

Generic Protagonist 2: This Time It's Personal 1.0 By Burkess

Welcome to Generic Protagonist 2. A world of stories and protagonists. You'll need these.

1000 Protagonist Points.

Locations:

1. Protagonist Planet. It's a world entirely filled with protagonists.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Protagonist Tokens. These can be redeemed to get anything you want here for free.

Protagonist Fitness: You have the strength and fitness needed to defeat an adult crocodile with your bare hands, in waist deep water. You could also tie with a medium to average sized adult dragon, assuming you have weapons and nothing but this perk.

Fantasy Species: Would you like to become a dragon? An orc? How about a talking, anthropomorphic bear? You can do that here. Can be bought multiple times to become a hybrid who has all the advantages of their contributing species and none of the weaknesses.

Plot Armor Type 1: If you meet an opponent who refuses to be redeemed or allow themselves to be captured alive, they'll die in a way that you're not responsible for. Never at your hands. The environment, some other villain, themselves. Your hands will always remain clean.

Plot Armor Type 2: Your enemies will always attempt to capture you alive. They'll come up with reasons and excuses that you remain living.

Plot Armor Type 3: Lucky events and a million to 1 chances are common for you. Opportunities to get the things you want fall into your lap. If there's some hidden secret out there, you'll be the one to find it. If a master chooses an apprentice, that person will be you.

Plot Armor Type 4: You survive things that shouldn't or are unlikely to be survivable. If there's some plausible way for you to live, you always will. This includes surviving rare and dangerous surgeries and experimental drugs. As well as learning forbidden techniques that have a 99.99% chance of fatality. As long as the chances aren't 100%, you're good.

Plot Armor Type 5: You'll always arrive in time to help or save anyone that you would desire to help or save. Time bends itself to allow this. Even if it's implausible, you can do it.

Plot Armor Type 6: Your friends gain protection. In that, they're 90% less likely to die or be maimed in a way they can't heal from, or suffer any serious injuries or trauma. They'll experience miraculous good luck in surviving and getting away from danger.

Plot Armor Type 7: You and the people you know are incapable of dying in accidents or through misadventure. All assassination plots against you and yours will fail unless the assassin directly challenges you head on. You won't be killed through subterfuge.

Grit And Determination: You can shunt the current effects you're facing off to the future. Meaning, you could keep going at a grueling pace for many hours despite being empty of stamina. But you'd crash and sleep for hours after you stopped. Or you could squeeze out an extra spell even when you're running on empty. But you'll have to pay for the lack of mana sometime. It also works for injuries, though this is ill-advised.

True Self Befriending: You can befriend others. The way it works is that you connect your heart to theirs. You'll be able to show someone a complete summation of who you are as a person, and you'll see the same from them. This enables you to sway them to your side if they vibe with your true self.

Animal Friend: You imbue animals with human level intelligence and the ability to speak. This same ability enables you to speak to and be understood by any being. Animals automatically trust you, but you can also befriend other creatures by appealing to their needs and helping them out.

Severance: You can see the mystical connections between others. Anyone who has ever touched the heart of another in some way is linked by a red string. You're capable of cutting these strings and destroying emotional and spiritual connections. When you sever your own connections, you become stronger in proportion to how strong the connection you cut was. But at the same time, a loneliness takes its place within you. You can also choose to do this to other people to strengthen them and make them feel very lonely.

Strings Of Connection: You can see the mystical connections between others. Anyone who has ever touched the heart of another in some way is linked by a red string. You can trace these connections and examine them to learn the exact nature of people's feelings. You can also switch the strings around so that they connect to other people instead. An application would be replacing someone as their destined soul mate, and changing the connections on a soul bound weapon to enable you to use it.

The Crossroads: By declaring your intention to walk a certain path, Fate will offer you multiple options. A Loud option, which involves a quick and very showy way of getting what you want. A quiet option, involving stealth and working behind the scenes. And a long option, which takes longer to get what you want but is easier.

Once you've picked path, you'll get a feeling telling you what to do next to progress the "story" as Fate guides you forward.

