

VALKYRIA CHRONICLES JUMP

By Valeria

Countless years ago, on the continent of Europa, several tribes of humans called the Darcsen ruled over the continent. They waged brutal wars against each other, using Ragnite, a blue mineral capable of giving both huge amounts of energy and great destructive power. These wars destroyed a hundred cities and killed a million men, but they eventually came to an end with the arrival of the Valkyrur. These saviours came from the north, and crushed the tyrannical Darcsen with their powerful abilities. Over time, the Valkyrur faded away, normal humans taking their place, and the war became known as the Darcsen Calamity.

It is now 1935, and Europa is embroiled in yet another great war. This time between the East European Imperial Alliance and the Atlantic Federation. This Second European War is fought over Ragnite, the precious fuel source that supports these two countries. However, a small nation is caught between the battles of these two powerhouses. That nation is The Principality of Gallia, which possesses rich Ragnite resources. This has led to the Empire invading them, and the eyes of the Federation have also been drawn towards Gallia. These are hard times for all nations, and the path you choose could influence the fate of the entire continent. You will begin one year before the Empire invades Gallia.

You have 1000 CP, use it well.

Age & Gender

Your starting age is 18+1d8. You remain the same gender as your previous jump. By spending 100cp, you can change both of these to whatever you like.

Allegiance (Drop ins do not gain an Allegiance)

The Principality of Gallia

A tiny but peaceful country that has great natural advantages, ranging from fertile soils to bountiful ragnite mines. Gallia is a country that has managed to remain neutral in the war, even though it is stuck between its warring neighbours. This has begun to change, and Gallia must now stand up to defend its honour, both from without and perhaps from within.

East European Imperial Alliance

Commonly known as the Empire, it controls most of Eastern Europa. While technically an alliance of nations, it is in practise ruled by a single emperor, who maintains absolute power. The Empire is widely considered to be the greatest military in the world, and does not bother to hide its war mongering image. However, the power struggles within the Imperial Family are well known for the disruptions they cause within the Empire, and the invasion of Gallia is headed by Maximillian, a prince of the Empire. Who knows what his true intentions are.

Atlantic Federation

A true alliance of several western republics, they are led by an elected representative. They were formed in response to the growing power of the Empire in the east. Each republic retains its own political power but unites against outside enemies. For this reason, the Federation is considered to be more powerful politically than the Empire. However, the divided nature of the Federation proves this is not the case, and they are searching for a way to match the military might of the Empire. A method such as the Ragnite reserves of Gallia would certainly help, if only they would bow to them.

Locations

Roll 1d8 or pay 100cp to choose any location in Europa.

1-Bruhl

A peaceful, idyllic town located on the eastern side of Gallia, it has always remained a peaceful place. Its tradition of military service, passed down from its founder, has resulted in a well-trained guard, assuring the citizens of their protection. It is even the former home of the late General Gunther, hero of the previous war. Nothing could ever go wrong here.

2-Randgriz (Free choice for those with a Gallia Allegiance)

The Capital City of Gallia and one of the oldest cities on all of Europa. It was supposedly founded by the great Valkyrian hero Randgriz, and the current royal family is descended directly from him. This jewel of Gallia is the centre of all governance in the nation, and it hides more than a few secrets of its own.

3-Ghirlandaio Citadel

This mighty fortress stands in the safest passage between Gallia and the Empire, protecting the nation from all threats. The gates have never once been breached in the past, but you know what they say about first times. If it were to be breached, it would make a perfect commanding point for an invasion.

4-Centre of the Federation (Free choice for those with a Federation Allegiance)

The combined capital of the various member nations of the Atlantic Federation, this distant city remains an open and free place, so long as you are of the federation. As of recently, tensions have risen between some of the member nations over their role in the war. It may not remain so bright in the near future.

5-Capital of the Empire (Free choice for those with a Empire Allegiance)

The grand city at the heart of the Empire, it also houses the Emperor and his family. This place is both strict and extremely militarised, a last iron wall to protect the Empire's heart. Easily the most defensible place in the Empire, it has stood untouched for generations, and is likely to continue this tradition. It has remained stable during the war, thanks to the iron clad control the Emperor possesses over the country.

