

Garzey's Wing CYOA (Jumpchain-Compliant!)

What... what is this? What is this place called Byston Well? What is this vast and indescribable world? Well, perhaps it can be described anyway. This is a land in turmoil, wreathed in conflict and rebellion. The oppressed Metometus tribe seek to break away from the tyrannical rule of the Ashigaba army, with the aid of the promised holy warrior and his power – Garzey's Wing! Said hero still needs to arrive, first, of course, and stand against the Ashigaba's powerful dinosaur-like Warbeasts.

Meanwhile, in Japan, a young man named Christopher Senshu, has just failed his college entrance exams for the second time. Like everyone else in this world, he always shouts his sentences in monotone. Always.

None of this is nearly as exciting as some people would say it sounds, and as for you? Well, you'll need this.

+1000 CP

Good luck, and, well? Try to stay sane.

Section 1: Identity

Roll 1d8+18 for your age and keep your current gender, or pay 50 CP to choose both.

Drop-In [Free] – You start on modern Earth, and are swept away to Byston Well by a ghost swan on the same night as Christopher is. No, that's not a joke.

Metometus [100 CP] – As a member of the enslaved Metometus tribe, you harbor years of resentment towards the Ashigaba army and its evils. You appear among the Metometus in Byston Well.

Ashigaba [100 CP] – As a member of the Ashigaba army, rulers of most of the known world, you harbor memories of a life of preserving the status quo. You appear among the soldiers chasing down the fleeing Metometus in Byston Well.

Ferarios [+100 CP] – Your kind, a small, fairy-like people, live on Katsunaga Hill, a place between Byston Well and Upper Earth. However, your people have a reputation as malicious tricksters, are small and weak, and are generally easy to spook. You fall from the sky along with Falan Fa, dragged down into Byston Well by Christopher's arrival.

Section 2: Skills and Abilities

A discounted skill is 50% off for the specified Identity.

Humans Are Just Human [100 CP, free Drop-In] – This is all you know about them, really. For good or for ill, people are what they are, and you don't blame them for it. Essentially, you need never again fear losing faith in humanity.

We Have To Reach The Baraju Tree! [100 CP, free Metometus] – Or whatever goal you have, anyway. When it comes right down to it, your determination to reach a destination is legendary – enough that your stamina and endurance are boosted by your mindset alone.

Warbeast Rider [100 CP, free Ashigaba] – Years of riding a Warbeast has granted you a good insight into how they move, think and act – but this skill seems to extend to other creatures commonly considered mounts. In short, you'll never be thrown from a horse again, and you could probably ride circles around anyone short of an elite veteran cavalryman from a culture of mounted nomads.

Little Wings [Free and restricted to Ferarios] – Thanks to this pair of tiny wings on your back, you can fly at about dragonfly speed now!

Why Do You Think This Is The Work of a Ghost? [200 CP, discount Drop-In] – You can now sense when someone is watching you by supernatural means – in addition, you can hear and respond to what they say about you whilst doing so. Unfortunately, you will always do so in a state of shock.

Oh, I See, People Communicate By Telepathy In This World [200 CP, discount Metometus] - Apparently, you can, too. Well, sort of. You and your allies seem able to communicate without any

impediment by noise or fear, even in the midst of a raging battle, so long as you can remain aware of one another's positions.

Cynicism [200 CP, discount Ashigaba] – Bah! Look at those Metometus going on about “hope,” “prophecy,” and a “holy warrior!” You won't fall for such silly superstitions – no old myth is going to scare you off or tug at the idealism you lost years ago! By all rights, you are now capable of a great deal more pragmatism in combat and in life, as well as being very difficult to influence emotionally.

Oily Substances [100 CP, restricted to Ferarios] – The underside of your tiny wings is home to a sticky, oily green substance that is useful for coating items in powders and such.

Garzey's Wing [400 CP, discount Drop-In] – Erupting from your ankles are the wings of light and bravery that prove you to be the Holy Warrior! Not only do these wings allow you to fly, but they also mark you as a true hero wherever you go and slightly improve your skills with the sword!

Maiden [400 CP, discount Metometus] – As a pure priest of the Metometus, you have knowledge of their sacred spiritual rites and the ability to properly use earthenware bells in ceremony. Furthermore, wherever you go from here, you will have a comprehensive knowledge of small tribal religions in the area, and be able to perform minor deeds of faith such as banishing weak to middling spirits.

