SOULCALIBUR

Transcending history and the world, a tale of souls and swords, eternally retold.

Long ago, in an age long forgotten by man, a sword was forged by a blacksmith whose name has long since been forgotten. There was nothing special about this sword. It was, in all respects, nothing more than an ordinary sword. However, as time passed, the sword would bathe in blood, hatred, and death. All of it turned the once ordinary blade into a wicked weapon, one with a will of its own. This blade would forever be known as Soul Edge.

As time passed, Soul Edge would pass from wielder to wielder, taking over their minds and bodies and devouring their souls once it was done with them. One day, however, a king, from a dynasty lost to the sands of time, came into possession of Soul Edge and for the first and only time in history, the wielder's will was stronger than that of the sword's.

With Soul Edge's might and his own, the king brought peace to the land. Unfortunately, it was not meant to last. The king's own son, envious of his father's power, stole the wicked sword for himself. His will was not as strong as his father and so Soul Edge corrupted him for its own ends. Under the sword's control, the son sought to kill his father. Left with no other choice, the king killed his own.

Distraught over his son's death, the king sought to create a weapon, a sword that would equal the might of Soul Edge and oppose it. Enlisting the help of the greatest sage in the land, the king used purified fragments of Soul Edge to create a spirit sword. With his sacrifice, the sword came into a being, a sword that would be known as Soul Calibur.

Over the years, Soul Edge and Soul Calibur would clash again and again. Whenever a warrior took Soul Edge for himself, Soul Calibur would be there, wielded by a warrior seeking to put an end to the wicked sword. Each clash would see entire armies of men dead and the world irrevocably changed.

You will enter this world of souls and swords at the tail end of the 16th century, on January 1st of 1583, only a short amount of time before the events of Soulcalibur VI will begin.

As is customary, take this. May it prove useful in your time in this world.

+1000 CP

Hopefully, your time here will prove entertaining.

Location

This world is home to a variety of different locations. Some will be rather familiar while others are quite unique. The vast majority will be safe locales, but others can be very, very dangerous for a multitude of reasons. As a special bonus, trouble shall not find you in this world for the first 24 hours of your time here. No matter the drawbacks you have taken, you have a guarantee of safety so long as you do not seek danger. You may decide where you wish to be dropped off in this world. However, if you roll a 1d10 and instead rely on fate for your location, you will receive **50 CP** as a bonus.



1. Silver Wolves' Haven

The Kingdom of Wolfkrone has always had a deep connection with wolves and the forest surrounding the kingdom make the connection clear to all. Wolves are known as vicious predators throughout Europe and yet, in Wolfkrone, they are guardian beasts. In Wolfkrone, wolves have neither attacked the kingdom's citizens nor their livestock.

The strange behavior of wolves is not the only mystery the kingdom holds. There are rumors of a village hidden deep within the forest surrounding the kingdom. Perhaps that is something you might want to look into.



2. Shrine of Eurydice

A large and towering temple believed to have been constructed by the old gods of Olympus. The steps leading up to the shrine itself are enormous, as if the steps were meant for gods, not mere mortals.

Nowadays, the shrine is rarely visited and tended to, the belief in the gods of Olympus having waned in recent times. Nevertheless, the temple is truly a sight to behold and the view of the mountaintops from the shrine is wonderfully breathtaking.



3. Cave of the Master Swordsman

Sequestered deep within the Himalayan Mountains, this temple of stone is believed to have been built several hundred years ago. In the past, devout practitioners used to flock here, enduring the treacherous mountain path in order to practice their faith.

Now, the temple lies abandoned and uncared for. Despite that, the area around the temple has retained its beauty and if people were to be made aware of it, they would flock to the temple once more.

There is one person here, however. An old man who still calls this temple their home. The man has left society behind but, perhaps the old man might be willing to teach you, at least for a while?



4. Indian Port Town

Located on the eastern coast of India, this port town is frequented by a wide variety of ships, ranging from large galleons to wrecked ships that can barely stay afloat. Most of the people in this town make their livings off the trade goods and people that the ships deliver.

Sadly, recent times have been hard on the town. Whereas it was once a bustling hive of trade and activity, now it is barely populated and the sailors who do arrive usually leave almost immediately.

Nevertheless, the town is still a good place to find rare goods for cheaper prices than you would normally see inland and, if you do wish to leave, you can usually find people who can bring you inland or out to the seas.



5. Ling-Sheng Su

A world-renowned temple for martial arts found in the mountains of China, one willing to take on new students. Despite all the famed warriors who once called this place their home, none know when the temple was created or who created it.

For now, the only hints of the temple's origins lie in the three sacred treasures the temple guards and the unique spiritual training techniques taught here.



6. Kunpaetku Temple – Serpentine Banquet

The malevolent cult Fygul Cestemus was a heretical organization dedicated to the worship of their god Palgaea the Executioner. Their Grand High Priest, Kunpaetku, has recently ordered the construction of a new temple underground to be the cult's new center of worship. It is in that temple where you'll be starting off your journey.

Despite being lacking compared to the original temple, this underground temple of theirs is a mark of their influence and resources. Housing a fighting force capable of fighting off almost any intruder, it is safe to say that you would not exactly wish to be discovered in this temple without further explanation. Nevertheless, this temple is sure to hold many useful secrets.



7. The Seong Dojang

Built by Seong Han-myeong, a man considered by many to be the God of Martial Arts, this dojang is a place where warriors train their bodies, minds, and spirits to the fullest in the hopes of mastering the Seong-style long sword techniques. There are rumors that there is a secret area where mysterious techniques can be found and Seong Han-myeong is said to visit it every so often.

Of course, these are only rumors and yet, there are always a few truths to these kinds of rumors. Nevertheless, even ignoring the rumors, this is a place where a warrior can learn from one of the best.



8. Tranquil Wasteland

Europe has played host to many, many wars, some small and some great. Now, you find yourself on a battlefield scarred by war, corpses and weaponry lying all around you, and yet taking on an ethereal beauty when the moonlit night falls upon it.

Battlefields such as these have a tendency to attract the spirits of the dead, full of rage and regret. Maybe, just maybe, you could put at least some of the spirits here to rest.



9. Mt. Fuji – Hidden Dragon

You've found yourself on a raft floating through an underground cavern found deep below Mt. Fuji. Called the Hidden Dragon out of reverence, these veins of caverns run below the entirety of Japan.

One who knows their way around here could easily travel across all of Japan.

Perhaps you could be able to take advantage of that little fact, if you were willing to take a few risks. Some secrets are not always helpful after all.



10. Astral Chaos

Astral Chaos. A dimension serving as the final resting place for every soul ever devoured by Soul Edge. It is Soul Edge's inner world and it is chaos. The memories and souls of those consumed by Soul Edge litter the dimension, resulting in an eerie and beautiful landscape. Most people who step foot here never return.

Fortunately, within the hour, gates will open around you allowing you free reign in deciding where to go. Of course, you can always choose to stay. Be warned however, this place is not for the weak.

In here, the weak are denied the very right of existence and must choose between vanishing into the void and permanently giving up all that they are or be doomed to aimlessly wandering through Astral Chaos for all of eternity. Although, I would hardly call you weak. It's your choice.