Mood Seer: You have the precognitive ability to understand the expectations, desires, and needs, of others. And know how best to fulfill them. You understand to the minute detail how personalities play off each other and would need to be managed to get them to cooperate and accept each other.

Soul Bonding: You can initiate a ritual with a willing partner. This process takes a portion of both your souls and grafts them to the other. This is the most intimate connection possible, as now you're joined together permanently. You can share any internal or energetic resource between each other, and freely communicate and share your senses with telepathy. Lastly, anyone in a soul bond is capable of teleporting to and pulling others bonded to them to their location. There's no limit on the number of participants in a soul bond.

Hive Mind: You can establish a hive-mind connection with others that allows you to move as one organism that acts for the benefit of the collective.

Love and Stars: You amplify any love and positive emotions around you. Furthermore, opportunities will be freely given for everyone to have the opportunity to showcase their most positive and attractive traits. There's no such thing as a bad first impression, not around you.

Unusual Magnet: You and those you know are now magnets for unusual events. Even a mundane life could be made exciting when out of the ordinary things frequently happen.

Character Development: This perk creates scenarios. You and people you know will experience character growth through the opportunities to grow together and work on their negative traits. You'll find situations and events that are relevant to the exact issues you and your friends are dealing with and that you can relate to.

Greatest Growth: Your growth rates are always twice as fast as whoever has the fastest growth rates in whatever universe you're in. This works the same way for talent and work ethic as well. If your growth rates are already faster than whatever this is, then instead double them.

Superiority: You can summon a monstrous guardian. It passively scans the environment to find anyone with a higher attribute than itself, and then it drains that target's attribute to take it for itself. Attributes include things such as speed, strength, health, and so on. It will always target whoever has the highest attribute that's greater than its current stats. The effect fades when the target or guardian get too far away from each other. The Guardian's base stats are the same as yours.

Friend Link: Forming an emotional bond with someone enables you to use versions of their abilities that are suited to you and your fighting style. As well as techniques based on their personality traits. Every time you grow closer to someone, an exchange happens where you both gain an improved attribute or skill from the other. Your strengthened emotional bond improves the power of your copied abilities.

Spiritual Energy: You have a supply of spiritual energy. It's a measure of how strong your spirit is. It enables you to fire energy attacks and enhance your body's resilience and attack prowess to supernatural levels. The more danger you and those you care about are in, the faster your energy refills and the more powerful it becomes.

Retroactive Reincarnation: Upon entering a setting, you can declare yourself the reincarnation of someone who has died. This gives you a multitude of powers related to whoever your supposed past life was. As well as traits that are similar to theirs.

Calm and Menace: You project a passive energy field that causes those you see as allies or neutral to you to feel calm. Those you see as enemies will feel an oppressive, menacing feeling.

Pressure Makes Diamonds: Stress and pressure causes you to rise to the occasion. The greater a requirement for you to excel, the faster you will. Danger and consequences for failure only motivate you more.

The Ultimate Guard: You have the precognitive ability to detect future danger within a 10-mile radius.

Genius Innovator: You innovate practices and discover new things about ancient systems. It retroactively creates new discoveries and secrets that enable you to make progress and grow stronger. Things no one else ever thought of, because it was impossible until you came along.

Cheat Ability: Supreme Absolute Potency: Choose a skill, a perk, a power, or something like it. It's now 3 times as powerful as it was before. Both in terms of raw strength,

flexibility, and ease of use. Every new setting allows you to select another ability to boost, while keeping the old ones.

Spark Of Inspiration: In life, you'll notice moments of opportunity and will come up with split second, crazy plans that might just work. And they will work. Using this, you can end battles quickly and solve problems efficiently. But only if you act quickly. Waiting too long causes these moments to slip away.

Back Again: You can send your self back in time to possess the body of your past self. This form of time travel is undetectable by others. This technique requires an hour to prepare and execute.

Exploiting The Exploiters: Manipulative people see you as a pawn in their game in a way that benefits you. They'll hire you for jobs and see you as the perfect tool for them to use, and will be shocked when you learn their true ambitions and flip the table.

