RWBY Jumpchain



Welcome to the world of Remnant, a land full of monsters, darkness, and cute girls with badass weapons. Humanity is embroiled in a permanent war against the dreaded creatures of Grimm. Mankind is forced to barricade themselves within massive cities to protect themselves lest they be overrun. Using their auras, the lights of their souls, in conjunction with Dust, the manifestation of nature's wrath, the people of this world combat these monsters. Special combat academies train normal teenagers into Huntsmen and Huntresses, capable of wielding powerful weapons and using their unique semblances to bring the fight directly to the never ending threat of the Grimm.

Mankind consists of humans and faunus, with faunus possessing extra traits reminiscent of animals, such as animal ears, horns, or tails. They are commonly discriminated against, and an activist group turned terrorist organization called the White Fang consists entirely of faunus and has brought public opinion to the lowest it's been since the Faunus Rights Revolution.

Behind the scenes, an evil cabal that serves the queen of all Grimm, Salem, has put dark plans into motion. Soon, they will strike a mostly unsuspecting world, with only a choice few, led by Headmaster Ozpin of Beacon Academy, standing in their way. The situation is about to become very grave as they attempt to destroy mankind's last hopes of protecting themselves.

You may choose to enter this world at any time, up to ten years before the story's start You have 1000cp to spend. Good luck.

Locations



You may freely choose your starting location.

1. **Kingdom of Vale**

The central Kingdom of Remnant, located on the continent of Sanus. It is home to the city of Vale and the prestigious Beacon Academy. It is bordered to the northwest by shallow waters and to the southeast by steep mountains, giving it natural protections from Grimm.

2. **Kingdom of Atlas**

The northernmost Kingdom of Remnant, located on the icy continent of Solitas. It is home to the city of Atlas and the similarly named Atlas Academy. Unlike most kingdoms, Atlas' government, military, and the Academy function as a single entity. It is also the location of the Schnee Dust Company headquarters, the largest supplier of Dust in the world.

3. **Kingdom of Mistral**

The easternmost Kingdom of Remnant, located on the diverse continent of Anima. The continent has a wide range of ecosystems, from wind carved cliffs, to Grimm infested swamps. It has a very wide range of characters from noble artisans to assassins for hire. It is also home to the largest black market on Remnant.

4. **Kingdom of Vacuo**

The westernmost Kingdom of Remnant. It, like Vale, is located on the continent of Sanus. However, the climate of Vacuo is far more severe than Vale's, consisting mostly of desert. Like the rest of the kingdoms, Vacuo is governed by a council representing its people and their interests. However, the formal government's influence is minimal. Vacuo's own Shade Academy is the only true source of law and order in the Kingdom.

5. **Menagerie**

A small island to the southeast, it is inhabited by Faunus almost exclusively. Humans are generally looked on with some suspicion by the residents, and the White Fang's presence here is strong. Very little of the island is habitable, forcing its residents to pack tightly into the areas that are. Menagerie also has no CCT tower, making communication with the outside world very difficult.

Backgrounds

The following options determine you background in this world. Each background has different age requirements. You may pick whatever gender you prefer.

Drop-In

No prior memories and no past connections. You show up with nothing but the clothes on your back and whatever you've brought with you.

Student

You're an up and coming student from one of the combat schools in Remnant. You may still be in a primary school, preparing to go to a more prestigious academy, or you may already be in an academy. Regardless, you've got lots of potential, and you're in of of the best places for dedicated Hunter training. You may pick any age between 12 and 21, with your age determining where exactly you fall within the school system. The main cast is 17 at the show's start, and attend Beacon Academy.

Huntsman/Huntress

You're a trained Huntsman or Huntress. You've already graduated from an Academy and have been cleared for official duty. You're an old hand at slaying the creatures of Grimm,

and have years of experience to draw from. Drinking problem sold separately. You may pick any age between 21 and 70.

Criminal

You're out for number one, even if that puts you on the wrong side of the law. You have a dirty past full of crime and less than savoury characters. You're a part of the underworld Remnant. Be careful not to get busted by a group of teenage girls! Or maybe it's finally time to get on the straight and narrow? With your skills, it probably wouldn't be too difficult. You may pick any age between 15 and 70.

Villain

You're a servant of the Queen of all Grimm, Salem. She has dark plans for the world of Remnant, and you're a pawn in her schemes. Perhaps you could prove yourself to be more than a pawn, or maybe you're just in it for personal power. Regardless, it's unlikely you'll be winning any popularity contests if anyone learns who your master is. You may pick any age between 15 and 70.

Species

Human

You're a normal human. That's it. I don't know what you expected.