Karma

This world is one defined by the will of the two swords, Soul Calibur and Soul Edge. Many of the people here have affinities with said swords, their affinity determining which sword they are most suited to. Unlike those people, you have a choice. What sword resonates closest to your soul?

Chaos or Order?



Archetype

You may choose your age from anywhere between 12 to 45.



Wanderer

I'm sure you know what this means by now. You'll be dropping off in this land with no background or memories to tie you down. Of course, this also means you won't have any advantages from the background or memories you could have had.



Warrior

You've lived your whole life with a weapon in your hand. You have experience with fighting on the frontlines, having spent quite a bit of your life on the battlefield. Were you a samurai who fought in the wars of Japan? Or perhaps you were a knight of Europe with a history in the Crusades? Either way, it is obvious to many that you are a fighter indeed.



Rogue

It seems that your history here seems to lie in the shadows, much like you. Maybe you were a shinobi, following the tenets of your clan or village no matter where you go. Or you might have been a pirate sailing the seas in search of adventure and plunder. No matter your background, it is quite clear that you have experience with stealth and criminal activity of almost any sort.



Scholar

Studying might not be for everyone but it suited you just fine. Your life might have been spent poring over books and research notes, but the results speak for themselves. You've learned a lot over the course of your life and there is still more to discover and utilize in this world. A scholar like you would do well in that regard.

Perks

General

I Am Beautiful |FREE|

Many of the prominent characters in this world are very beautiful and you are more than a match for them in that regard. Perhaps you are roguishly handsome like a pirate or classically beautiful like Aphrodite herself. It doesn't matter what form your beauty takes. You will turn heads either way and you will have no lack of suitors aiming for your hand. Even your every action only serves to accentuate your beauty. Unfortunately, your beauty doesn't actually work as a distraction in fights. Perhaps people are just too used to beauty in this world.

"Is that a knight?" |FREE|

It's a bit strange. The people in this time seem to be kinder than one might think. You could look like a mutated monster of a knight, but people would still act normal around you. A few of them might even be willing to offer you a room for a night. There are a few limitations to this, however. If you have a bad reputation or take on the form of one who does have a bad reputation, such as a well-known thief, they will treat you like a person with a bad reputation. All this perk does is ensure that you will always be treated fairly, no matter what you look like.

Body and Soul |FREE|

During your time here, you'll surely notice that many of the warriors are far stronger than they appear. Now you'll have enough strength, durability, and speed to keep up with most of them and with time and training, you'll be able to keep up with the strongest among the warriors of this land, even those who are closer to gods themselves.

Drona's Teachings |FREE|

What type of person would you be if you didn't at least know the basics of combat? You know how to remain calm in battle, attacking with both your heart and mind. You know where to best utilize your weapon, whether it be close or far. You know how to best use the environment for your benefit and to your opponent's dismay. You know how your techniques work and when they must be used. You know how to restrict the movements of your enemies and how to get past their defenses.

Of course, if your enemies are skilled in their own right, they can counter your attacks and movements. There is always room for improvement, however, and in time, you'll be able to counter their counters.

One's Own Epithet |FREE|

Everyone here has or will make a name for themselves. You are no different. You now have a title of your own. At first, this title will be merely another name people will know you by but as your reputation grows and word of your exploits come around, your title will start bearing the weight of your achievements. People in this world and beyond may not know exactly what you have done but merely knowing your title will give them an understanding of the might you wield. As a bonus, you will also be able to bestow upon your followers a title of their own, one that they will accept, no matter how strange it is.

Eternal Youth |200 CP|

Throughout the ages, men have sought the secrets to everlasting life. One way or another, you have found what countless others have sacrificed everything for. You are now free from the ravages of time. Never again will you need to fear aging. You will remain in your prime forever more and your skills will never fade and falter with time. Be careful, however. Eternal youth is neither true immortality nor invincibility.

Never Out of The Ring |200 CP|

It's not fair that one loses a battle by being knocked off the arena. There's no fun or honor in that kind of thing. Fortunately for you, you'll never have to worry about that. Whenever you're removed from the battlefield, events will conspire to bring you back into it, usually at the expense of your opponent who thought you defeated.

Being teleported out of the arena will have you be teleported back right at your opponent's exposed flank, for example. Another example is if you get tossed into the sea where a colossal squid might just catch and fling you towards your opponent. It doesn't matter how you're removed from the battlefield; you will always come back swinging.

Of course, this only works if your opponents are responsible for ringing you out. If you ring yourself out on purpose, you'll have to come back to the battlefield the normal way.

Soul Charge |300 CP|

There is an energy within you. This energy builds up over the course of a battle with every move you make, the biggest increases coming from whenever you counter an opponent's attack. Once this energy has been built up enough, you may call forth a burst of energy, knocking down anyone close to you in the process.

Once you've called forth the energy, you will have an aura of power surrounding you and for fifteen seconds, you will be better. You will be stronger, faster, more durable and any energy you have is practically limitless. Use those fifteen seconds wisely for once it times out, you will have to build up the energy within once more.

Carve Your Own Fate |400 CP|

Across all of history, countless men and women have sought to take control of Soul Edge and use the cursed sword for their own ends. None have succeeded, save for one, a king whose name is lost to the sands of time. Now, you can consider yourself in the same league as the nameless king, at least in regard to willpower. Thanks to your will, you are immune to mental manipulation no matter the method, whether it be through mind control, possession or any other esoteric ways.

You have also gained the ability to let any weapon work for you. If a weapon had a restriction preventing you from using it, you can break past that restriction and the weapon would work just as well in your hands as it would in the hands of its rightful owner. So long as you can wield it in your hands, nothing can stop you from using it.

Your willpower also allows you to keep on going when others would fall. You will not bend. You will not break. You will stand and fight no matter what. Let all others know that you will carve your own fate!

Chaos

"So much... fun!" |100 CP|

People often forget how to have fun as they grow older and time bears its weight upon them. Not you though. You've learned to enjoy the things you do and just generally have fun. It even seems like that hanging out with you shows people how to have fun again.

"Charming & Successful Businessman" |200 CP|

You would make an excellent con artist. You are quite capable of pulling the wool over people's eyes, making them believe your sob stories and scamming them with ease. You're even able to use your talents in combat, though to a less effective degree when compared to merely talking it out.

Of course, to complement your con artistry, you know the ins and outs of running a criminal empire. From contraband dealing to human trafficking to slavery, you know what you need to do to keep it running successfully along with keeping it hidden from the authorities and the public eye. As a bonus, you'll never feel guilty over the deeds you do if you don't want to.

Graf Dumas |300 CP|

Politics is the bane of many people, nobles especially. Nobles could lose everything, even their lives, from a single simple mistake when dealing in the dangerous art of politics. It's a good thing then that politics is your bread and butter. You know to weave yourself into the inner courts of those above you with such skill that even starting from peasantry, you could plant yourself as one of a king's most trusted advisors in only a few years at most.

You know what to do to get your plans approved by courts and, if for some reason you can't get your plans going normally, you are skilled in the arts of blackmail and assassination through methods such as poisoning and the like.