6-Former Kingdom of Fhirdal (Jaeger's home)

A once great nation, crushed and annexed by the Empire during the First European War, it now serves as just another member state, enslaved to the will of the Empire. It is also the home of one of the

greatest soldiers of the current age, Radi Jaeger, who has set in place a plan to gain his homelands freedom. Perhaps with your help this kingdom could once more be free from the Empire.

7-Temple of the Valkyria

A massive stone temple in the Barious Desert, within Gallia. This ancient structure is one of the last remaining places that the Valkyrur built, and it is in near pristine condition. It holds an astounding number of secrets, including the truth of the Darcsen Calamity, and information on the Valkyrur themselves.

8-Free Pick

Aren't you a lucky one? You get to choose any place in Europa to begin your journey, though some may be more dangerous than others.

Origins

Orphan (Free)

Unlike the other Origins, you have no history in this world, nor any memories from a new life. You are free to choose your own path, though it will be one you walk without knowledge of this world. You will appear out of nowhere near your starting location.

Scientist (100cp)

You always held a love for logic and learning, ever since the day you first laid eye on a book, and this has since led you on your current path. Whether you create new machines of war, study the natural world or even delve into the amazing power of Ragnite, this is sure to grant you knowledge.

Soldier (100cp)

Born and raised in your country of choice, you left your previously simple life behind in order to join your country's army. Whether you did so for fame, power, money or excitement, it is something that draws you on irresistibly. You will find yourself quickly drawn into conflict, as a defender or aggressor depends on your choices from here on out.

Noble (100cp)

You are a member of the countless noble families that inhabit Europa. Though your family has no major influence over the politics of your country, you do have a large amount of disposable wealth, and your circumstances of birth would provide an easy in were you to join the military's officer ranks.

Perks

The 100cp perk is free for your origin, and all others are discounted.

General Perks

Valkyria (800cp)

You are one of the last few living descendants of the Valkyrur, granting you incredible powers. You can generate and manipulate Ragnite at will, small amounts at first but this will grow over time. You gain greatly increased strength and speed, enough to cut bullets in half or slap a tank shell out of the air mid flight. You may also use Ragnite to heal yourself, and with the proper equipment you can fire off destructive blasts, each enough to reduce a heavy tank to a smoking wreck. Keep in mind, the power of the Valkyria is sought after by every nation, and if they find out they will 'try' to use you. Valkyria may be of either gender.

Orphan

100-Peaceful Protest

Sometimes, all you need to do is get the word out there. With this perk, so long as your protests and arguments remain peaceful, they will not be interrupted or broken up. This does not prevent retribution or punishment after the event ends.

200-Rise Against

It's not enough to just stand by and talk, not anymore. You've become a master rabble-rouser and trouble maker, and can drive any oppressed or subjugated people to take up arms with enough time. You'll find that you get more support from the oppressed lower classes as well, as they feel a kindred spirit in you.

300-Make Peace, Not War

War is hell, as the saying goes, and you happen to want to prevent it. However, some conflicts are too deeply rooted for most to solve peacefully. Not anymore, at least not for you, as you gain the ability to bring any conflict to a peaceful end and you gain incredible charisma and skill with diplomacy to help in this task. Note, this will not make things easy but it does make it possible, no matter how deep the hatred between two groups runs.

400-Neutrality

War can spread very quickly, ruining even the little man underneath the foot of soldiers and tanks. Upon purchasing this perk, you are no longer in danger of this. So long as you stay neutral in any battle, you will be immune to nearly any form of collateral damage that results of this. You may even designate an area, roughly the size of a town to extend this benefit too, with the same limitations. Note that any hostile action, even ones taken in secret will negate this effect and that it only extends to a certain level. An artillery barrage might miraculously leave you unharmed, but if someone drops a nuclear weapon then you're a goner

Scientist

100-Educated Young Man

Surprisingly enough, a scientist really benefits from having a good education, and you were sent to one of the best schools in your country. You gain expertise on a wide field of study such as biology,

psychology, physics etc. and you will find a surprising number of opportunities to apply this knowledge out in the field.