Warbeast Breeder [400 CP, discount Ashigaba] – With years of experience with Warbeasts, you've learned how to breed them for ferocity, obedience, and all other such desirable traits. It turns out that you have this same knowledge when it comes to tamable beasts of other worlds, too – and no non-sapient creature that can reasonably be tamed will attack you unless you strike first.

Annoying, But Adorable [200 CP, restricted to Ferarios] – As it turns out, people are rather willing to forgive your more vexing tendencies due to your small size and general vulnerability – in other words, they'll let you off easier for doing stupid things to or around them because you're cute.

Section 3: Items and Gear

Discounted items are 50% off for the specified Identity.

Motorcycle [100 CP, free Drop-In] – This motorcycle never runs out of fuel, and it seems that it comes with a free red helmet. Why is the word “aral” printed on it, though?

Gada Powder [100 CP, free Metometus] – This sack of explosive Gada powder refills daily and is about the size of a pumpkin. It also comes with a supply of ten fuses and ten smaller bags to be filled with the powder, both of which replenish at the same rate as the powder itself. How explosive is it? Well, it's basically just early gunpowder.

Bandou-Ran [100 CP, free Ashigaba] – This small, raptor-like Warbeast is strong enough to carry a single rider, though it has trouble with marshy ground.

Ferarios Companion [100 CP] – A Ferarios caught up in your descent to Byston Well has decided to join you on your travels! She has all of the perks that are restricted to Ferarios, but gains no CP and cannot take Drawbacks.

Earthenware Bells [600 CP, discount Metometus] – This set of eight bells of blue clay, when rung, can be heard by any who would be considered a true hero. Whether they come to your aid depends on if the one ghost swan can catch them and bring them to you, but the bells *will* be heard.

Duragurol [600 CP, discount Ashigaba] – This great Warbeast is capable of crushing Metometus underfoot and smashing down city walls! Even when panicked, it will still obey your orders to the best of its ability, and boy does it hate your enemies!

Section 4: Drawbacks and Ending

You may gain up to +600 CP from Drawbacks – however, you can take further ones after that, if you just want more flavor.

You Are So Easygoing! [+0 CP] – Oh, great. Now you're shouting all of your lines in monotone, too. This is going to be a long ten years. At least you'll fit in better.

Even Dinosaurs Are Here! [+100 CP] – You just seem really confused. You'll never know exactly what's going on while you're here, and everything seems to surprise you.

I Meant To Do That [+100 CP] – You have a serious problem with transportation – the moment you try to use a method of locomotion besides your own two feet, you'll fall to the ground or fumble around and get nowhere in particular. Yes, this even applies to your swimming ability and any wings you might have.

They're Using Bows And Arrows! [+200 CP] – And so are you. It appears you can't use any weapons technology more advanced than the iron age armaments of the Metometus tribe (with the exception of their bags of gada powder). And no, you can't take your planet-shattering railgun and shape it like a bow to get around this.

Why Didn't Garzey's Wing Appear? [+200 CP] – You haven't lost your powers or your memories of them, but it's a lot harder to use them now, it seems – whenever you lose confidence in your ability to succeed (which will be often), your magic, martial arts, and advanced technology will simply sort of stop working.

My Sword Is Unbelievably Dull [+300 CP] – I hope you know how to fight unarmed, because you will have the worst luck with any weapon beyond your fists. Spells will fizzle in your fingertips, the finest swords will lose their edge and shatter like glass when you try to use them, and even the mightiest guns will jam. For some reason, even weapons forged from your very soul are subject to this! It seems you can still punch just fine, though.

I Must Somehow Make Sense Of Our Convolved Situations! [+300 CP] – You have been split into two – your soul, retaining all of your perks, resides in Byston Well. You can, through a bead necklace, maintain contact with your human body in Japan. However, said body in Japan has none of your skills, powers, or memories, and cannot access the Warehouse – and if said body dies, then you too shall perish. If you could only figure out a way to make yourself whole again!

Regardless of what Drawbacks you have taken, they are revoked at the end of the ten years. You then have a final choice to make.

Go Home – Nope! You are done! You are not putting up with more of this! You return home with all that you own.

Stay Here – Wait, you actually want to stay here? Well, alright, then – you can keep everything you own, too.

Move On – This has been an odd episode, but your adventure must continue, and everything you own is coming with you!