Faunus

You're a bit more than human. You have some sort of animal feature like cat ears or a monkey's tail. Faunus usually have enhanced night vision, and possibly even some mechanical benefit like a spider faunus being capable of producing and launching webbing to entangle foes or a bat Faunus having functional wings. Faunus experience discrimination and racism by much of the populace, however, and many will associate you with the White Fang just because of your differences. Also, good luck getting a job in Atlas that isn't mining Dust for minimum wage.

Perks

All 100 CP Perks are Free to their Origin, the rest are 50% off.

Aura - Free

Aura is the manifestation of a person's soul. Now that yours has been unlocked, you can call upon it to protect you, summoning it as a forcefield that cloaks your body. This must be activated manually, but once sufficiently trained, you can keep it on with almost no concentration. It can also heal minor wounds and is used to power your semblance. Your aura grows in proportion to your soul, and your soul grows as you become more powerful. Aura passively increases the physical ability of those who have it, placing them at low superhuman

levels. You can channel your aura into weapons and armor to increase their durability and offensive capabilities. With some experimentation, you might even learn to directly enhance your strikes with your aura. Aura is also used to activate Dust, the main energy propellant of Remnant. Lastly, those with aura can also unlock the auras of others with a bit of self-reflection on the nature of their own soul.

Beacon Academy For Supermodels - Free

Why the hell is everyone in Remnant so attractive? You'd be hard pressed to find anyone less than an eight out of ten here, and now that extends to you too. You're a natural ten in terms of good looks and little things like the sweat, blood, and exhaustion of battle do little to hamper this.

Red Like Roses - Free

Your very own theme song that plays anytime you get into intense fights. It's timing will always ensure you're hearing the best parts during the coolest moments, and you're guaranteed to love the song. Your choice of a brand new song, or a song of your choice that may be changed at any time.

Basic Training - Free

You have the bare minimum fitness and training to be a student at a combat academy. This isn't anything super special, but you'll know how to use dust based weapons as well as dust in it's basic forms. You also gain training with the weapon that you build in the module below.

Drop-In

Welcome to Beacon - 100 CP

It's always good to put your best foot forward. When you enter a new Jump, you find that you have an instinctive grasp of that world's culture and customs. This only covers general knowledge like basic social customs and current rates, but it'll save you time not needing to learn the minor things.

Friends You Haven't Met Yet - 100 CP

People like you. There's just something about you that make people want to be your friend. Assuming you put any effort into it, you will find yourself becoming fast friends with nearly everyone that you meet.

Landing Strategy - 200 CP

You're excellent at thinking on your feet in unexpected situations. You'll never be caught off guard by surprise, instead adapting to new problems with practiced ease, allowing you to always take calm, rational action even in the heat of the moment. With a bit of clever thinking, you could turn a deadly fall into a graceful landing almost off-handedly.

Flipping The Board - 400 CP

You have a peculiar way of absolutely demolishing other people's plans. Simply by becoming a part of the scenario, you can throw everything into chaos, your opponents simply incapable of planning around you. If you decide to actively dismantle someone's plans, you'll find it remarkably easy to do, destroying years of planning in mere hours. You can turn this effect on and off at will, and can choose whose plans are affected by it.

Dust Grafts - 600 CP

You've undergone surgery to have Dust infused into your body. You may select any one of seven common Dust types (Fire, Water, Air, Earth, Lightning, Ice, Gravity) to have bound to your blood. This gives you the ability to create and manipulate the element of your choosing by channeling your aura. Using more aura will create more powerful effects with very little in the way of upper limits. You may purchase this more than once to gain several elements, discounting subsequent purchases. Discounts on these purchases can stack for a minimum cost of 150CP per purchase.

The Old Wizard - 600 CP

You're very special. You possess the magic of the Old Wizard who created the four Maidens. This grants you a variety of magical abilities, such as the ability to transform into animals, create protective barriers, speed up your reflexes, and perhaps even more with time and practice. In addition, you have the ability to grant other people magical powers. These abilities may never exceed half of your own power-level, and you may not grant a person more than one power each. You may also rescind any powers given at will. These powers could range from simply transforming into a bird, to full elemental control or more assuming that you're sufficiently powerful. Granting people powers in this manner is very draining, requiring a huge amount of magic to grant more powerful abilities, which may leave you without your magic for some time.

Lastly, once per Jump, if you die, you can reincarnate into an existing person of your choosing, becoming a voice in their head. Your soul will slowly merge with your host's soul over the course of a year until only a single soul remains. This single soul will be a merger of your own and your host's, but you will have full control, and your personality will be unaffected. Over the course of the merger, you will slowly regain all of your perks and abilities. With some effort, you can take over your host's body before the process completes, though only temporarily. Attempting to reincarnate into any extremely powerful beings without having sufficient power of your own will fail, effectively killing you. The being you reincarnate into must have a physical body.

