



Fable Jumpchain

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Albion is a beautiful country full of lush grasslands, rich fields, and bountiful forests. However even the most beautiful city hides evil that normal people can't defeat. In this world there are Heroes, these humans are far more capable of defeating the evils of this world. Or perhaps they are but one the evils that lurk in the shadows. This is Fable, a rich and wonderful setting full of fancy English accents and people.

In this world there are other countries besides Albion, to the east lays Samarkand, with its vast stretches of desert its rich with cultures foreign to the people of Albion despite being neighbors. Another desert kingdom lays to the south as well, Aurora, with a culture that's distinctly Arabic. These countries are just the handful of other locales and each has their own story to tell.

You'll spend the next 10 years here.

Identity

Age: 10+1d8, **100cp** to choose; **Sex:** Same, **100cp** to choose

Drop-In (Free): You wake up at your location, with no new memories and just gear you've bought.

Orphan (150cp) - You come from a line of heroes! Either one or both your parents were heroes! They're dead now. You were either adopted or left to rot on the streets. Needless to say you had a rough childhood.

Noble (100cp) - Your mother and father are first cousins, your grandmother is the half-sister of your grandfather. What this means? You're nobility. Afforded all the benefits of the wealthy with only the slightest hint of inbreeding.

Outlaw (100cp) - You were born and raised on outskirts of society doing whatever it took to survive. Violence is all that you know and will ever know.

Timeline

Choose a Timeline

Fable -> You start out a year before Hero of Oakville begins his epic by defeating the Bandit Lord Twinblades. You may start out at any known location, or you can be part the Guild.

Fable 2 -> You start out a year before Hero of Bowerstone leaves the Gypsy Camp where he spent most of his youth after being thrown out of a window. You may start out at any known location, or you can be in same gypsy camp.

Fable 3 -> You start out a year before Hero of Brightwall's Brother, Logan, takes power and forces Hero of Brightwall to revolt. You may start out at any known location, or you can be a sibling to Hero of Brightwall & Logan.

Abilities

Trophy Master (Free Drop-in) (100cp) - Increased fame and renown when showing off trophies. Trophies are pieces from deceased monsters or the emblem of an organization. In other Jumps this translate to more fame for doing awesome stuff and showing off.

Monster Hunter (Discount Drop-in) (300cp) - Ability to track anything or anyone for long periods of time with high accuracy.

Dandy (Discount Drop-In) (600cp) - Your words, your actions, your looks have inspired Albion to follow in your footsteps. Your charisma has greatly increased. Your words become heavier, as people are more willing to listen to you and bend to your whims. Additionally you're covered in a glamour making you much more attractive than you should be, covering over any flaw or otherworldliness.

Brutal Style (Free **Noble**) (100cp) - Increased lethality and proficiency with all melee weapons. You have ability to break through even toughest defenses knocking opponents down. Doing this in quick succession is tiring.

Reversal (Discount **Noble**) (300cp) - When an opponent attacks you in melee and themselves open for a counter you can reverse their attack(s) causing their own attack to hit themselves instead of you. Doing this in quick succession is tiring.

Hero of Strength (Discount **Noble**) (600cp) - You're the **Hero of Strength**. You gain **+100lbs (+45kg)** of muscle making you look more bulky and fitter than you were before. You also become much stronger & tougher, with the ability to punch down stone walls, and take a cannonball to the face and laugh. Your regeneration that allows you to heal wounds more rapidly, months to weeks, weeks to days, and days to hours. You have complete immunity to all natural diseases and poisons, you don't build up any fatigue. If that wasn't enough you have willpower greater than the average human, you have more mana reserves than the average non-hero Will user. ***Can't Take Hero of Will or Skill***

Dexterous Style (Free **Outlaw**) (100cp) - Increase accuracy, reload speed, and attack speed in melee. Your reflexes have increased to point you can easily roll away from an attack, but doing so in quick succession is tiring.

Hawk Eyed (Discount **Outlaw**) (300cp) - Your vision is that like an hawk's with ability to see in clarity from far away, or to "zoom in" on a particular target while aiming. You can even target any area of a target you have in your sight. Doing this in quick succession or for short periods of time is tiring. You perceive fast moving objects much faster than a normal human.