A Golem's Heart |400 CP|

Golems are a creation of Fygul Cestemus and they stand amongst some of the greatest fighters in this world. One of the reasons why golems are as powerful as they are is the core that makes up their being, their "heart" if you will. Now, you have such a core and the rest of your body is no longer vital for you to continue living.

As long as your "heart" still beats, you will continue to live, no matter how grievous your injuries are. Your "heart" can even be enhanced to allow you access to greater power and further study of it would allow you to create lesser versions of yourself that are as loyal and intelligent as you want them to be.

Order

Searching for Redemption |100 CP|

When you have a mission, your will is the stuff of legends. If you were seeking redemption, for example, you would have the will to keep on fighting for months on end with barely any rest. You will keep on going until what you seek is within your hands.

Wolfkrone Royalty |200 CP|

The Kingdom of Wolfkrone has had a long history of rulers, both kings and queens. In that long history, it is a rarity for the Kingdom of Wolfkrone to be ruled by a monarch lacking in the ability to run the kingdom. You are not one of those rarities. You know how to run a nation and keep the citizens happy and content with your rule.

In fact, the longer you rule, the more loyal your citizens become. If you had ruled your nation well for a decade, your citizens would still follow your guide even if the entire kingdom and its land becomes lost to them, such as by a war or plague.

Wind Magic |300 CP|

Somewhere in South East Asia, there are people capable of communicating with the wind, letting the wind guide them to their destinations and even use them in battle against their enemies. You have that same ability now and unlike those other people, the wind shall never betray you or leave you behind. You will always have the guidance of the wind at your beck and call.

Outside of battle, you may meditate and commune with the wind, allowing them to show you better paths than what is known by man along with letting your mind heal as the wind comforts you. In battle, you may take control of the wind. You will be able to generate gusts of air strong enough to knock a fully armored knight flat on his back and even be able to generate miniature tornados with enough effort.

Blessed by Olympus |400 CP|

The Olympian God of Smithing, Hephaestus, sent out twenty-four holy warriors in order to seek out Soul Edge. But perhaps there was a twenty-fifth warrior, you. Olympus has blessed you, mortal, and now you are noticeably stronger than you were before, enough that you would be solidly superhuman if you were not before.

Of course, mere strength and speed are not the only benefits to being blessed by Olympus. You have now been blessed with the ability to command and control lightning. At first, you will only be able to wreathe your equipment in lightning and call down bolts upon your enemies, but in time you will be able to do so much more.

Go forth and carry the glory of Olympus.

Wanderer

Blacksmithing |100 CP|

You are a very good craftsman. Your creations are so beautiful, so awe-inspiring that history will forever remember them, placing them in the same category as the artworks and sculptures created by Leonardo da Vinci, Michelangelo, and other such geniuses of the Renaissance.

But that's not all. No matter how beautiful your creations are, you will find that they will be just as effective as they would normally be, no matter how ridiculously impractical they look.

Combat Lessons |200 CP|

Many of the warriors of this world are only as good as they are because they had very good mentors. With this, you'll become a worthy mentor to those warriors as well. You know the best way to motivate your students and any of your teachings will stick into their heads. You never have to fear them forgetting the lessons you've taught them, and they will always remember you fondly. Your students shall be your legacy.

Merchant of Death |400 CP|

Much like the famed Italian weapons merchant Vercci, you have history as a merchant. History as a very good merchant. You know the ins and outs of running a mercantile business, one capable of turning a substantial profit no matter the circumstances, but that's not all.

Your true expertise, however, lies in the collection of rare artifacts, no matter the kind. It may take blood, sweat and tears but, given time and effort, you will always be able to find what you're looking for within a decade, so long as it has a physical form. Perhaps someday, you will be able to create your own Money Pit.

Reverse Engineering |600 CP|

As you might have noticed, there is technology in this land that is quite advanced, more advanced than what they normally would be in this period of time. Technology such as goggles that allow for instantaneous communication across nations, swords that can split apart into whips, pistols with seemingly infinite ammunition capable of striking harder than a cannon shot, clockwork mansions and many more can all be found in this world.

Now, you have the chance to build those wonders for yourself. You have been gifted an extraordinary talent for reverse engineering. Even a cursory glance from you will allow you to derive the general methods of creation of any object and if even a fragment of such objects are in your hands, you would be able to build lesser versions of it with only a year's worth of effort at the worst conditions. Only gods know what you would be able to build if you had the whole thing.

Warrior

White Giant |100 CP|

Your stamina is absurd, ridiculously so. Much like the rumored White Giant within the New World, you'll be able to keep on going for hours, maybe even days at a time, no matter the activity, be it fighting or other endeavors. Perhaps if you put your full effort into it, you could even swim across entire oceans and still be ready to fight once you land back ashore with minimal, if any, signs of exhaustion.

A Mercenary's Charisma |200 CP|

There is an aura to you that just draws people in. You find yourself easily able to integrate yourself into the groups and organizations you encounter, the people within those groups quickly taking a liking to you. You're able to rise up in rank in the organization's hierarchy, if they had one, shockingly quickly, and you could quite easily set yourself up as the leader of the group were it small and centered enough.

As the leader of a group or organization, you inspire great loyalty to those who follow you, such great loyalty that even years after you've gone missing, they will still follow your teachings and rules, even willing to fight and die for you with no hesitation. When or if you ever return, they will gladly hand back the reins to you, happy to see their leader fighting alongside them once again.

Hopefully you can live up to their expectations.

Wolf Spirit |400 CP|

You don't know how it happened, but you couldn't deny the results. One day, a strange symbol in the shape of a crescent moon appeared across your chest. On that very same day, a spirit with the body of a man, the head of a wolf and a crescent moon piercing through its chest appeared at your beck and call.

Ever since that day, the wolf spirit has stood alongside you, fighting at your command and defending you from those who seek you harm. The spirit itself is as strong as you and calling upon it is as simple as breathing, appearing within your close vicinity at only a moment's notice. As fast and strong as you, the wolf spirit acts a perfect complement to you in combat, working in perfect synchronicity with you.

Aeon Chimera |600 CP|

Devour it all. Only then will your wish be granted.

You have been granted an ability that would not appear in this land until years into the future. You are a chimera or at least you hold the power of one. Whenever you devour the flesh of another, you will gain their abilities and their memories. You do not even need to beat or kill opponents. Devouring their flesh in the middle of combat will serve well enough for your purposes. It won't be as strong as if you devoured them whole but with every bit of flesh devoured, it will grow stronger and stronger. Even if you can't devour them whole, time and training will see the skills and powers you've gained becoming stronger and stronger.

Won't your enemies be surprised when you bite into their flesh and turn their own skills and powers against them?

Rogue

Even the Slightest Movement |100 CP|

Reading your opponent is a valuable technique in combat, one that could mean the difference between life and death. Lucky for you, you are quite adept at said art. Even from the slightest movement, like the twitch of one's eye, you are able to predict an opponent's next move and the bigger the movement, the more moves you can predict. Perhaps with a little bit more training, you'll be able lecture your opponents in the middle of battle with no loss of effectiveness.