Student

Kids Will Be Kids - 100 CP

For some reason, you seem to get a little more leeway when it comes to breaking the rules as long as you do so with noble intentions. For example, if you were to destroy a bridge and cause massive property damage, you'll find people in authority overlooking it as long as it was to stop a dangerous criminal or a terrorist organization.

Isn't It Past Your Bedtime? - 100 CP

Your enemies always seem to underestimate you for some reason. No matter how often you prove yourself capable, they will almost always look down on you. Though this could give you an opening to end a fight before they realize how strong you really are... This can be toggled on and off at will if you ever need to intimidate someone.

Mecha-Shift Engineer - 200 CP

You possess all the engineering knowledge needed to create, maintain, and upgrade the mecha-shift weapons that are used by Huntsmen and Huntresses, and how to apply these design principles to other projects.This translates to the mechanical knowledge to fit large complex machinery into very small forms, as well as machinery that transforms into different shapes like a sniper rifle shifting into a scythe.

I Want To Be A Hero - 400 CP

You've always dreamed of being a hero, and now it's time to become one. Your training yields extreme results, allowing you to learn new things at a rapid pace. A fighting style that takes years to master? You'll be competent in a week and a master by the end of the month. This also speeds up your physical training to match, giving you the ability to quickly reach your true potential so long as you dedicate time to training. This applies to anything that you put effort towards making stronger.

Overflowing Aura - 600 CP

Your aura far exceeds the limits of what is typical. You have nearly five times as much as the average person and it grows at an equally rapid rate. In addition, your aura recovers ludicrously quickly. Assuming you're not actively using it, your aura will fully replenish in a little over one minute. If you are using it actively, it still replenishes, but will do so a bit more slowly, taking around five minutes instead. This regeneration also affects any other energy pools that you may possess.

Silver Eyes - 600 CP

You have the Silver Eyes of the warriors of old, said to be capable of killing Grimm with nothing but a single look. Your eyes start off weak, only activating in times of great need, but in time you will reach this level of power as well. When your eyes reach their zenith, you'll be able to kill lesser Grimm with glance, and petrify greater ones with minor effort. In future Jumps, you may choose a single enemy type to gain these same effects on.

Huntsman/Huntress

Huntsman Training - 100 CP

You graduated from a prestigious combat academy and you have the skill to show for it. You've mastered the acrobatic combat that is a staple for Huntsmen and Huntresses and can hold your own against hordes of mindless Grimm

Certified Badass - 100 CP

You're awesome and everyone knows it. As a Huntsman/Huntress, you have an aura of strength and inspire awe in those you meet. When you give advice and weigh in on situations, your words will be taken very seriously. People know that you know what you're talking about, and they respect you enough to listen.

Monster Hunter - 200 CP

You hunt monsters for a living. It's what you do and you're damn good at it. Anytime you're fighting creatures that could be considered monstrous, you'll have an easier time dealing with them and will quickly find their weak points. In addition, in future Jumps, you'll always be able to find jobs hunting down and killing creatures for cash. This will vary in effect based on the Jump.

Outnumbered - 400 CP

Quality trumps quantity every time, and Huntsmen are the embodiment of this idea, often facing hundreds of Grimm at a time. It doesn't matter if you're fighting ten foes, or ten thousand. Whenever you face a group of foes, their superior numbers grant them no advantage beyond moral support. As long as you would've been able to defeat them all individually, you'll have no problem dispatching them in a group.

Maiden's Power - 600 CP

Choose one of the four Seasons. You have replaced the seasonal Maiden for that season, gaining all of her powers. This grants you the use of elemental magic, whether it be launching fireballs, calling down lightning, or even turning leaves into razor sharp blades, this power is supremely versatile. In addition, you can create weapons from the solid elements (Ice, Earth, Glass) and possess the ability to fly. A single Maiden with adequate training would not be hard pressed to defeat a full team of Huntsman in a fair fight.

Typically, Maidens are required to be female, but since you're paying with CP, that restriction will be waived. Have fun explaining that to people. Keep in mind that because you're replacing a Maiden, this could have unintentional side effects on the plot as we know it so far. This will also likely attract the attention of both Salem and Ozpin, and especially Cinder should they learn you have this power.

Combat Ready - 600 CP

You're one of the best in the business. Very few can match your prowess and experience. You can move faster than the eye can track, are strong enough to casually smash through stone walls, and are skilled enough to fight nearly any opponent on any battlefield. You have over a thousand battles under your belt to draw from, and you have a lifetime of experience with all of your skills and abilities, a testament to your impressive career. This affects all powers and perks you have and will grant you the same level of experience with abilities bought in future Jumps when you enter the Jump you purchased them in.

Criminal

Roguish Skill-Set - 100 CP

You've got a particular set of skills geared towards breaking the law. You're a master pickpocket, can pick nearly any lock, could talk your way out a paper bag, and are particularly skilled at avoiding detection and blending in with the crowd.