All Eyes On You: You attract the attention of powerful and influential people. Including gods. Many people will watch you to see your growth and keep track of where you're going. You'll have powerful patrons who want to invest in you.

Supreme Genius Talent: Upon starting a jump, you get to select 5 new things to be supremely talented in. You'll become the Albert Einstein of these subjects.

Supporting Cast: Anyone who stands by your side will quickly be elevated to be your equal in some way. They'll get opportunities for their own upgrades, training, and power ups so that they don't lag behind you.

Pivotal Moments: You have a passive effect that causes both yourself and others to have crowning moments of awesome. This twists scenarios and circumstances to enable people to break their limits and do something incredible that's outside their regular capabilities.

Healing Aura: You have a passive healing aura that provides a slow restoration of any injuries. Of any type. Once it's finished healing the body, it'll heal the mind. And then the spirit.

Extreme Training: You can always find access to a way to obtain a goal or grow stronger much faster, with a level of danger and difficulty proportionate to the gains you're looking to make. You can use this to train others as well, letting you devise these sorts of training methods.

The Power Of Sloth: You rapidly accumulate power by sitting still. The less you move or do, the faster the gains. This power diminishes quickly when you start moving.

Epitaph: When you give someone or something a name, fate conspires to make them worthy of such a name. They'll experience a series of trials designed to mold them into someone who exemplifies such a title. The more powerful the title, the more dangerous the trials become.

Asura: You've become a six armed, three-headed mechanical life form. You can integrate inorganic material into your body to improve yourself and reshape your form. Battle strengthens you, as the act of fighting and making war makes you stronger with every fight. Upon finishing a fight, you gain detailed statistical data on your performance. As well as information gathered on your opponents. You can integrate these details to upgrade your combat processing. This also teaches you counter measures to the tactics used against you. This rhythm of combat and the process of self reflection can be used to forge yourself into the ultimate weapon.

The Power of Hope: You're an endless well of hope and optimism. You can weaponize feelings of hope and create weapons and constructs out of it. You're empowered by other sources of hope and can freely share your hope with others.

Positivity: You have electrokinetic powers. You can turn positive vibes into electricity, and passively absorb positivity from your environment. You release excess positivity into the world around you, making your perpetual good mood contagious. No one has low points around you, as the positivity that saturates the environment makes painful emotions quickly fade away.

Awareness Field: You have a 20-meter field around your body that calculates the position, gravity, velocity, and acceleration of anything within it. This can be used to give you perfect accuracy and awareness of everything within this field.

Rumors: Gossip is now capable of spreading across the world. This is used to give you information about things relevant to you. If there's something that needs doing, you'll hear about it from random people talking about it. Even if it's something that happened across the planet and no one has traveled from there to tell anyone.

Informants: By spending currency, you can directly translate cash and rare goods into recruiting informants. Someone will contact you, having received your bribe, and they'll start passing you information that they think is valuable. The more you're willing to spend, the better quality informants you'll get across all aspects of society. Especially if you offer consistent and regular payment.

Necromancy: By using death magic, you can raise the dead. You can spend your own magic for this, but you also passively collect energy from killing living things. This also powers your necromancy. When you first start off, you'll only be able to raise zombies and skeletons, but eventually you can branch off into creating unholy abominations and stronger undead. You can even learn to invent diseases, and create your own strains of vampirism.

Healing Magic: You have skill in using light magic. This includes spells that heal wounds, cure diseases, and fix poisoning to start off with. You can also fire beams of searing light that harm the undead. At the higher scale of your skill, you'll be capable of resurrecting the recently dead and healing hundreds of people at once.

Elemental Magic: You have knowledge of spells that relate to manipulating the elements. You start off with the ability to use fire, lightning, and ice spells and can learn many more. You'll eventually be capable of launching fireballs that devastate armies.

Orc Ruler: You can spawn orcs, trolls, hobgoblins, and goblins. You do this using the energy you collect from the suffering of living or previously living beings. The more of it you have, the more minions you can spawn. A good battlefield where 50+ people perished is enough for 100 goblins, 50 hobgoblins, 25 orcs, or 13 trolls. You can design their looks, appearances, and personalities as you create them or leave it random. They're loyal to you as their creator.