Shinobi Techniques |200 CP|

There are two prominent clans of Shinobi within this world. They are the Fu-Ma Clan and the Manji Clan. You have the option of purchasing the techniques of one of the clans. Both clans have the basic techniques regarding being a shinobi, such as stealth, close-ranged teleportation and suppression of evil energy. That being said, both clans have their own different specialties.

The Fu-Ma Clan specializes in combating demons, both killing them and sealing them away. With this, even beings that would normally be thrice as strong as you will be no match for you and your techniques, so long as they are counted as demons.

The Manji Clan on the other hand, specializes in misdirection and stranger forms of combat. In battle, your movements are considerably harder to read with even supernatural abilities of prediction failing against you in combat.

Soul of a Demon |400 CP|

The shinobi of this land hold many secrets, secrets that have allowed them to be as successful as they are now. You are the result of one of those secrets. A demon has been sealed within you. With this demon within you, you have gained the ability to manifest fire and energy. At first, you'll only be able to project them through pillars and shockwaves, but further training will let you do far more such as coating your weapons or creating constructs out of them.

But that's not all. The more you use your power, the closer you become to the demon within. Unlike the other demon bearers of this world, you will not be taken over by the demon within. Instead, once you have used your powers enough, you will be able to take on a demonic form that is half again as strong as your normal state. Unfortunately, the form does come with a weakness to techniques specifically designed for demons. On the bright side, there is a way to bypass those who specialize in those techniques. Beat them down before they use it.

Dread Pirate |600 CP|

There is only one man who has ever the title of Dread Pirate and his name is Cervantes de León, the worst pirate the seas have been witness to. Cervantes was a man of such power that he had gained the ability to teleport and even fly for a short amount of time. His might was so overwhelming that he could fight off an entire ship's worth of battle-hardened sailors with nary a scratch.

Now, you have the same abilities as the dreaded pirate and people across the world will fear you once your reputation gets going, to the point that the mere mention of your name is enough to send the weak of will running like headless chickens.

Scholar

Alchemy |100 CP|

A field of study developed by the ancient Greeks and practiced across many nations and cultures; alchemy is the art of transforming matter. In this world, alchemy can allow one to create many beautiful wonders, bypassing the natural laws of the world. For now, you start off adept in the arts, enough to be able to create spell circles and alchemical creations. Any further study and training in the art of alchemy will also yield better results, around five times better than normal.

Practical Application of Martial Philosophy and Theory |200 CP|

A scholar needs to be well-versed in any subject, be it physical or mental. And so, you have mastered the art of keeping balance between the physical and mental aspects of your being. Now, whenever either your physical or mental attributes improve, the other will increase as well. Not as much as your trained attribute but it improves enough that it is never too far behind. You are a true scholar and you can prove it.

Power of the Abyss |400 CP|

Magic is in your blood. You've learned ancient magic known only to a few. You are capable of creating spheres of energy that can suck in your enemies to the void, creating illusions that can fight on their own and even reanimate and control the dead, keeping their memories and skills intact. You even have the ability to curse your opponents, and with those curses, you can slow and even stop the flow of time for a moment in battle, the moment lasting longer for each curse you've set upon your opponents.

And yet that is not where your true talents lie. Your true powers come from your ability to use any spell merely after seeing it once. This talent of yours will even apply to any system of energy you are capable of using, from psionics to ki and so many more.

Reincarnation |600 CP|

Strange. Very strange. You've come across a power belonging to only one other in this world. An ancient magic that is quite possibly the closest thing to true immortality in this land. One of your eyes has turned golden, a sign of reincarnation.

Once every ten years, whenever you die, you will reincarnate into another body, a body that would grow to be identical to yours in every way. Fortunately, unlike the version of the reincarnation wielded by another in this world, there is no way to bypass this other than killing you while the reincarnation is still on cooldown.

Post-Jump, this reincarnation of yours will no longer have any cooldown period. You will be able to reincarnate again and again but you will have a method of true death available to you and only you should you ever truly wish to pass on.

Equipment

You will receive a **500 CP** stipend for this section alone. You may import an appropriate item to any item purchased here. All items retain any modifications and will return in a week's time with those modifications if lost or broken.

General

Leitmotif |FREE|

A leitmotif is a recurring piece of music associated with a particular person, place or idea. As such it is only fitting that you should have a fitting soundtrack of your own.

Now, whenever you wish, music fitting to you and your actions will begin to play whenever you do something particularly impressive or noteworthy. Of course, you can let it play whenever you want if you so wish.

By default, the music can be heard by everyone around you, but you can change it so that only you and the others you choose to will be able to hear it.

Gold |50 CP|

Gold is quite useful, wouldn't you agree? You now have a fancy chest filled with gold coins, enough to live comfortably for at least ten years. The chest will refill itself every ten years or at the start of the next Jump, whichever comes first.

Mooncakes |50 CP|

Treats from China shaped like the full moon with wheat on the outside and sweet bean paste on the inside. This box of mooncakes are cooked very well, good enough that even emperors would sometimes take time off their day to feast on the sweet treat. Whenever you eat these mooncakes with people, friendships will surely form. The box will refill every two days and by default, the mooncakes are decorated with your face on them.

Spirit Scale |100 CP|

Created by a man with a single golden eye, this set of scales are quite unique. With the scales, you can judge a man in regard to two opposing qualities. By default, the scales judge where a man lies between the spectrum of good and evil, but you can easily switch out the qualities it judges people for. I wonder what you'll use it for.

Crystal Ball |200 CP|

A crystal ball the size of one's skull, this item is more than it appears to be. When you peer through it at someone, symbols will appear on the ball, symbols that you can decipher to learn of a person's true nature and their fate.

Of course, it is not merely the tool of a fortune teller. The crystal ball is quite useful in combat, the equal of a sword or spear in the hands of a skilled user. It floats in your hands and you can control it to strike at your opponents, striking with enough force to break bones. It could be even stronger if one had the ability to channel energy through the orb.

Encyclopedia |200 CP|

What do you call someone who travels without knowledge? A fool. You are no fool and that is why you have this. This book carries all your knowledge in one package, the information within presented as if written by a historian of the 21st century. It'll be in your warehouse and should it ever be lost or destroyed; you can summon a new one on the following day.

Of course, it doesn't only present you with knowledge you already have. Whenever you meet someone, you will find a new page in your book about a "profile" of theirs. This "profile" details some information about them, from their height, weight, their basic history, their fighting styles and maybe even a few secrets.

Chaos

Malfested Steed |100 CP|

You can't be expected to walk all the time, especially in a time like this. As such, you've come into possession of a strange steed. This steed is a unicorn wreathed in a dark and fiery aura, with eyes that glow crimson red. You can summon forth your steed anywhere within your vicinity at a moment's notice, even being capable of using it in combat should you wish. This steed will always be faster than you in the same way that a horse is faster than a man.

Living Sword |200 CP|

Created through a combination of mechanical engineering, alchemy and black magic, this sword is a unique weapon. Capable of splitting into multiple segments, taking the form of a whip, this sword is no doubt useful. You can channel forth your energy through it, letting you cast magic from it as if it were an extension of your body.