Master Forgery - 100 CP

You possess the lucrative skill of forging documents. Any documents you forge are of the highest quality and will pass nearly any inspection. Lots of people would pay lots of money to get their hands on the things you can provide.

Dirty Tricks - 200 CP

No fight should be a fair fight. You're excellent at utilizing what most would refer to as "cheap tricks." Whether it's throwing dirt in someone's eyes or attacks towards your opponent's "sensitive" places, your dirty tactics yield disproportionate results and your enemies never quite seem to adapt to them. Even the strongest opponents can be beaten so long as you're willing to cheat.

Criminal Contacts - 400 CP

You have extensive knowledge of the criminal underground. You know exactly who to talk to to get nearly any service that might be of questionable legality. Need someone to sell some stolen goods? You know a guy. Need someone to hack into a secure database? You know a guy. Need some goons for a robbery? You know a guy. As long as it could be considered even slightly unlawful, you're sure to know someone who can help you if you're willing to pay their price.

Silver Tongue - 600 CP

You could talk your way out of any situation, and you always have a witty retort ready. You exude likability and charisma. Simply put, you're a people person. Talking is like breathing for you. You could turn even your worst enemies into staunch allies given the time to speak to them. You could manipulate people like game pieces on a board with only tiny verbal nudges, or crush someone's will to fight with a few well chosen words. So long as you're able to talk, you'll always have your greatest weapon at hand.

Evasive Maneuver - 600 CP

You usually need to take damage to lose a fight, and you're incredibly good at making sure you never get hit. You have an almost supernatural ability to not only dodge and deflect attacks, but to gracefully control the flow of battle as you do so. Your combat reflexes are instantaneous and so long as you are even slightly relative to your opponent in speed, it's unlikely that you'll ever be touched. This also boosts all of your skills and abilities when they're being applied to avoiding damage. Survival is what you do best after all.

Villain

Subtlety and Subterfuge - 100 CP

Sometimes subtlety is the way to go. You're extremely good at deceiving others and misdirecting people as to your true intentions. You'd easily be able to infiltrate even the extremely secure combat academies with almost no effort. A simple disguise and some honeyed words are often worth far more than blunt force.

Ally of Evil - 100 CP

For some reason, Grimm no longer attack you and will obey your basic commands. They will defend themselves if attacked, but will otherwise ignore your presence. In future jumps this also applies to other "evil" mindless creatures, such as Zombies. Be warned, this is a very weak effect. If such a creature's true master or really anyone with a more concrete claim to authority over them exists, they will be able to override your commands.

The Best Leverage - 200 CP

Nothing inspires loyalty quite like the unspoken threat of murder. So long as you are significantly more powerful than they are, you can coerce and intimidate anyone into becoming your loyal pawn. They will instinctively understand that they are completely outclassed by you and acquiesce to any of your demands.

Final Showdown - 400 CP

For some reason, the Heroes never seem to gang up on the bad guy. They instead always go for the dramatic final one-on-one showdown, sacrificing their numbers advantage for the sake of drama. When it comes time to fight powerful opponents, so long as you are alone, the plot will conspire to isolate you and and your opponent for single combat. You'll never need to worry about the Heroes outnumbering you.

Destiny - 600 CP

Do you believe in destiny? Well you should, because it seems to believe in you. So long as you make plans towards accomplishing a goal, fate seems to do its very best to ensure your success. Even half-baked schemes will yield moderate success, and well designed plots will be almost guaranteed to succeed barring the influence of something you didn't account for. Even in those scenarios though, your plans may succeed anyway, and at the very least will be salvageable with very little effort.

Grimm Parasite - 600 CP

You've been infected with a docile Grimm Parasite. It lives within your body and can be summoned from your hand at will to excrete a black webbing that will link you and your target. When linked to someone, you can steal any innate power they possess for yourself. This process takes around ten seconds and can be broken prematurely if the target is not sufficiently restrained, leaving you with only a portion of the power you were attempting to take. Taking a power fully from someone puts immense strain on them, potentially leaving them in a comatose state or even killing them.

Semblance Creation

You gain 200 SP to build your semblance, and can convert cp to sp at a 1:1 ratio. There are 4 categories with 5 tiers each. You may purchase one Tier from each category. Each purchase of a Tier 5 effect increases the cost of subsequent Tier 5s by 100sp.

Effect - Free

Your Semblance is a power unique to you. It is a reflection of your soul's true form. As a result, your semblance may be anything as long as it begins within the limits of what you purchase here. You have free range over whatever you want your semblance to be.

Semblances will grow with time in each category as your soul grows. Eventually, you'll even surpass what's available here, though for the average person, that would take many lifetimes. Your purchase here simply determines your starting point.

Range

This category represents the distance at which your semblance is functional. Depending on the method of delivery for your semblance, certain ranges may be necessary. If your Semblance is voice based, it's probably Mid-Range. If it requires line of sight, it could be Long range. If it needs eye contact, it might be Close or Mid.