Harpy, Siren, Gorgon, and Lamia Origin: You produce eggs which will hatch into harpies, lamias, gorgons, or sirens. Your creations recognize you as their origin and look to you for guidance.

Warlord Commands: You have access to a magical technique that causes commands to create effects in those who listen to them. With a small expenditure of magic, you could yell at your soldiers to fight harder, and they'd gain increased physical strength to do that. You could yell for them to be careful, and they'd have improved defenses. These buffs wear off overtime and need to keep being applied. But they add a flat 25% bonus with each cast.

Ideal Pupil: You appear to others as the ideal pupil and seem perfect to teach their skills and secrets to. They'll often only need a small test, if even that, before they take you on as their disciple.

Grand Theft Memory: You can read minds and passively scan the thoughts of those around you. You can also steal memories, skills, and experiences. It requires physical contact with your target to gradually begin draining them. It works best if you render them helpless first, but you can also transmit this effect through weapons and physical attacks.

Fated Love Interests: You passively attract potential mates now. If someone would be interested in being in a relationship with you if they knew you, then they'll be drawn to where you are. You're guaranteed to meet such people. You can choose for this to work for any of your friends if you want to play matchmaker.

Love At First Sight: Your relationships develop rapidly. Each meeting or interaction can condense up to six months worth of progress into them.

That Prophecy Is About Me: You can fulfill the requirements of any prophecy. They stretch to include you, now.

Prophe-who?: Once you know of the existence of a prophecy, you can break it. This causes the prophecy to simply stop working and none of the pieces will line up to bring it to its intended conclusion.

Very Pure: You're always treated as being pure. In what way? Every way. You can impose your purity onto the world around you, allowing others to feel it.

Loot and Pillage: You have excellent luck when raiding and stealing. Any forces under your control will be able to better find hidden items and will raid twice as fast. You can sniff out valuable places where loot might be, and easily find hidden settlements to plunder.

The Always Chosen One: You can wield any artifact, and use any power despite their activation requirements. Is a sword only to be wielded by a true hero? That's you. Can only women cast a certain type of magic? You could do it as a man.

LOCKED: You can place magical restrictions and limitations on items to prevent people from using something. For example, only brown-haired people are allowed to wield this sword. Someone with red hair could carry it in its scabbard, but they wouldn't be able to wield it normally. You need an uninterrupted moment to perform this technique.

Mask Of Shadows: You can choose to have shadows cover up your face. No one thinks this is weird, and they won't mention it. It makes you very difficult to identify.

Rise Of The Silver Knight: You experience additive growth in every aspect of your being the better you treat women. The requirement is that it must be an act of kindness with no expectation of a reward.

Strong But Silent: You can perfectly convey all of your thoughts through body language. No one would notice if you were completely mute. This could compensate for that. People always make assumptions about you that paint you in the best light.

Good Communication Skills: You know exactly what words to use to convey your thoughts and feelings, at every moment. No matter how flustered you get or how tense a situation is, you'll know what to say to express yourself perfectly and convey the information you want, in a way that serves you.

Power-Up Privilege: Anytime you receive an upgrade, a power up, or some sort of improvement, it's now 50% better. You're also always guaranteed to receive yours before any of your peers do.

Share It With A Friend: If you receive a power up, upgrade, or boost of some kind, you can cause your friends to get their own form of it. It might not be exact, but it will be equivalent.

Protagonist Centered Morality: Your actions are all now justified retroactively. You have the moral high ground regardless of what action you commit. Anyone you harm will be revealed to have been a terrible person who deserved it. Anything you destroy will have a reason why this was a great idea. You'll always be right and just.

Who Did I Harm?: You have an exact mental tally of all the harm you've directly and indirectly caused, as well as the overall good you're responsible for. You can tell in advance if an action you're about to perform will be a net negative or net positive for the world.