200-Tankistry

The great invention of this day and age, the tank has revolutionised warfare yet again. This world has taken the art of crafting tanks further than might be suspected, with enormous machines more resembling battleships on treads appearing soon after the war begins. This teaches you the knowledge and skill to expertly craft these tanks, both the average sort found in most battles and the enormous battle-tanks such as the Batomys or the mighty Marmota.

300-Valkyrian Science

Somehow you've gained some of the knowledge that the Valkyrur used to possess, giving you the skill and ability to graft Ragnite machinery on a level far above any modern human. At first, you'd only be able to create replica's of the Valkyrian weapons, but with many years of study it might be possible to recreate the Valkyrur themselves.

400- Manufacturing Line

You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.

Soldier

100-Soldier Boy

Boot camp does wonders for the body, something you have the muscles to prove. Your basic physical fitness is set to just below the peak of human ability, and you gain a fair amount of skill with a rifle and grenade.

200-Military Training (Lancer, Shock-trooper, Scout, Sniper, Medic, Engineer, can be bought multiple times)

You showed a special aptitude in one area of war and thus your superiors have signed you up for more specialised training. You can choose one specialisation per purchase, and they will be detailed at the bottom of the jump.

300-For King and Country

Nothing like a good old recruitment drive. With this at your fingertips, you'll be sure to always gather up a large number of men when you're searching for workers or soldiers. They won't start out much better than the average mook, but they'll be loyal and willing to learn. You'll still need to pay them though.

400-Grand Commander

A squad needs its captain and an army needs its general and you're a shoe in for both these roles. You've become an expert at military strategy and tactics, as well as how to properly apply these skills

in the field. Not only that, but you've gained an almost scarily creative mind for battle, coming up with both innovative and sometimes shocking plans to snatch victory from the jaws of defeat.

Noble

100-Regal Bearing

A proper noble needs to distinguish themselves from the peasants, something that has long since been ingrained into your mind. You have an undeniable air of nobility about you, not enough to truly influence people's opinions, but you'd never get mistaken for someone of lower class.

200-Nepotism

Being a born with a silver spoon has its benefits and you've taken them since you were born. You'll get promoted quicker than other men in your position, even if you don't truly deserve it, and any sort of bribery or grovelling will be much more effective on your superiors.

300-This Bitter Game We Play

You've got an unnatural skill at weaving through the webs of deceit that is politics, whether they be a dispute between two merchant families or a hidden succession war to gain the throne. Not only do you become a master of political manipulation and debate, you'll have a better understanding of what makes people tick and what might be their price.

400-It's not my Fault

It never is, is it? Whether you've just broken your esteemed grandfather's favourite vase, or used chemical weapons on the enemy army, getting out of trouble will be much easier. While those not at the scene will ignore these transgressions, don't expect any one who personally experienced it to be affected. Even with solid evidence against you no one is convinced, unless they personally see you confess.

Companion Import

100-300: You may import one companion for 100cp, or up to 8 for 300cp. Each companion gains a free background/allegiance and 200cp to spend as they wish.

Items

Unless otherwise noted, you can only purchase each item once. Unless otherwise stated, all ammunition and grenades replenish once per day.

50: Wealth (Free for Noble)

You've come into possession of a fairly significant sum of money, roughly 5000 ducats worth. Nobles begin with a far larger sum, 50,000 ducats in total.

50: Basic Load-out (Free for Soldiers)

The basic set for all soldiers. Includes a uniform, a rifle, an assortment of tools and rations and a small but awfully handy knife.

50: Safety Goggles (Free for Scientists)

A set of surprisingly stylish plastic goggles, these will keep the sparks and fumes of any experiment out of your eyes.

100: Class Load-out (Free for classes chosen)

You gain the appropriate load-out for the military discipline you have chosen to follow, which will be detailed alongside the classes in the notes section. You can buy this multiple times.

100: Ragnite Weapons

An unusually powerful set of gear for a soldier, this comes with a strange gun connected to a backpack and a string of grenades. These weapons both use Ragnite, the gun spewing it out like a toxic flamethrower and the grenades exploding in a destructive mess.