Tier 1 – Self - Free

Your semblance affects just you or requires physical contact. These semblances are often self-buffs or on touch abilities.

Tier 2 – Close - 50 SP

Your semblance is effective in close quarters. As long as you're close enough to jump into melee combat, you're probably close enough to use your semblance. This range is never more than about 2 meters in any direction.

Tier 3 – Mid - 100 SP

Your semblance is effective at most combat distances. So long as you're actively engaged in a battle, your opponents are probably within range barring the presence of snipers. This range is about equivalent to reliable handgun accuracy range.

Tier 4 – Long - 150 SP

Your semblance is effective at very long ranges. You could affect long range combatants, airborne opponents, and far off enemies. You might be able to end a fight before it begins with this range.

Tier 5 – Planetary - 300+ SP

Range is nearly irrelevant for you. As long as you're on the same planet as your target, your semblance is always effective. You still need to have awareness of the target, or have a general idea of where the are you want to affect is, but you no longer need to worry about an arbitrary range limit.

Versatility

There are 5 different basic functions a semblance can serve. These functions are Offense, Defense, Mobility, Support, and Utility. While the first three are obvious, Support refers to things such as stealth, buffs, debuffs, or other abilities that are useful in combat but don't fall under Offense or Defense. Utility semblances typically serve purposes outside of combat. This category represents how useful your Semblance is in different situations. More versatile semblances will serve more functions.

Tier 1 – Singular - Free

Your semblance can do one thing. It serves one function.

Tier 2 – Specialized - 50 SP

Your semblance can do one thing but can be applied creatively to cover multiple bases. Your semblance can serve two functions.

Tier 3 – Flexible - 100 SP

Your semblance is flexible enough to be used in a variety of situations. It can serve three functions.

Tier 4 – Versatile - 150 SP

It's very rare that you encounter a situation your semblance isn't useful for. Creative thinking will ensure you're rarely left without an answer to an encounter. Your semblance can serve four functions.

Tier 5 – All-Encompassing - 300+ SP

Your semblance is useful in every scenario. It seems to be nearly unfair in how multifaceted it is. Regardless, it is supremely versatile and will always be a helpful option. Your semblance covers all 5 functions.

Power

This category represents the magnitude of your semblance. Higher tiers will have more impact on events.

Tier 1 – Minor - Free

Your semblance has a small effect. It probably won't be helping much without some really creative use. Offensive semblances might deliver attacks equal to your own punches and

Defensive semblances might block attacks of the same caliber. Mobility semblances might provide some minor speed increase or some superhuman agility. Support semblances may make you silent or quickly heal minor injuries. Utility semblances might send very short telepathic messages.

Tier 2 – Useful - 50 SP

Your semblance is a useful tool. It will nicely supplement your other skills. Offensive semblances might deliver attacks equal to gunshots and Defensive semblances might block attacks of the same caliber. Mobility semblances might double your speed. Support semblances may give you imperfect camouflage. Utility semblances might grant you very minor telekinesis.

Tier 3 – Major - 100 SP

Your semblance is powerful enough to be a pretty major part of your kit. Offensive semblances might deliver attacks equal to military grade explosives and Defensive semblances might block attacks of the same caliber. Mobility semblances might provide flight. Support semblances may make you invisible or quickly heal major wounds. Utility semblances may make you fully telepathic with willing targets.

Tier 4 – Defining - 150 SP

Your semblance is powerful enough that your kit may be based around it instead of the other way around. This is the higher end of canon semblances. Offensive semblances might deliver attacks equal to sustained fire from a military vehicle and Defensive semblances might block attacks of the same caliber. Mobility semblances could make you fifty times faster or allow you to create temporary portals. Support semblances may allow you to create illusions or buff allies or yourself to five times normal strength. Utility semblances might let you read minds and send telepathic messages at will.

Tier 5 – Game Breaking - 300+ SP

Your semblance is absurdly powerful. It is likely one of the most powerful semblances in existence. Offensive semblances might deliver attacks equal to that of what a Maiden could dish out and Defensive semblances would block attacks of the same caliber. Mobility semblances could allow you to teleport or move near instantaneously across distances. Support semblances may allow you to create physical illusions or bring back and heal the recently dead in perfect condition. Utility semblances could give you precognition or even mind control.

Usability

This category represents how easy it is for you to use your semblance. Higher tiers of this will allow your semblance to be called on more easily.

Tier 1 – Situational - Free

At this level your semblance requires special circumstances to activate. You will be unable to use it unless certain conditions are met.

Tier 2 – Difficult - 50 SP

Your semblance requires serious concentration to use and will likely drain you quickly. When using it, you'd likely be unable able to move or be required to close your eyes to concentrate.