Hero of Skill (Discount **Outlaw**) (600cp) - You're the **Hero of Skill**. Your height has increased by **+2ft (+61cm)** and you've become **triple jointed** making you look more lanky and agile than you were before. You become much faster and agile than you were before. You'll be able outrun a horse. Your agility is greater than any Olympic gold medalist which, will allow you to dodge a gunshot at point blank range. Your regeneration that allows you to heal wounds more rapidly, months to weeks, weeks to days, and days to hours. You have complete immunity to all natural diseases and poisons, you don't build up any fatigue. If that wasn't enough you have willpower greater than the average human, you have more mana reserves than the average non-hero Will user. ***Can't Take Hero of Will or Strength***

Will User (Free **Orphan**) (300cp) – You're one the lucky few who can trace their bloodline back to William Black, as such you're able to use magic. Learning new spells and casting them are easy for you as a decedent of The Archon. Will Lines appear on your body and they look like vibrant blue streaks that increase as you know more spells. You get **200cp** worth of spells for free.

Hero of Will (Discount **Orphan**) (600cp) (Requires **Will User**) - You're the Hero of Will. Your regeneration that allows you to heal wounds more rapidly, months to weeks, weeks to days, and days to hours. You have complete immunity to all natural diseases and poisons, you don't build up any fatigue. If that wasn't enough you have willpower greater than the average human, you have more mana reserves than the other Heroes and vastly more compared to non-hero Will users. Your will-lines become a much darker blue, which has leaked more magic into your mind. You're able to cast spells faster, and for less mana. Your dabbling in magic has given you eidetic memory and the ability to do polymath on the fly. You get discount on all spells. ***Can't Take Hero of Will or Skill***

Companion Immigration (50cp-400cp/200cp) – Import a companion for 50cp each and grant them 100cp, this may be purchased up to 8 times giving you 8 companions that have 800cp each. There can only be One Hero of Will, Skill, and Strength. If you wish to just import a single companion for 200cp, and grant them 800cp, however you may not import any other companions.

Spells (All Discounted Hero of Will)

Magic in Fable is a rare thing, only those that have the “spark” or “Will” are usually able to cast magic. Magic runs on your spiritual strength based, which is called Mana which is expended when casting a spell. Each spell requires mana to be spent to cast the spell. You may purchase spells even if you don’t have the “Will” Perk.

Attack Spells

Attack Spells are mainly used to deal damage.

- **Lighting (100cp)** - Creates an arc of lighting which leaps from your fingertips to the target and jumps to one other target in close proximity. The user can sustain for long periods of time before feeling fatigue.
- **Fireball (100cp)** - Creates a ball of fire in the palm of your hand, which can be sent hurtling towards a target when released.
- **Enflame (200cp)** - Punch the ground to create wave of fire in a radius around you.
- **Battle Charge (200cp)** - Propels you forward at a great speed, smashing into any in his path and blasting all nearby aside.
- **Multi Strike (200cp)** - Imbues the user's melee weapon in hand with the ability to damage the target as if the user had struck the target **six times**, with just **one strike with the same quality**. Lasts for **four strikes**.

Physical Spells

Physical Spells that mainly affect only you, by enhancing your strength or abilities.

- **Physical Shield (100cp)** - Surrounds the caster with a protective sphere of energy that will absorb all damage but is very tiring to sustain it.
- **Assassin Rush (100cp)** - Propels you through space in the blink of an eye. Allowing you to move behind the target instantaneously.
- **Heal Life (100cp)** - Heal others around you.
- **Berserk (200cp)** - Sends you into a *berserker gang* for **3 minutes**, which increases your size by **+2ft (61cm)** and **+100lbs (+45kg)** of muscle. Your physical abilities has increased greatly. While berserking you lose all sense of friend or foe.
- **Blades (200cp)** - Summon multiple mystical blades that surround you and are able to be sent one at a time or all at once towards an enemy.
- **Multishot (200cp)** - When this spell is cast each shot or thrown object you make is multiplied from **1 projectile** to **6 projectiles** of the same quality. Lasts for **4 shots**.

Surround Spells

These spells that do not affect you, but things around you.