Declare Your Past: You can give yourself a backstory that plausibly could have happened and make it so. This causes the universe to play along and make it come into being. Your backstory can't conflict with existing events.

Changing Sides: If your desire to join a group that you were previously an enemy of is genuine, they'll be much more willing to forgive you. If you prove that you're really on their side, then they'll be convinced that you've changed sides.

Commitment: You provide a series of passive buffs to any organization you're a member of. This improves them and their members in any number of small and subtle ways. This grows to become much stronger and more blatant the longer you remain a member and stay committed to the cause.

Win By Doing Nothing: You can become the sort of protagonist who wins by doing nothing. All you need to focus on is your own survival, and other people will handle problems for you. You may not even meet the main antagonist yourself, and they'll be dealt with by someone else. This works by making other people more driven and competent so that they can handle more difficulties.

Success Breeds Success: When you win a victory against enemy forces, it causes your next campaign to hit harder. The momentum will stack up and let you sweep across armies with enough stored up victories. Your side suffering a loss lowers your momentum and slows your domino effect.

A Happy Ending: Details get smoothed over so that a happy ending is found for the people involved. Once a quest is completed or an antagonist is defeated. The universe will compensate everyone involved so that they end up at the very least slightly better off than they were before.

A Bad Ending For Everyone: You can ensure a bad ending for any person, place, or scenario. It involves thinking of wanting them to suffer, and then you'll receive an itemized list of ways to make them miserable. Following these instructions will ensure you sabotage any chance of people being happy or things turning out well.

Royalty: You are royalty and will always be royalty. You're distantly related to anyone else who has royal blood, and a magical gene tracing spell or a DNA test would prove it. This will cause you to accumulate a medley of bloodline traits from various royal lines. Others will acknowledge your royal status.

Blue Blood Killer: You have special combat advantages against anyone in a position of privilege. You're stronger when fighting nobles, and when you choose to, you can release a poison miasma that cloaks you and also is terribly toxic to inhale. For other people. Those with noble blood suffer debilitating sickness from being exposed to it, while everyone else feels lethargic and gets poisoned. You can also choose to coat any weapons you use in this stuff, in liquid form, and can excrete it from your pores.

Champion Of The People: You have an instinctive understanding of demographics. By focusing on a group of people, you know what they don't like and what they want. This enables you to persuade them by offering them exactly what they're looking for and preach to them with the words they want to hear.

The Greatest Terror: You know exactly what everyone fears most. Looking at or thinking about someone will show you a list of all the things they hate and fear. You can create realistic magical illusions to aid you in terrorizing your victims. They work based on belief. If someone believes what they're seeing is real, then the illusion will adjust itself to conform to their assumptions. This includes expanding the illusion to cover all of their senses. Their waking nightmare will have smells, sounds, touch, and taste. They disappear if magically dispelled or if something breaks your victim's suspension of disbelief and makes them question it too much.

Hero Insurance: No one gets especially upset about collateral damage you caused to stop a threat. Of property, that is. They'll get mad if people die, but only if you were responsible for those deaths and not the villain.

Spreading, Creeping Destruction: You deal 10 times as much damage to non-living things than you do to living things. If you destroy an inanimate object, any excess force you used is transferred to nearby objects and damages them. You can share this effect with others.

Non-Confrontational Conflict Resolution: You can find ways of solving problems without violence. Even in situations where a battle would be imminent, you can think of a solution that doesn't involve coming to blows. Also comes with the skills to solve puzzles and the athleticism to jump large gaps.

Conflict Solves Everything: Your mind supplies you with constant ideas as to how you could use violence and intimidation to solve your problems. These solutions work better than they should. You have a natural talent for war and would find becoming a conqueror quite easy, as the ideas supplied to help in this arena are exceptional.

Roguary: You're skilled at fast talking and sneaking around. When unseen, you move twice as fast and your footsteps are silent. You'll coincidentally be able to eavesdrop on people when they speak of something relevant to you.

Courage: You're an expert at drawing attention to yourself and being as loud as possible. When you raise a ruckus, you could bring an entire city to come and witness the spectacle. The more courageous you are, the more bold, the greater your chances of success in your endeavors.