Tier 3 – Trigger - 100 SP

You semblance can be called on whenever you need it, but it still requires conscious effort on your part. In addition, it probably needs some minor hand gestures or another small action to guide your focus.

Tier 4 – Instinctual - 150 SP

Your semblance is extremely easy to call upon. It wouldn't be unreasonable to describe your mastery over it as muscle memory. You could use it even while distracted or caught off guard. It will barely drain you at all unless you use it for days on end.

Tier 5 – Like Breathing 300+ SP

Your semblance is either always on, or requires no effort to use. It's a part of you and you call on it like you call on your ability to breathe. You could use it forever and you'd never feel even a slight drain.

Weapon Creation

Weapons on Remnant are mechanical marvels that typically merge several weapons into a single deadly hybrid. Weapons typically have separate forms that they can shift between, like a Scythe that can shift into a Sniper Rifle. There are exceptions to this rule, of course, but you can decide what you want your weapon to do below. You get 300wp for this section and can convert cp to wp at a 1:1 Ratio.

Base Components - Free/50 WP

You may pick any of the below options to form the base of your weapon. The first two are free, and extras can be purchased for 50wp each. You may also choose only a single component to have a mundane weapon and get a free upgrade on it. A single weapon cannot have more than 4 of these options.

If you want more than one weapon, you may purchase them by purchasing these components individually. You may also choose to import weapons from previous Jumps of appropriate types to merge them into hybrid mecha-shift weapons:

- *Melee Weapon*: Swords, Hammers, and everything in between.
- *Ranged Ballistic Weapon*: Gives your weapon a gun form that fire bullets. Go figure.
- *Ranged Launcher*: Bows, Crossbows, Grenade Launchers, Missile Launchers, etc.

- *Thrown Weapon*: Javelins, Throwing Axes, Throwing Knives, Boomerangs, etc.
- *Dust Caster*: Anything that uses Dust to attack directly. Flamethrowers and much, much more. Also your general "I want to play a mage option." Weiss's Rapier uses a Dust Caster.
- *Armor Up:* Your weapon is wearable: Gauntlets, Boots, Codpieces. Fashionable. Also your shield option if you're into that.
- *Common Object*: You can make one of your weapon's forms a common object like a handbag, cane, or trumpet. This also covers any more exotic options.

<u>Upgrades</u> - 50 WP Each

These upgrades are weapon specific. You cannot take upgrades for a weapon category you did not take. All weapons can take general upgrades. All upgrades are 50 wp. No discounts.

General

-- *Collapsible*: Your weapon has a compact carrying form. Depending on the specifics of your weapon, this may be as small as a wallet or as large as briefcase.
-- *Lightweight*: Your weapon weighs half as much and will be much faster to use in combat. Durability is not impacted. Recoil may have a larger effect on lighter weapons.
-- *Heavyweight*: Your weapon weighs twice as much. It now will hit much harder, assuming you're strong enough to use it. Recoil may have a lesser effect on heavier weapons.
-- *Mobile*: Your weapon has been designed to enhance your mobility in some way. This may be extreme recoil, some sort of specialized system that uses dust, or something more exotic at your discretion..
-- *Streamlined*: Your weapon shifts between its various forms much more quickly. Depending on the complexity of your weapon, the time will vary, but it will never take any longer than a half second with this upgrade.
-- *Dual Wield*: Your weapon either splits into two separate identical weapons for dual wielding or you have a single perfect replica of your weapon. Weapons must be maintained and loaded separately. You may not purchase this more than once.

Melee

-- *Dust Forged*: When your weapon was forged, Dust was infused into the metal. You may pick Fire, Ice, Lightning, or Gravity Dust. Your weapon's melee form will now have a special effect specific to your chosen element when you channel your aura through it. Fire will cause the weapon to superheat, Ice will flash freeze objects on contact, Lightning will electrocute targets, and Gravity will cause struck targets to be launched away from you, temporarily nullifying gravity on them. This can only be purchased once per weapon.
-- *Atlesian Steel*: Your weapon was created using Atlesian Steel. Atlesian Steel is nearly indestructible and is the lightest metal in all of Remnant. It is typically reserved for the extremely wealthy aristocrats of Atlas because of how expensive it is and how difficult it is to shape it.
-- *Perfect Balance*: Your weapon has been balanced to the point of perfection. In addition to giving you more precise control over your weapon, this also makes weapons of any type excellent for throwing.

-- *Unexpected Gun*: Your weapon can utilize all of its functions while in its melee form. Shoot someone with a sword.