- **Force Push (100cp)** - Creates a powerful blast of energy which radiates out from the caster, sending nearby enemies sprawling.
- **Vortex (100cp)** - Summon mighty elemental forces to create powerful whirlwinds that sweep your enemies up and send them flying. Target individuals for massive damage, or use an area effect more enemies for less damage.
- **Drain Life (100cp)** - A singularly unpleasant spell, *Drain Life* allows you to heal yourself by sapping the life force of your enemies.
- **Slow Time (300cp)** - Slows down considerably within a **30m (100ft)** to a **quarter** of their original speed **for a minute**. Using this spell constantly on same subjects will cause diminishing return. On bright side for half the duration, all damage you do is increased.
- **Raise Dead (300cp)** - Temporarily returns the deceased in **10ft (3m)** radius to life for **3 minutes**, they're beholden to your commands. When this spells expires, the dead under this spell will know peace and cannot be raised again.
- **Turn Coat (300cp)** - This insidious spell manipulates the enemy's mind whilst the caster is close enough, gradually turning the target into an unwitting ally. Lasts **1 minute**.

Equipment (All Discounted Hero of Strength/Skill)

Mundane Weapons (Free) Handheld weapons that are mass produced including muzzle loading flintlock firearms. Infinite ammo for ranged weapons.

- **Ornate/Exotic Weapon (50cp)** Fancier versions of mundane weapons. Including Clockwork (Semi-Automatics) Firearms, Katanas, Scythes...etc. **Infinite ammo** for ranged weapons.

Hero Weapon (300cp) (Free for Hero of Strength, Skill, and Will) count yourself one the lucky few to own these type of weapons. These weapons are semi sentient and filled with magic, which allows them to morph their shape. Also it allows you to kill undead permanently, something mundane weapons cannot do. In hands of anyone else it becomes wood and loses its magical properties until you pick it back up. These weapons are only up to semi-automatic technology.

- **One Handed** Melee Weapon
- **Two Handed** Melee Weapon
- **One Handed** Ranged Weapon
- **Two Handed** Ranged Weapon

How the weapon looks is up to you, but once you select a change it's permanent. Choose wisely. In addition these weapons come with **1** empty looking gem slot. These slots are for augmentations. They add effects to the weapon, and can be removed and replaced. Stacking the same augmentation increases the effects of granted to the weapon or to you. Each augmentation purchase counts as **one** stone, and every stone is purchasable multiple times.

Upgrades

- **Additional Augmentation Slots (100cp)** - You may take this up to **2 times**, each time adding an additional slot on the weapon for augmentation gems.
- **Silver Augmentation (100cp)** - Adding this stone to your weapon adds silver to your damage. Effective against certain types of monsters.
- **Fire Augmentation (100cp)** - Adding this stone to your weapon adds a mystical fire to your damage. Coats your weapon in a fire visual.
- **Lightning Augmentation (100cp)** - Adding this stone to your weapon adds an electric current to your damage. Lighting visual crackles from your weapon.
- **Hardwood Augment (100cp)** - Adding this stone to your weapon increases your durability.
- **Devastation Augment (300cp)** - Increases your weapons lethality and your proficiency with it.
- **Double Edged Augment (300cp)** - Adding this stone to your weapon increases your lethality with the weapon by quite a bit but you're less durable than before.
- **Ghoul (300cp)** - Adding this stone to your weapon drains your opponents life and heals you, when you hit a living being.

Spell Gauntlet (400cp) (Undiscounted) – Will or as others call it Magic is rare, not everyone has it and those that do often don't have enough Will to cast spells. This is where the spell gauntlet come into play. Normally there is one spell per gauntlet, however this gauntlet is a bit different. Anyone can imbue any number of spells into the gauntlet, so long as the mana and materials required are paid beforehand. Wearing the gauntlet allows them to cast the spell by saying the spell's name, even if they don't have any magical abilities of their own. Once the spell is used, it is gone, unless there's multiples of the same spell. **You can purchase a second spell gauntlet with same properties of the first one at a discount. You may import a gauntlet or glove freely.**

Legendary Weapons (All Discounted Heroes of Strength & Skill)

These weapons are unique in they're one of a kind, and they cannot add any augment slots.

Legendary ranged weapons never have to reload, because they're that bad ass.

Skorm's Justice (600cp) - This legendary rifle unleashes a torrent of continuous electrical energy, that's able to electrocute a man in **8 seconds**.