The sword is even sentient to a degree, capable of protecting you from unseen threats. Perhaps that mind of it would only grow in time.

Evil Seed |400 CP|

This is a sphere of energy, energy that resonates with the cursed sword. Should you break it, the energy will surge forth, releasing a pillar of light reaching towards the heavens and visible across an entire city. The sinister energy will then rain down all across the world, pouring into every region. Those unfortunate enough to be consumed by the evil energy will become malfested, vile beings filled with hatred and a lust for bloodshed and death.

And yet, you can tell that this is not the limit. You have a few notes regarding something called the Ultimate Seed, a powered-up Evil Seed that will bring forth the "next level" of human evolution to those who are worthy, whatever that is. You don't have any of the full plans for it, but these notes should suffice as the foundation for the creation of the Ultimate Seed.

Order

Mirror of Evil's Bane |100 CP|

A gigantic mirror, about the size of two men, with a frame carved from jade-like stone and designed in the style of ancient China. This mirror lies dormant for now but in the presence of evil or those you deem evil, it shall awaken. Once awoken, all one must do is let evil come into contact with the mirror and it shall unleash its power. It will banish the evil into the depths of Astral Chaos and cleanse an area the size of a small village of evil, shutting down any unwanted possession or other manipulations of evil, at least for a time. Even now, the mirror still holds many secrets that none but the Guardians of the Spirit Sword are privy to.

Dvapara-Yuga & Kali-Yuga |200 CP|

Two of the three Sacred Treasures, this pair of tools complement each other quite well. The first item, Dvapara-Yuga, is a blue mirror capable of cleansing any evil with even fragments of it proving to be useful tools against evil. The second item is a vermillion rod known as Kali-Yuga. The staff is able to absorb any kind of energy, with seemingly no limit. Unfortunately, it doesn't seem to have a way to be able to unleash that energy. Nevertheless, the staff is quite useful in a fight. Being nigh-unbreakable has its benefits.

Should you be able to find the third item, there is no doubt that they will be the perfect tools against evil.

Temple of Jumper |400 CP|

Designed according to your specifications, this temple is the perfect place for meditation and for passing on your teachings. When in this temple, your senses and skills are heightened and there is a calming force on you, allowing you to focus on everything as best as you can no matter what. A man would be a fool if he dared to fight you in here.

When it comes to teaching others, your skills in that regard improve at least twice over while in this temple. Your students will learn faster, they'll learn more and by the end of their training, they should be far better than they were before. Of course, it's not only your students who are affected by this. Even you seem to learn faster than before, learning twice as fast as you normally would whenever you train here.

Wanderer

Universal Tactics |100 CP|

This book is a collection of ancient manuscripts detailing the art of combat. The book itself updates itself based on previous and future jumps, collecting ancient manuscripts of combat and yet it never seems to grow any thicker. When used in training, you learn twice as fast as you normally would, no matter the subject.

You have a box of these books that never seem to run out and whenever you give someone one of these books, they start learning the art of combat twice as they normally would and sometimes, they even gain the free perks from your previous adventures. Of course, you can prevent that last thing from happening if you wish and training with you would guarantee the acquisition of such abilities.

Techniques of the Ancient |200 CP|

A simple book that instructs the reader on how to make sure that their creations would stand the test of time. Examples of such creations include weapons built by people whose names and histories have long since been forgotten from the world. The information here would no doubt be useful to many.

Beyond those instructions, there are parts of the book that are heavily encrypted. From what one can see; the encrypted sections seem to involve a grand labyrinth of some sort.

Mercantile Business |400 CP|

Money makes the world go round and you have just the thing you need to make money. You have a sprawling business specializing in trade across the different continents of the world. With this business, you will have no trouble living a life of luxury from the money flowing into your hands and you'll even have access to goods from all across the world.

Of course, should you ever desire it, your mercantile business can delve deep into crime, letting you have access to almost any illegal goods your heart desires.

Strange Book |600 CP|

Strange. This book is written very strangely. Almost every page has an entirely different writing style and some chapters are written in different languages. Nevertheless, it seems that you and you alone have no problems understanding it.

Detailed in the book are the wondrous creations available in this world from clockwork mansions, fully functional prosthetic arms, and many, many more. From the principles involved in their creation to the history behind it all, you will know. You will know how to build those wonders and in time, you will make them better.

There will be no secrets hidden to you.

Warrior

Purge Goggles |100 CP|

This box contains around eight one-eyed visors along with a book detailing their creation. When worn, these visors allow one to communicate with others across nations. Your version of the Purge Goggles is quite different, allowing you to communicate with others bearing the goggles no matter where you are. The book details on how to create both the regular version and your special version of the goggles.

Equipment Blessed By Olympus |200 CP|

Blessed by Hephaestus himself, these weapons are no doubt the tools of his holy warriors. Forged from divine metal, these weapons have been imbued by the powers of gods. The blessings of Athena and Ares grant the wielder the physical and mental prowess of some of the most skilled warriors in this world. The blessing of Anemoi, goddess of the wind, endows the wielder with great speed. And finally, the blessing of Hestia, gives the wielder a limited ability to cleanse evil.

Deliver swift and divine justice to evil, wielder.

Black Wind |400 CP|

A mercenary band of fifty battle-hardened warriors, each and every single one of them loyal to you. Your warriors can survive off the land with ease and they take to your instructions and teachings like a fish to water. They are trained in such a variety of subjects that you'll never find yourself lacking in information. You need someone who knows obscure African mythology? You'll find someone in your group. What about someone specializing in espionage? You'll find that too.

The knowledge your mercenaries know isn't that of a master, more of an adept at best, but it'll usually be useful. This knowledge of theirs even updates as you go on your journeys. Your little group of mercenaries will never be out of place in this or any other world.

Jumper's Castle |600 CP|

A warrior will always be in need of a home but there is nothing stopping you from having a home fit for a king. Located near your starting location or found within your warehouse, this castle of yours is truly an imposing sight.

The castle is staffed with over a hundred people, enough to ensure that the castle remains prim and proper at all times. Of course, the castle itself is defended by a hundred well-trained soldiers. You need not fear betrayal from any of these men. They will serve you until their dying breath.

And yet, that is not the castle's most powerful trait. So long as you stand within the castle's walls, your abilities and physical traits are tripled. The castle's greatest defense is you. Let no one stop you in your own home.

In future worlds, the castle can remain in your warehouse or dropped off in a location of your choosing.

Rogue

Shinobi Garb |100 CP|

At first glance, these two items are nothing special. It is only when one puts them are their effects realized. The first item, an open-mouthed mask in the shape of an oni's mouth, allows one to breathe in any environment, no matter how toxic. The second item, a red suit so tight that it accentuates every curve of one's body, provides a protection against demons of any kind, weakening their attacks, no matter the method, by a small but noticeable amount, enough to mean the difference between life and death.

A Network of Spies |200 CP|

Information is key to survival especially for a Rogue. Luckily for you, you have a spy network of sorts. Every week, you will receive a packet of information from nations across the world regarding various subjects. Ranging from simple gossip on the streets to highly classified military or political information, the information will no doubt be useful to any of your endeavors.

