it is a good breeding ground for anything you decide to throw in here whether an animal or a person being able to reach unimaginable heights and become infected with demon cells Just keep in mind that unless you are protecting the person it will be very difficult for them to survive this place, although instead of throwing something in here you could also go in To train yourself and pull out creatures to form a small army although you will have to tame them by force.

The pit appears near your starting location and joins your Warehouse at the end of the jump. In future jumps you can place its mouth on any property of yours and unless you make the decision nothing that is in this pit will be able to get out, since it will only be possible to get out with your permission. Be careful with what you drop in by accident.

Hybrid (Chimera)

Gas Mask [100 CP]

A fairly normal gas mask, although it serves you against all kinds of toxic gases or harmful environments that could affect you. It is useful if you are an alchemist or work with certain dangerous materials, and it has the small advantage of covering your face if you don't want anyone to see it. It won't fall off easily.

Conch Shells of the Dead Sea [400 CP]

These conch shells serve as a gateway to the Dead Sea, ruled by the thirteenth princess, Ariel. That sea is considered one of the most inhospitable and dangerous places in existence, and in it dwell the most dangerous creatures there have ever been or ever will be in this world. The shells allow parts of those creatures to pass through them and serve you as weapons or additional limbs. They are still limbs of dreadful creatures: stronger, tougher and much bigger than normal. Although the shells are small, that does not prevent colossal limbs from passing through.

Keep in mind that only the limbs pass through; no creature can go through them completely, and although there are ways to play with that, none will be able to detach itself from the shell. Every creature used here will be completely loyal to you and will act according to your wishes and orders; on some occasions it will even act without orders, whether to protect you or to safeguard your interests. For now, as already said, the shell is and will remain connected to the Dead Sea. After this jump you will be able to add another body of water or place you own and use the limbs of the creatures found there.

Book of Curses [600 CP]

A talking book will accompany you on your adventures. It may decide to speak or remain silent, but even so it will float near you and follow you wherever you go, keeping you company even when it does not utter a single word.

This little book possesses two main abilities. The first is the capacity to absorb curses. Any curse that affects you or someone close to you can be transferred to the book. This includes not only curses in the strict sense, but also illnesses or negative effects that would normally fall upon a person. Instead of harming you, all of that can be trapped between its pages. During your travels you can find curses or illnesses and voluntarily store them inside it to use later. Everything the book absorbs is sealed in its pages.

The second ability is that you can use those curses to empower yourself without suffering their negative effects. When you do, the curses manifest as a transformation that increases your power and turns you into a more terrible and powerful creature. The more curses the book contains, the greater the potential of that transformation.

The book probably hides more secrets related to the use of those curses, although not all of them have been discovered yet. Even so, it should be handled with care. More than one has ended up losing themselves in the seductive sensation of power this object is capable of granting.

Gear Bearer

Sword Sheath [100 CP]

A sword sheath or a bag, depending on what you want to store. Unlike Alibaba's Mimic, it can only store one thing, but it has the advantage of being the best possible sheath or protection for the object it holds. It is quite tough and will withstand blows from strong enemies, although nothing at the level of the competitors. To give you an idea: with it, no matter how many times Siegfried had fallen, his sword would have done no more than scratch the floor. Very useful for storing and protecting objects.

In addition, if the sword or object has negative conditions or effects for its use or upkeep, these will be deactivated while it is in the sheath.

The Chest of the Sands [200 CP]

Mimic was a chest that belonged to Alibaba and, like the original, this one is an intelligent object capable of becoming your companion. You can call it whatever you prefer, but it will retain the same abilities as Mimic: it can create copies of objects you have seen or obtained. Although these imitations do not possess the same power as the originals, they can prove very useful in different situations. In addition, the chest can generate multiple copies when you need them.

However, you must keep in mind certain limitations. The objects created by the chest are single-use and their abilities will never reach the level of the original object. This rule applies to both technological and magical objects.

The Living Riding Hood [400 CP]

This hood is a truly extraordinary object. Just by wearing it, an ordinary girl was able to fight on equal terms against Momotaro and Belle, both known for their monstrous capabilities.

The hood possesses the ability to acquire any power of whatever it ingests. In addition, it can lock away the souls of the creatures its wearer devours. Thanks to this there is no blind spot in how it works, since every consumed creature becomes part of its repertoire. You can use both their abilities and parts of their bodies: eyes, arms or other limbs can manifest from any part of the hood when necessary.

It also possesses extraordinary durability and toughness. It was thanks to them that Little Red Riding Hood managed to withstand the attacks of Momotaro wielding the sword Muramasa. The more its wearer devours, the stronger and tougher the hood will become. Another of its traits is its capacity to change shape: it can be molded, expand and change its size according to your will, adopting the shape you prefer or the one most useful in each situation. In addition, it will always watch over your safety. If it detects danger, it can suddenly expand to cover you or even devour whatever bothers you.