Deus Ex Machina: You can evoke a Deus Ex Machina to assist you at will. This power is fueled by a slowly refilling stockpile. It works by manipulating probability and circumstance to cause fortuitous events to take place. The more unlikely the events you create, the more energy it drains. You can push past this limit to use this ability even when you don't have enough energy. But the cost of this will shut down the use of this ability for twice as long as the price you should have paid.

No Gods, No Machines: You can impose a nihilistic, cynical logic onto the world around you. There are no last second saves. Attempts to rally and turn the tables will fail. Desperate final attacks will whiff, and hopeful final measures will fail catastrophically.

Berserker: You can enter a state of psychotic rage at will. You'll paradoxically be calm and rational, but all other emotions other than rage will be suppressed. You always keep your head, regardless of how much anger you feel.

Anti Emotion Field: You release a passive energy field that negates the effects of any power or ability that enters it that runs on or is powered by emotions. No one is capable of experiencing extreme spikes of emotion within this field. They'll instead just feel neutral.

Fate Reader: You can see and read fate. For every being who isn't outside of fate, you can predict how their life will go without your intervention. And has gone previously, as you can tell their personality traits, personal history, goals, and motivations. You can use this to read the fate of the world itself and predict events in the future, as well as learn what has happened previously. You are now outside of fate and destiny, and it has no sway over you.

Incomprehensible: Your actions and motivations become incomprehensible to any sort of future vision, fate reading, fortune-telling or the like. Attempts to find out information about you using extra sensory abilities will fail. You can choose to spread this effect wherever you go, creating "dead zones" for any sort of precognitive ability, where they simply won't function.

Items: These also cost 100.

Talking Magic Book Tutor: A talking book of magic. This book records details on magic it sees and learns the basics of whatever magic system they use in every setting you visit. The book can teach any spell it knows to someone, regardless of their magic potential.

Dungeon Drill: This is a hand drill that fits over one of your arms. It's made for mining and knocking down walls. It can spend your internal energies to release jet assisted charging attacks that make it deadly in combat. Furthermore, it can be fed gems and precious metals to repair and upgrade it.

Signature Outfit: You have a self-cleaning, self repairing outfit that matches your personality. It scales so that it's always tougher than your skin. Any feats you perform while wearing it get easier and more potent the next time you do it. So if you shot a target from half a mile away with an arrow once, you'd be able to do it more consistently the second try, and from further away.

Copy Item: This is a small, blank piece of slate. When held up before something, it becomes a perfect copy of it. You can choose to reset this item back to its original state to let it copy things again.

Adventure Map: This map autofills itself in with details on the world. It has locations marked with the most likely places for you to find adventure.

Magic Cape: This cape is tougher than steel and enables the wearer to fly and glide.

Knight's Armor: A sturdy suit of armor. It doesn't restrict your mobility, and its defense is increased by your honor. The more honorable you are and the more you follow the path of chivalry, the stronger it becomes.

Sword Of The Silver Knight: A brilliant silver sword. Touching it causes it to give you form fitting silver plate armor that doubles your physical stats while wearing it.

Shield of Support: This shield gains added defensive abilities based on the number of people supporting you.

Labyrinth Key: A small key shaped like a maze. By placing it down somewhere, you'll spawn a massive labyrinth. This causes minotaurs to appear in this location, and you can recruit them. The walls of the Labyrinth will reshape themselves at your command.

Dragon Bone Horn: This functions as a megaphone and enhances the use of any voice based abilities, doubling their potency. Can also be used as a weapon.

Necromancer's Staff: A staff dripping with death and reeking of dark magic. Killing something with this weapon instantly raises it as an undead under your control. Using this staff makes your necromancy more effective and costs less.

Dimensional Carriage: You have a magic carriage that's bigger on the inside than it is on the outside. The inside is as large as an entire apartment building. The carriage spawns its own horses and has a mysterious driver with a checkered past and nothing left to lose.