Unfortunately, it seems that consistency in the information received is rather lacking. On some weeks, you might receive a treasure trove of truly valuable information but on others you might only find simple gossip you could have gotten if you had just walked around the nation's streets.

The Herald of Captain Jumper |400 CP|

What is a pirate without a ship? Nothing, that's what! Now you never need to fear being without a ship. You have a ship of your own, a ship equipped with the strongest weapons available at this time. The ship is even strong enough to clash with some of the largest ships in the British Empire and come out the victor.

Even the crew of your ship is noteworthy. Each and every member of your crew are battle hardened warriors loyal to you and should you ever pick up new crewmates, they'll quickly find themselves keeping up with your old crew, becoming just as skilled and just as loyal.

Should the ship ever be sunk or lost, the ship will return to you in either your warehouse or the nearest port by the week's end.

Jumper's Ninja Village |600 CP|

This is a simple village of around a thousand people, either near your starting location or in your Warehouse. Much like the rest of this world, there is more to this village than meets the eye.

Most of the people who call this place their home are little more than civilians, farmers, blacksmiths, and the like. However, a small fraction of them, around a hundred or so, are secretly shinobi. Some of them utilize techniques from the Manji Clan, others from the Fu-Ma Clan and there are a few utilizing techniques neither clan has shown. Each and every single of one these souls who call this place their home is loyal to you until their dying breath.

If you move on to other worlds, you may drop off your village in a location of your choice or keep it in your Warehouse.

Scholar

Talismans |100 CP|

Charms inscribed with characters and symbols used in ancient Chinese magical arts. Talismans are quite useful for a variety of purposes, ranging from divining the future, healing illnesses, driving away evil to many others. Talismans can be made from almost any material, but nowadays it is almost exclusively used with paper.

This box contains a variety of talismans, enough for one to use in battle and be left with enough to spare for at least a few more battles. Nestled underneath the talismans is a book detailing the creation of such tools and instructions on how to create specialized talismans based on other systems of magic or supernatural energy.

Palindrome |200 CP|

A pair of golden gauntlets, the right fitted with a fragment of the cursed sword and the left fitted with a fragment of the spirit sword. This is truly a strange weapon.

The hidden mechanisms within the gauntlets send out carefully tuned waves towards the fragments, allowing you to retrieve the memories of past battles and translate them into physical movements. In the right hands, these gauntlets will allow one to become a veritable hurricane in battle.

As of now, the gauntlets are capable of generating dual swords, a giant axe and a spear and shield. Further improvements will no doubt allow the Palindrome to generate even more weapons.

Notes of Fygul Cestemus |400 CP|

Despite the heretical nature of the cult, Fygul Cestemus is a treasure trove of useful information collected throughout their ages long history. Now, you have an opportunity to put that information to more useful pursuits. Within this box lies the accumulated history of Fygul Cestemus and many of their secrets in regard to their creations. The notes hold information regarding the creation of Golems, Lizardmen and many more of their inhumane experiments. There is no doubt that a scholar could spend years of their life with this information and still not even be scratching the surface.

Jumper's Cult |600 CP|

A cult is more than just a mere gathering of people in pursuit of a shared mission. No, a cult is something far more. A cult is an organization, a group that spans more than just a mere nation but instead the world.

Now, there is a cult that revolves around you. It isn't a very large cult, only around a hundred people in total to begin with, but its grasp cannot be understated. Every single member is a person of high stature. Politicians, nobility, and the like. Nothing as high as a king but perhaps one of the king's advisers. No doubt that the resources you could have access to thanks to them will be quite useful indeed.

In every jump after this, a cult of the same size and power will be there with you. The members may be different, but they will be devoted to you all the same.

Companions

Black Storm |FREE/200 CP|

Much like Nightmare himself, you have formed a group of unique individuals. You may create or import up to four companions for free and with an additional payment of 200 CP, you may import or create up to sixteen companions instead. Each companion has 1000 CP to spend. As a bonus, you will receive artwork of you and your companions together that updates as you go on your journey.

Cursed Blade Larva |200 CP|

Created from a piece of flesh bathed in the energies of the cursed sword, this is something truly interesting. For now, it is simply a cursed piece of flesh taking on the shape of a small child. It is capable of forming a variety of weapons from its body and it seems to be an able combatant, even in its tiny form, capable of taking down fully grown soldiers with ease. Who knows what it will grow up to be?

Spirit Blade Larva |200 CP|

Of course, if one could create life from the cursed sword, it stands to reason that one could do the same with the spirit sword. Born from the same process as the larva of the cursed blade, the child of this process is crystalline in nature and much like the larva before, it too is a skilled combatant and given time, shall rise to even greater heights.

Automaton |200 CP|

A humanoid machine created by the malevolent cult Fygul Cestemus. With skin as pale and grey as steel and a body as cold as ice, effort must be made in order to fool people regarding her true nature. Despite all of that, this automaton makes for a truly formidable warrior. Even the cursed blood flowing through her veins allows her to follow you to any place imaginable. Truly, her loyalty to you is unmatched.

Canon Companions |200 CP|

There are so many interesting people in this world. It would be a shame to just leave them behind. Now you don't have to. With a simple payment, you can bring one person as a companion onto your future journeys. Just make sure you're friendly with that person by the end of your time here.

Drawbacks

Take as many drawbacks as you wish. There are no limits. Just be sure you can handle them.

Crossover |+0 CP|

The world of Soulcalibur has a long and storied history regarding crossover characters. Of those characters, only Geralt has been involved in the story in some way. Now, any number of crossover characters are now canon to the story of this world, from Ezio to Kratos. If you've been to other worlds before, some of them might even recognize you. You can choose which guest characters are canon.

Original Timeline |+0 CP|

Time travel exists in this world, surprisingly. By default, you would be starting off in the reboot timeline but taking this drawback will let you start off in the original timeline. There are quite a few differences between the two timelines but there are also ways to traverse between them.

Taking the Long Road |+0 CP|

Sometimes ten years isn't enough to fully explore a world. With this, you can add up to a hundred more years to the time you'll spend in this world. Hopefully you'll have fun in the extra years you choose to spend here.

Tekken Timeline |+0 CP|

People have always believed that the world of Soulcalibur and Tekken are linked or, at the very least, connected in some way. With this, they will be truly linked. Should you jump to the Tekken universe in the future, you will find that your actions here will have caused changes in that universe. You might be an obscure footnote in history if you didn't do much or you might be venerated if you did something truly grand.

Cursed by a God |+100 CP|

You've had a rather unfortunate encounter with a god, Jumper, and now you've ended up cursed. Don't worry. The curse isn't as debilitating as you think. You simply have an animal's head in place of your normal head. The animal head will always appear as your head, no matter the form you take.

Generic |+100 CP|

Strange. Everywhere you go, everyone seems to look the same. The same faces, the same attire, even the same weapons. It seems that few people in this land are truly unique. Hopefully you can put up with it. It doesn't look like anything you do will be able to change that fact about the world.