Unlike Little Red Riding Hood's hood, this one does not have a human soul as the origin of its intelligence. Its personality will be whatever you decide to give it. Even so, you can be sure that it will protect your life above all else.

However, there is something you must keep in mind: everything the hood devours remains inside it. Nothing truly disappears. The bones, flesh and bodies of what it has consumed are stored within it. Although they cannot be seen from outside, they still exist within the space of the hood and can be used when necessary.

Magic Sword [600 CP]

It is said that all magic swords come from Gram, for according to the stories, forging a magic sword requires one of the fragments of the ancient sword. They are known for their power: each one, in the right hands, is capable of razing nations and destroying entire countries. A clear example is Hansel and Gretel, who, after destroying the kingdom where they were, set out to rule it as tyrants.

These swords have no clear limit. The more you kill with them and the more they taste flesh and blood, the stronger they will become, and they can acquire new abilities, new powers and new forms as they add up cuts and killings. In addition, their edge will keep sharpening until the mere brush or movement of the blade is capable of splitting a stadium in half, with the potential to surpass even Gram. There is no limit to how much the sword can grow and, since you are paying, no sacrifice will be required to obtain its power. Even so, keep in mind that magic swords are more intelligent than one might expect. This one recognizes you as its bearer and is loyal to you, but it is still a cursed sword, truly atrocious, that draws its power from murder and death. Do not expect it to be kind or merciful to anyone other than you.

Companions

Companions can buy more companions.

From the Same Tale [100 CP]

So you want to create your own companion so that they too participate in this tournament? For every 100 CP you can import a companion or create a follower, and they will have 800 CP to spend as they see fit.

Canon Companion [200 CP]

You may have liked some person or creature you have seen or met in this new world. For 200 CP you can make it possible for them to follow you on your adventures and accompany you to new worlds.

Drawbacks

Substitute [+0 CP]

Instead of starting in the first round, you arrive in the second as a substitute for some fight that ended in a draw, as was the case with Siegfried. Just like him, you will have to fight to earn your place, so don't expect to avoid fights by choosing this option.

Everything Is Real [+0 CP]

You can include events in the story related to the tales of the Brothers Grimm from other media that include their characters, whether games, animated series, comics or even commercials. You decide.

Plot Is King [+0 CP]

You can leave at any time after the main plot is completed, unless some drawback or scenario is still in effect and incomplete.

Losing Bet [+100 CP]

The dolls in the stands bet against you and they don't like to lose. They boo, throw things and, when no one is looking, sabotage, since the referees and Grimm P are there don't expect them to seriously do anything important but it is still annoying and a nuisance and even more so outside the arena.

Wolf Eyes [+100 CP]

You were warned: avoid them like the plague, whether the three little pigs or little red riding hood, or some unknown character, they have considered that you have kinship and association with wolves and whether it is true or not, they have decided that they want to repeat the feeling of killing or eating a wolf, try not to face them since they will surely be very active if you run into them in the arena and they may test the waters outside of it

Aladin's Seal [+300 CP]

Like the majin who ended up inside a lamp, someone sealed you. Your seal lives in a small object: a ring, a lamp, some shackles that prevent you from using your hands, whatever it is, it is on your person and is extremely durable.

The seal restricts practically all your powers and capabilities limiting you to physical power, if you depend on magic or some esoteric power, all that magic will be restricted to pure physical capabilities and severely weakened and restricted.

Marked Prey [+300 CP]

A powerful contestant from one of the Blocks chose you as prey. It could be Aladin, Sun Wukong or someone equally dangerous. They don't need to run into you in the bracket: they will seek you out between rounds, in the hallways and in the dining halls, and they will not stop until one of the two of you dies, Grimm P is having a hard time trying to keep you away from him or her, although knowing him he only does it for a special moment.

Grimm P's Favorite [+400 CP]

The organizer finds you fascinating and wants to see how far you go. He changes the matchups, alters the arena rules mid-fight and resurrects rivals you had already defeated to see if you can do it again. He is not cruel to you, just curious, and that is worse.

Lockdown [+600 CP]

You have no access to items, powers or Warehouse from outside this jump.

There is nothing more to say than to wish you good luck and that you have made good purchases if you want to survive.

Choices

You have three options.

Go to the next jump. Continue on to the NEXT GREAT ADVENTURE!

Stay. Stay and enjoy your current life.

Go back. Tired of your travels and want to rest at home? Then this is for you: take this ticket back to your home.

Changelog

Thanks to Negative-Tangerine for their jump template.

v1.0 — Creation of the jump.