100: Standard Tank

You've been granted ownership of a standard tank type. These come in three formats. The light tank, used for scout duties and also lightly equipped. The medium tank, the main workhorse of any modern force and mounted with a fair amount of firepower. And the Heavy Tank, a slow but powerful machine, armed with the heaviest cannon that money can buy.

200: Promotion

By taking this option you are granted an Officer's position in your native country's military, equivalent to a Captain for all non-soldier origins. Soldier origins however, gain a much increased boost from this, as they gain the esteemed rank of General. This places you in command of a significant portion of your country's military and you are almost certainly assigned to the war front, whether in defence of your country or attacking the others.

200: Nobility

Purchasing this grants you a minor noble title or a fairly prominent position in a merchant guild if from the Federation. This comes with the benefits of increased wealth and influence. Any Noble who takes this item will instead find themselves raised to the highest echelons of their country, becoming a member of the royal family in Gallia, one of the councillors of the Federation or a royal member of the line of Succession to the throne of the Empire.

200: Hidden Hideaway/Laboratory

You've come into possession of a small but out of the way safe-house, providing you with a place to rest and recuperate. This place has enough supplies for 9 people to live for a year or so. Those who have chosen the Scientist origin however, gain an upgrade to this building in the form of an underground laboratory. It is stocked with all the necessary tools and ingredients for a secret lab in the 1930's, along with a few scattered notes on what appears to be a figure surrounded in light.

300: Valkyria weaponry (Free for Valkyria)

These ancient artefacts were created to channel the natural ragnite abilities of the Valkyria. Taking the form of nearly any melee weapon possible but always with a spiral motif, they can transform the already incredible Ragnite into a destructive force unlike anything else, capable of tearing through tanks with a single shot. It can also be used with shields, which are capable of blocking even a tank gun at point blank range. With a bit of knowledge and tinkering, you may get them to run on different sources of energy. A Valkyria receives one melee weapon and one shield free of charge.

300: Artificial Valkyria Suit

This appears to be one of the prototype suits initially designed by Prince Maximillian, that allow even a normal human to use the power of the Valkyria, but at a price. This suit grants incredible strength, speed and toughness, and can control the same Ragnite energy a true Valkyria does. However, these suits remain artificial, and cannot approach the level of a natural Valkyria, though they remain very powerful. The suit you receive does not drain the life from you, and comes with a Particle cannon attached to the right arm, and an energy shield attached to the left.

300: Prototype Tank

Not satisfied with just an everyday tank, this one is custom built to the highest specifications. As fast as a light tank, tougher than a heavy tank and with a bigger gun than both put together, this really is one of the greatest tanks in the world. You even get a free paintjob of your choice to be added to the tank.

600: Grand War Machine

A replica of the Marmota, a land ship crafted by Prince Maximillian. This mighty beast is over 140 meters long, stands at 35 meters high and just as wide while weighing an astonishing 16.2 thousand tons. Covered in dozens of guns and able to move over any terrain at 25km/h thanks to its hovercraft abilities. Not only that, but the Marmota you receive has the powerful Valkoff cannon mounted on its back already, a weapon able to carve through a mountain like a hot knife through butter.

200: Destined Meeting

By taking this item, you are guaranteed a connection to any character that exists within the canon of Valkyria Chronicles. What this connection may be depends on your origin, allegiance and personal preference. You may be comrades or rivals, bitter enemies or lovers. Regardless, at the end of your jump they will become your companion.

Variable: **Ragnite Container** (First level is free for all jumpers)

Ragnite is a valuable resource in Europa, and it is unlikely to appear in any other worlds. By spending cp, you receive a container that replenishes once per day. The free level gets you a box the size of a human head. Spending 100cp gets you one the size of a dumpster. Spending a whole 200cp will net you a shipping container worth of Ragnite.

Drawbacks

You may take as many drawbacks as you wish, but you may not gain more than 600cp maximum. Any further drawbacks are for flavour only.

Militia (100cp)

Instead of joining the armed forces by choice, you were conscripted by your country. Prepare to be sent to the frontlines constantly, have the credit taken by the 'real' soldiers and generally be treated poorly. You can still become a hero, as many Militia-men have proven in the past.