Ranged Ballistic (By default, Ranged Ballistic Weapons are Semi-Automatic. With upgrades, you can decide what type of gun your weapon is within reason.)
-- *Fully Automatic:* Your weapon's gun form is fully automatic. Just hold down the trigger. You may purchase this up to 3 times, with each purchases further increasing the firing rate. One purchase gives you a firing rate of 900 RPM. 2 Purchases: 3000 RPM. 3 Purchases: 6000 RPM.
-- *Bullet Penetration*: Your weapon fires larger or more penetrating rounds. You may purchase this up to 3 times, with each purchases further increasing the size and penetration power of your ammo. One purchase gives you basic higher caliber rounds, capable of quickly killing basic Grimm..Two purchases gives you the equivalent of sniper rifle rounds, capable of punching through even Alpha Grimm with ease. A third purchase gives you Anti-Armor rounds, capable of punching through military vehicles and even injuring massive Grimm such as the Goliath.
-- *Silenced*: Your weapon fires much more quietly.
-- *Buckshot*: Instead of single bullets, your weapon fires a spread of bullets. This makes it harder to aim at long ranges, but drastically increases close to mid range damage.
-- *Long Range:* Your weapon is accurate at much longer ranges.
-- *Dust Rounds*: Your weapon utilizes specialized Dust rounds. This upgrade also adds your ammo to your free restocking kit.

Ranged Launcher
-- *Dust Ammo*: Your weapon uses specialized Dust ammo. This varies according to your specific weapon, but you can decide the specifics for yourself. Lightning grenades, Ice Missiles, Gravity Arrows and much, much more. This upgrade also adds your ammo to your free restocking kit.
-- *Long Range:* Your weapon's maximum range is extended and is much more accurate.
-- *Explosive*: If it didn't already, now your ammunition explodes. If it already did, you're now packing demolition level explosives that could easily bring down an entire building.

Thrown Weapon
-- *Extras*: You gain copies of your weapon. You can purchase this as many times as you want, with each purchase doubling the number you possess (1 purchase = 2 weapons, 2 = 4, 3 = 8). Note that each copy needs its own ammunition.
-- *Returning*: Your weapon returns to you after you've thrown it. This may be a complex Gravity Dust mechanism, magnets, ricochet, or even just sheer badassness. The point is, you don't have to retrieve your weapon after you throw it.
-- *Dust Forged*: When your weapon(s) was/were forged, Dust was infused into the metal. You may pick Fire, Ice, Lightning, or Gravity Dust. Your weapon(s) will now have a special effect specific to your chosen element when you channel your aura through it/them and throw it/them. Fire will cause the weapon(s) to superheat, Ice will flash freeze objects on contact, Lightning will electrocute targets, and Gravity will cause struck targets to become twice as heavy for around 10 seconds (this effect can stack with itself if you strike quickly enough). If you purchased *Extras,* you may choose a single element for each copy.

Dust Caster (By default, One Dust Type, Granule Form)
[Dust Types: Fire, Air, Water, Earth, Lightning, Ice, Gravity]
-- *Crystalline*: Your weapon uses Dust Crystals instead of the more common Granular Dust. This means you won't have to refill your weapon. You *will* have to replace the crystals once every six months or so, and Dust Crystals are more dangerous in inexperienced hands, but the benefits likely outweigh the costs.
-- *Extra Dust Slot:* Your weapon gains an extra Dust Slot. Pick one more element. You may purchase this option as many times as you want. If you have more than one Dust Type you'll have a mechanism like a revolving chamber or a dial to switch between elements.
-- *Dynamic Duster* (Requires Multiple Dust Types): You no longer need to switch between your purchased Dust Types. You can utilize any and all Dust Types you have available simultaneously. Note that this does **not** allow you to combine Dust Types in combat.

Armor Up
-- *Reinforced:* Your weapon's armor form is far more durable, capable of taking even the heaviest attacks.
-- *Dangerously Fashionable*: Your weapon can utilize all of its functionalities without transforming from its armor form. Fire bullets from your boots, Dust from your shield, or use your sword from your gauntlet.
-- *Elysium Crusader*: Your armor is no longer a single piece. Your weapon is now a full set of mecha-shift power armor. It comes with a free HUD that keeps track of your aura and ammunition, has a Dust powered flight system, and can form an overshield when aura is channelled through it.

Common Object
-- *Concealed Weapon*: When in its object form, your weapon will be indistinguishable from any other object of its type. This also makes it undetectable by most means of security (i.e. metal detectors).
-- *Durable*: Your weapon is the closest thing to completely indestructible while in its object form. It'd be capable of taking nearly any attack.
-- *Hyper-Efficient Design*: Because your weapon transforms into such a mundane form, much more time was able to be devoted to its other form(s). All of your weapon's capabilities in other forms are doubled.
-- *Surprise!*: Your weapon can utilize any of its functions while in its object form. Shoot someone with a briefcase or a cane.

Note:
Assault Rifles have a firing rate between 700ish and 1000ish RPM. Submachine Guns (Like Ren's) and Miniguns (Like Coco's) have a firing rate of 6000ish RPM.