Always in a Fight |+200 CP|

You don't know how or why but it seems that every time you meet someone for the first time, circumstances will conspire to make sure that you will end up fighting. Doesn't matter if it's a child or an old lady, you will end up fighting them. Thankfully, the fight doesn't have to end in death. Still, it will be annoying fighting almost every single person you meet.

Hounded Down |+200 CP|

What did you do? People are chasing you now, even hounding you down across the continents in an effort to fight you. Some of those people only want to fight you in a fair one-on-one fight but others just seem to hate you with every fiber of their being. I'm afraid that for those people, the fights will be to the death. You'll probably end up in at least two fights a week because of this.

Bound to a Cult |+300 CP|

It seems that you've gotten tangled up with the wrong crowd. You are a member of a Fygul Cestemus or another such organization and have been tasked to do their dirty work. And to keep you from straying from your mission, they have assigned to you a guardian, one that you cannot hurt or impede in any way. This guardian will report your activities to the higher-ups, and should they find that you have strayed from your mission, they will send people against you to set you back and if that's not possible, end you. At first, they'll only send weaklings after you, fodder and the like, but the longer it goes on, the stronger the fighters they will send against you until you are facing even their most powerful warriors.

Of course, if you complete your missions, you will have a period of respite, at the very least a week of freedom.

A Broken Soul |+300 CP|

Your soul is broken Jumper and because of that, so is your body. At first, your body will remain normal but over the course of a week, it will rapidly degrade. Your skin will turn a pallid gray and cracks will form across your body, leaking energy and the like. Over time, the cracks will have spread across your body and by the end of the month, you will die as your body breaks apart under the stress of your broken soul.

There is a way, however, to keep that from happening. You must consume souls. Any soul will do but the truly exceptional souls, even a single one, will keep the problem at bay for a month. If not feasible, if feasting on normal souls is all you can do, you will have to take in five souls a day in order to keep your collapsing soul at bay.

Lizardman |+400 CP|

Something has happened to you. Something cursed. You have transformed into a primal being, a Lizardman. And yet, that is not the worst part. Your soul is missing from you and as such, your mind and heart have begun to waste away. You find yourself forgetting things you've engraved into the very depths of your mind, memories you've long held dear and many others, both inconsequential and important. It wouldn't be long until you've forgotten everything that made you, you. Even emotions aren't safe from the ravages of your empty soul.

Fortunately, there is a way to keep your memories, your emotions and regain what you have lost. The flesh of warriors will serve as sustenance and will keep at bay the dementia inflicted upon your mind. And yet, the flesh will only keep it at bay temporarily. To bring back your soul, there is one way available to you in this world. Perhaps you will be able to find that method.

Once you've finished your journey, you will always have access to your Lizardman form, able to transform into it whenever you wish. Hope you find it fun.

Split Personality |+400 CP|

Some dark deed in your past has shattered your mind beyond repair. There are now two souls within your body and, unlike a certain other character, your partner within is not quite as helpful. You and the other soul will clash for control of your body and while both of your goals might generally be the same, the methods to achieve that goal will be vastly different. If you were kind, your other half would be a brutal mass-murdering maniac and vice versa.

Once your time in this world is done, you may choose to keep your other half along with you for the rest of your journeys. No longer will you two clash within for control. It will be a true partnership and both of you will be stronger for it. Two can do more than one, after all.

Wrath of Olympus |+400 CP|

The Olympians have set their sights upon you, Jumper, and they are not pleased. As such, they have tasked their holy warriors to take your head and present it to them. Some of the fiercest warriors in this world follow the Olympians and to fight them is no easy task. Neither is there an end to the number of warriors the Olympians can call upon. Cut off one head and two more shall take its place.

Of course, it is not only warriors you must contend with. Fygul Cestemus is an organization with fingers across the entire world, but in the end, it is still a cult dedicated to Palgaea, the God of Evil, also known as Ares, the Olympian God of War. Who knows what they could do to you?

Legendary Difficulty |+500 CP|

The world has become harder for you Jumper. Everyone you fight is twice as hardy, twice as strong, twice as fast, and twice as skilled. Not only that, but the strongest fighters in this world have become truly frightening.

For those people, you'll find them being able to keep up with you in regards to physical attributes, their strength, speed and durability reaching your level in a matter of days. Only skill will prevail at the end should you fight once they become your equal.

Can you handle this world?

Scenarios

Libra of Souls

To be released

Sword of Destruction

Soul Edge is a weapon of unfathomable power, one that gives it wielder the ability to take on entire armies of monsters & men and come out of the battle with nary a scratch. And yet, despite all of this power, Soul Edge is incomplete. Across all of history, Soul Edge has left behind fragments of itself in various places, from its hosts to temples to even the homes of simple peasants. These fragments are quite powerful in their own right and time has only allowed them to gather even more power. In fact, some of these fragments have become so powerful that they have become comparable in might to Soul Edge itself. Weaker yes, but more than capable of giving Soul Edge a fight. Imagine the power Soul Edge would have if it was complete once more.

That is your mission now, Jumper. Find every single fragment of Soul Edge and bring them all together. To help you on your mission, you will be given a single small fragment of the cursed sword. This fragment doesn't have much power on its own, but it will allow you to track down the other fragments of Soul Edge, ensuring that you will always have a path to follow.

Complete this mission and your reward will be Soul Edge itself. The accursed sword will be loyal for you and you alone have given it the ultimate gift. You have completed it and in doing so, Soul Edge has become a weapon greater than any other.

As a weapon, Soul Edge is nigh-perfect. It will take on the form you desire, and it is even capable of changing its form in the midst of combat. A spear, a sword or even a gun, the possibilities are endless. Should you find some other useful weapons or tools, Soul Edge will even prove capable of absorbing them into its being, given time.

In battle, Soul Edge will boost your strength massively, to the point that you would see your body and abilities growing twice as strong at the bare minimum and this boost will only grow stronger for every soul you devour. Of course, the sword does not only boost your strength. It also allows you drain the health of others. With every blow your opponents take, they'll see your body, mind, and soul healing as their wounds grow. Exhaustion is now a thing of the past for you.

Throughout history, Soul Edge has demonstrated amazing and terrifying abilities. Chief among them is its ability to allow its wielder to manipulate hellfire, fire that, if allowed to wreak havoc, would engulf the world, and burn for all eternity.

Soul Edge will not be your only reward. In this world, there are people who seek Soul Edge, not for their own use, but to serve it. And of those people, there are none more fitting for Soul Edge than Tira. And so, Tira now follows you, the true master of Soul Edge.

An orphan turned assassin, Tira has proven herself one of the most capable combatants in the world despite, or perhaps because of her split personality. She is capable of slaughtering entire forts of knights by her lonesome and, if needed, she knows how to be quite stealthy. Also, thanks to Soul Edge, she is blessed with eternal youth.

She will serve you loyally to the best of her capabilities. She will be your loyal Bird of Passage.

Sword of Salvation

Created from purified fragments of Soul Edge by a warrior whose name has been lost to the sands of time, Soul Calibur is a weapon of light, a weapon of order, a weapon whose might is rivalled only by its progenitor, Soul Edge. And yet, much like its progenitor, Soul Calibur is incomplete. While the shards are considerably rarer than those of Soul Edge, they can still be found all across the world.