Ultra-Nationalist (100cp, only available to those who took an Allegiance)

You're nation's the greatest in the world and any flaws or faults pointed out are obviously just the enemy's attempts to lower your morale! Any attempts to convince you will lead to your defiance, and repeated attempts may cause you to lash out in anger. Let's hope your country really is up to your image of them eh?

Darcsen (100cp)

You are now a member of one of Europa's oldest races, and have dark blue-black hair and a liking for traditional shawls. Darcsen are widely discriminated against in Europa, though to various extents. In Gallia and the Federation they are disliked but tolerated, so long as they stay unobtrusive. But the Empire actively hunts any Darcsen down to be killed, including those in other countries, if they are close to the border.

Nameless (200cp)

You thought being in the militia was bad? Now you've been placed in a penal service squad, forced to constantly undertake suicidal missions in order to make up for your crimes against the state. Service is for life, and any attempt at escape will make you one of your countries most wanted criminals, given the dirty missions you undertook for your homeland.

Related to the Damons (200cp)

Some truly thick blood runs through your veins. You'll find yourself making poor decisions, vastly overestimating yourself and with a lust for power that constantly gets you into trouble. However, unlike the real General Damon, your screw ups will be noticed by your superiors and compatriots, and they will react accordingly.

Enemy of the State (Makes one of the big nations focus on you as a wanted enemy, 200cp)

Somehow, you managed to piss off an entire nation. Pick one of the three factions, as they will be the ones who devote no small amount of resources to hunting you down. And beware of Gallia, for they have the service of several Valkyria, more than any other nation. This can be taken only once.

The Valkyur Have Returned (300cp)

The mighty Valkyrur, conquerors of Europa, have returned from the depths of history, and they have returned in great numbers. Each one has the power of a natural Valkyria and the same advanced Ragnite weaponry. They number well into the thousands, and they are all aware of your true nature and powers, making you their prime target.

Just Another Soldier (300cp)

For the duration of this jump, you might as well be just another rank and file. You will not have access to any of your previous abilities from other jumps, only that which you buy here.

Ending Choices

The War is Over

It's time to go back home. You'll wake up back in your bed, with everything you have gained on your journey so far. We're sad to see you go.

The Battle is Won, but the War Continues

You've built a life here, for good or ill, and there's no need to leave now is there? All your affairs back on your original world will be set in order for you. Enjoy the rest of your life.

March On

Not tired yet eh? You'd best get going then, for your next journey awaits you just outside the door. Adieu jumper.

CLASSES

Lancer

Heavily armoured Anti-tank units, created in order to counter the rising presence of tanks on the battlefield. All Lancers are incredibly strong and tough, to lift their armaments and withstand the sheer recoil. They carry immense rocket launchers in the form of lances, which can tear through armour like nothing else. They also have a large shield covering their left flank, in order for them to take position more easily.

Shock-trooper

The front line troops of any army, shock-troopers are experts at evading enemy fire while they charge into the frontlines. All shock-troopers are armed with flamethrowers, in order to flush out enemy encampments.

Scout

The foundation of all branches, the scout is incredibly mobile, moving through nearly any terrain swiftly. While they do not receive much more than the usual in armour, they do gain a great level of skill with grenades, and have several types provided to them.

Sniper

The most lightly armoured soldier type, the sniper is an expert in extremely long ranged attacks. They gain skill with camouflage and hiding in place, to make up for their frail constitution. Their main weapon is the sniper rifle, and they get a bag of extra ammunition for this.

Medic

Non-combatants, medics pull wounded soldiers back out of the line of fire and use their skills to get them back in the fight quickly. While they get a fair bit of medical knowledge, they will also gain a Ragna-Aid healing kit, that can easily and quickly repair even mortal wounds, if they are treated quickly.

Engineer

The vital support role of any mechanized force, Engineers not only gain a small amount of knowledge various weapons and vehicles, but also the ability to easily repair them. They come with a repair kit, a large box of extra ammunition and a small pack of ragnite.