Protagonist's Weapon: This weapon represents you and allows you to fight at your best while wielding it. It amplifies any powers channeled through it. Its power scales with yours. It comes with a spirit of your design who can take on a physical body and wields their own copy of this weapon. They stand at your side and their strength scales off yours.

Story Teller: This is a magical weapon of your choice that does nothing at first. Every "story" you complete causes it to grow stronger. Bringing a story to its conclusion will give it bonuses based on how it ended and what lessons can be learned from it.

Bard's Armor: This clothing makes you able to go unnoticed if there's other things for people to pay attention to. When wearing these clothes, you can play any instrument as an expert would. Comes with 5 instruments of your choice.

Wild Attire: It's a set of armor created out of animal hides and strips of leather. It gives strength to creatures in the orc family when they're in its presence, making them fight harder and take more blows. Comes with an oversized melee weapon of your choice.

Thief's Tools: This is a collection of equipment that helps with burglaries, hidden in a bag. The trick to it is that reaching into the bag when in front of something you plan to steal gives you a mundane tool that would be perfect for the job.

Invisibility Cloak: This is a perfect invisibility cloak that renders any wearers invisible. Can fit up to 4 people.

A Horse With No Name: Doesn't like to be out in the rain. Can cross deserts really easily. Has the ability to traverse any terrain as if it was a grassy plain.

Excalibur: The legendary weapon, Excalibur. Having this entitles you to be the legal Ruler of England. In future settings, it leads you on a quest to find a new legendary weapon. Which it will spawn somewhere in the world. Said weapons will be customized and designed based on the worlds they belong to, and will have equal levels of significance and relative power that Excalibur has.

Boots Made For Walking: A comfortable pair of boots. While wearing these, you don't accumulate any fatigue. Comes with a rapier.

Plot Device: This transforms into an object that's needed to solve a particular problem or clear an obstacle, scaling to the threat itself. Once used, it remains in that form until the next jump, where you'll be able to make it transform again.

Gandiva: A Divine bow created by Agni, God of fire. It's slain many gods and heroes. It gives the wielder self-confidence and is imbued with great energy. It has the ability to kill godly beings you slay with it.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Cheap Heat: People have a problem with you only for the purpose of creating cheap drama.

You're the Chosen One: You'll be treated as the chosen one and expected to save the world. People will get upset if you don't.

The Evil Masters: A villain has recruited a task force of 10 evil bosses to defeat you. They'll attack in order after you defeat the previous ones.

Fight The Fridge: Tragedy will attempt to strike your friends and loved ones to create more drama and motivation for you. You'll need to keep them alive.

Everyone, All At Once: Everyone you would have had a quarrel with has received their memories from an alternate timeline where you defeated them. They've formed an alliance against you and compared notes on how you beat each of them to give themselves the best chances against you. Within a day of beginning the jump, you'll be attacked by the Anti Jumper Coalition.

Your Evil Parents: Two people who believe themselves to be your parents and have similar abilities to the ones you purchased here want you to turn to the dark side and rule together as a family. They have similar mannerisms and values to you, except they're evil and proud of it. If they hear about you doing good deeds, they'll attempt to sway you to the dark side with offers of power and by destroying your hope by forcing you to watch the forces of good lose in front of you.

Item Lockout: You can't use items from outside of this jump. Or access your warehouse.

Power Lockout: You can only use your body mod and the stuff you've got here.

Princess Escort Mission: You've signed a binding magical contract with a very heroic princess who wants to save the world. You're tasked with keeping her alive.

Longer Stay: You'll spend 10 more years here.

Companion Lockout: Your companions are all sealed in separate pocket dimensions where time doesn't pass. And you'll have to go on a quest to release them. Each companion you rescue will have the key to the next companion and a hint on their location. The locations will have custom-built dungeons to challenge you and your friends and a boss guarding it with abilities thematically similar to the companion they're guarding.

If you don't have any companions, some will be created for you. They'll be very helpful and cool people that you'll have a desire to go and rescue since they're so useful and cool.

Your Antagonist: You have a foe here who has a build from this jump with a budget equal to the amount of points you spent. They're the antithesis of you and seek your destruction.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?