Skorm's Bow (600cp) - This legendary bow is a relic of a fading era of ranged combat. It never has to notch an arrow instead creates its own as the bowstring is pulled back. Longer you hold the draw more energy is placed into the arrow. Holding it for **20 seconds** will allow you to electrocute a man on a hit, and seriously injure anyone standing behind the target.

The Rising Sun (600cp) - This legendary sword is shaped like a circular cleaver. By channeling the energy of the sun it's able to destroy undead and those that evil in their heart in one strike.

The Enforcer (600cp) - This legendary blunderbuss emits a protective aura that washes over you greatly increasing your durability, and when fired unleashes pellets at a force that can obliterate a man in **single shot**.

The Daichi (600cp) - This legendary katana is perfectly balanced, sharp enough to bisect a man with ease. The weapons hums, vibrates, and crackles with electricity increasing the sharpness of the blade, allowing it to cut through most things like butter.

Drawbacks

(600cp Limit)

Chicken Chaser (+100cp) - For some vindictive reasoning, no one will ever remember your name. Instead they'll always remember you by "*Chicken Chaser*", if you become well known you'll hear children running down the streets calling out "*CHICKEN CHASER, CHICKEN CHASER, COME CHASE US!*"

Morphic Body Disorder (+100cp) - You know that apple you just ate? It made you leaner, oddly enough. That cupcake? Made you fatter. More evil you are more corrupt you become on the outside, and vice versa.

You going to stand there like a lemon? (+100cp) - In the games the voice acting is bad, the accents are atrocious, and the slang? The worse offender. This is what you can expect for the next **10 years**, everyone except for you speaks like this. Yes even your waifu/husbando sounds like this when she tries to speak to you. You'll barely understand anything, anyone says.

Your Health is Low (+300cp) - A voice in your head will chime in on your current state of being, it's loud and will not shut up. That scratch? It'll tell you your health is low, and you should eat something. If you're feeling tired, it'll shout that your mana is low. Who it is? Unknown. What is known is that it won't shut up.

Balverine Curse (+300cp) - You're being stalked by Balverines, they wait for you to let your guard down and then they swarm you. At your **10 year** mark, a White Balverine shows up and can only be killed by driving silver weapon through its heart. The White Balverine has all your powers at ½ the normal power.

15 Minutes of Fame (+300cp) - Did you do something awesome, heroic, or villainous? No one will remember your name, and forget your involvement in a week after the fact. Continuing claiming responsibility will incite anger and violence.

Jack is back (+600cp) - Jack-Slayer didn't really destroy Jack after all and he's coming after you, just you don't know it. **5 years** into your jump, Jack will start to move against you. If you're not careful he will want to destroy everything you hold dear. You'll have to go on an incredibly long quest that can be completed in no less than **5 years**. At the end you have to destroy Jack once and for all. However just like Jack was difficult for Jack-Slayer he will be difficult to you. He'll have all your powers and will be better at them too, excluding the powers you gained here on this Jump. These powers will be your only hope to destroy Jack for good.

Shadow Court's Ill-favor (+600cp) - You don't know it but you've made a deal with the Shadow Court, and you're delinquent on your debt and they've come to take what is owed to them. What they'll take is unknown, but you don't want to find out for it'll be something near and dear to you. Staying in one place for too long will draw the attention of the Shadow Judges and their followers. Shadow Judges cannot be injured but they can be driven off temporarily by bright light similar to that of Sunlight. This won't work for long as they'll develop immunity to any artificial light you pull out.

Locked Out (+600cp) - Your powers and warehouse is locked for duration of the Jump, only powers gained through this jump is immune to this lock out. Around **6 years** in you'll hear rumors around about an ancient ruins that holds strange and wonderful artifacts, but the location is vague as is how to gain access to these ruins. Needless to say it'll be a long haul to ever find your warehouse again for the next **10 years**. Even then it's not guaranteed you'll be able to access it.

After The End

*You'll spend **10 years** in the world of Fable.*

After that, you've got a few different options concerning where you will go from here.

Go Home - Take everything you have and go back to your home universe

Stay Here - Stay in Fable. There's a lot going on here so, enjoy it while it lasts.

Move On - Next world! Keep everything and go forward to the next adventure!