Now, it is your goal to find Soul Calibur and make it whole. Much like the scenario above, you will be given a small and nearly powerless shard of Soul Calibur to begin your mission with. Its only power lies in its ability to unerringly guide you to other fragments of Soul Calibur

Find the shards and bring them all together. Once you've succeeded in this monumental mission, Soul Calibur will be loyal to you forevermore. A weapon with no equal, save for one.

Much like its counterpart, Soul Calibur has demonstrated a variety of powers, both great and small. Amongst all of these abilities, its ability to manipulate crystals reigns supreme.

The crystals Soul Calibur it creates are no ordinary crystals. They are capable of purifying evil and chaos alike and much like the fires of Soul Edge, once the crystals are fully unleashed, they can spread across the world to create a utopia free of suffering and chaos.

Of course, Soul Calibur is not your only reward for this daunting task. Much like Soul Edge, Soul Calibur has been sought after by a multitude of people. In this regard, there is none closer to Soul Calibur than the man named Siegfried.

Even as a precocious youth, Siegfried was already a charismatic and skilled warrior with immense strength, wielding a massive sword few others could lift and using said sword to go against entire groups of trained knights.

If you did not interfere with the events surrounding him, he would've gone on to wield Soul Edge in a delusional quest to seek revenge on his father's killer, having repressed his own memories of his father's blood on his blade and his head staring at him with cold dead eyes. In the end of his quest, he would've become Nightmare, the Azure Knight who cut a bloody swathe across all of Europe.

By taking up Soul Calibur and freeing him from the grasp of Soul Edge, he will follow you across your journeys across worlds and you will have no doubt on his loyalty, if you're willing to have him.

Souls' Embrace

Both **Sword of Destruction** and **Sword of Salvation** must be taken and completed.



And yet, despite collecting every fragment and forging them into their respective blades, can you truly call the two blades complete? Soul Edge and Soul Calibur were once one blade and yet now, now they are each other's anathema.

This cannot stand. You will not let it stand.

They will be made whole once more.

This is your grand order, your true mission. You will find a way to bring both swords together into a true union, not merely a sword of flesh overtaking that of crystal or vice versa. It does not matter what method you utilize to bring forth this union between the two swords, whether it be from this world or others. All that matters is that the two swords truly become one.

Complete this mission and your reward will be truly something to behold.

Your first reward is Astral Chaos itself. The inner world of both Soul Edge and Soul Calibur is yours to command. The souls and memories of every single person ever consumed by the two swords is at your disposal. Not only that, but the Lost Souls who call this place their home, both chaos and order, will swear their everlasting allegiance to you as their one true master.

Your second and final reward is something smaller but no less grand. The two swords, Soul Edge and Soul Calibur, will no longer be mere weapons. Instead, they will be part of you forever more, etched into your very being and so are all their abilities. Devour souls, purify evil, create life, build worlds out of the pure energy of Astral Chaos and more. Your potential is limitless now and no one can say differently.

The Money Pit



Located in a remote island somewhere in the Mediterranean Sea, the Money Pit is a vault containing the many, many riches of Vercci, the Italian weapons merchant known as the Merchant of Death. Created after the loss of many of Vercci's possessions because of the conflict in his home country, the Money Pit was designed so that his amassed fortune would never be lost.

Unfortunately, Vercci would pass away before the Money Pit could be truly completed. And now, the Money Pit stands as a gold mine for thieves, adventurers and all others who seek treasure and gold alike. As it stands, many of these plunderers fall to the traps laid across the vault and those who survive receive the pleasure of facing Vercci's most loyal servant, Voldo.

Despite all of that, people have still succeeded in escaping the Money Pit with their lives intact and with treasure in their hands. Now, you have your mission. Find the precious artifacts stolen from the vault and return them to their rightful place.

You need not handle this mission alone. If you so wish, Voldo may accompany in your quest for the treasure. He will prove quite useful if he joins you. He has an uncanny sense of direction in regard to his master's treasure and, despite his strange fighting style and behaviors, he is one of the most capable fighters in this world, capable of taking on entire groups of adventurers and thieves with ease.

Complete this mission and your reward shall be great. Vercci will declare you his heir and in doing so, the Money Pit will be yours forever more. The island will follow you across your journeys and the Money Pit itself will always expand to fill in anything you put into it.

Of course, the Money Pit will always need a guardian. As his master's heir, Voldo will now follow you with the same loyalty he showed his master.

Go forth Jumper and collect all the treasures of this world and those beyond.

Endings

Your time in this world is over. Hopefully, you found it worth your while. It's time to decide what to do next.

Go Home

You've had enough of adventures. It's time to go home and go back to what you've left behind.

Stay Here

This world is truly beautiful. You can't just leave it behind. So you've decided to stay and build a life here, one you can truly enjoy.

Move Forwards

You don't want to stop adventuring just yet. There are so many worlds to explore and people to meet and fight. With a smile, you take the next step on your adventures.

Notes

1. **Changelog**
   I. Version 1 – Finished the Jump
   II. Version 2 – Touched things up a bit. Added Scenarios
2. **Tier List for Body and Soul (Soulcalibur VI only for now)**
   I. You start off good enough to fight and win most of the time against these characters.
      01. Amy
      02. Hilde
      03. Raphael
      04. Setsuka
      05. Seong Mi-na
   II. Around Equal (Magic Users should win more times than you/You're at the bottom of this tier if this is your only perk)
      01. Astaroth
      02. Azwel
      03. Cassandra
      04. Geralt
      05. Grøh
      06. Hwang (Is iffy. Has options to beat you that become more effective the stronger you become.)
      07. Ivy
      08. Kilik
      09. Maxi
      10. Mitsurugi
      11. Siegfried
      12. Sophitia
      13. Taki
      14. Talim
      15. Tira
      16. Voldo
      17. Xianghua
      18. Yoshimitsu
   III. Stronger Than You
      01. Stronger Than You
      02. i. Azwel (Boosted)
      03. ii. Cervantes
      04. iii. Edge Master
      05. iv. Grøh (Boosted)
      06. v. Inferno
      07. vi. Kilik (Boosted)
      08. vii. Mitsurugi – End of Story
      09. viii. Nightmare
      10. ix. Siegfried – End of Story
      11. x. Zasalamel
   IV. Top Tier (You can train to this level in around eight to ten years of hard work)
      01. Algol
      02. Night Terror

3. **Techniques of the Ancients**
    I. This is fiat-backed instruction on making sure that any of your creations will never, ever break down due to time or weather, no matter the creation. Be it nanobots or grand sculptures the size of mountains, they will never break down.
4. **Cursed/Spirit Blade Larva**
    I. They're miniature Charades.
5. **Reincarnation**
    I. If you can find the spell Zasalamel used in order to obtain his immortality, you can use it as you wish. Just keep in mind that his spell has limitations, unlike the one you bought here.
6. **Alchemy**
    I. This includes any and all forms of alchemy in this and any other Jump.