Items

All 100 CP Items are Free to their Origin, the rest are 50% off.

General

Scroll - Free All

Remnant's local version of the smartphone. It can call, video call, browse the web, and anything thing else that you'd expect a smartphone to do. Everyone's got one. In addition to its basic communication method using CCT towers, it can also communicate locally with other scrolls nearby without them. It also serves as a data storage device and method of identification.

Munitions Restock - Free All

You gain a daily resupply of whatever ammunition and dust you purchased above in weapon customization. If you purchased the *Dust Rounds* or *Dust Ammo*, you receive a supply of various types of it according to what you want. Barring ridiculous circumstances, you should never run out of ammo.

Cool Outfit - Free All

Your own badass outfit. Pick a few colors, a motif, and a general style of outfit. You now have enough of those outfits to wear them every day of the week. And why wouldn't you want to? They look cool as hell. Once per month you may change the appearance of these outfits to another similarly-colored thematic variant.

Drop-In

Field Survival Supplies - 100 CP

A basic assortment of items useful for survival that renews daily. Enough food for a group of four, basic medical supplies, camping gear, and various other sundries.

Money - 100 CP

Enough lien to survive on provided you're frugal. You receive enough each week to cover your basic needs, but nothing beyond the bare necessities.

Bullhead - 200 CP

A VTOL transport vehicle. It can comfortably hold 5 people and utilizes a combination of Air and Gravity Dust to fly. This model comes equipped with two fully automatic guns mounted on the outside of the body.

Experimental Dust - 400 CP

A very complex and experimental blend of Dust. Tentatively dubbed Annihilation Dust, it seems to unravel matter on an atomic level when activated by aura. Very dangerous, but potentially supremely useful. Hopefully you can make good use of it. You receive a single crate of it which renews every week.

Student

Acceptance Letter - 100 CP

You've worked hard to secure your place at this prestigious academy, and your letter of acceptance has finally arrived. This letter entitles you to a spot at any of the four major combat Academies in Remnant. In future Jumps, this letter can secure you a place at a school of your choice.

Textbooks - 100 CP

A collection of textbooks downloaded on your scroll covering every topic an aspiring Huntsman or Huntress might need to know.

Sweet Ride - 200 CP

A mundane vehicle (cars, trucks, motorcycles, etc) of your choice. It utilizes Dust as fuel and gets remarkably good mileage. Painted to your specifications.

Family Fortune - 400 CP

You come from money, and your family is extremely supportive of you. They've essentially given you a blank check. You have a debit card that pays directly from your family's main account. It isn't quite bottomless, but it's more than you'll ever be able to spend in your lifetime. This follows you to future Jumps, resetting to its original amount each time, regardless of your family's status.

Huntsman/Huntress

Hunter License - 100 CP

This is literally your license to kill. Well, a license to kill Grimm that is. This identifies you as a Huntsman or a Huntress. Showing it to people will afford you a measure of respect from most people, and it can get you into places that most people aren't allowed to go.

Trusty Flask - 100 CP

A small flask that is always full of whatever drink you want when you go to drink from it. Fits comfortably in any pocket and will return to your pocket if lost.

Secluded Cabin - 200 CP

A small log cabin, fully furnished and fully stocked with anything you could need. It's hidden away in a picturesque forest and will not be attacked assuming you don't lead enemies to it.

Huntsman Academy - 400 CP

You've become the headmaster of your very own Huntsman Academy. Here, you can train teenagers into monster hunting warriors. It comes with everything you need to train Huntsmen and Huntresses and will follow you to future Jumps, inserting itself seamlessly into a location of your choice.

Criminal

Thieves' Tools - 100 CP

An assortment of small tools necessary for your--ahem--particular line of work. Lockpicks are just the tip of the iceberg. You have a tool for nearly any and every situation imaginable. All tucked nice and neatly into a folding leather case. Any lost tools will be replaced each night.

Bag of Tricks - 100 CP

A variety of useful items for turning a fight in your favor or escaping from one unscathed. Smoke bombs, blinding powder, caltrops, ball bearings, steel wire, and so much more, all organized by type in the compartments of a small satchel. It will automatically refill itself with useful items as you use them.

Legitimate Business - 200 CP

A completely legitimate business during the day, it brings in a hefty profit for you. At night however, it's a hub for criminal activity. Everyone who's anyone in the local underworld knows and frequents your business and most of them are willing to go pretty far to stay in your good graces lest you bar them from returning.

Criminal Empire - 400 CP

You run an empire, Jumper. Your empire is the underworld and your reach extends across the entire world, enforced by equal measures respect and fear. You have functionally unlimited resources, taken from others where your own are insufficient. You have a nearly never ending supply of manpower, as well as criminals with every skill imaginable on your payroll. The world bends to you, Jumper, just as it damn well should. In future Jumps this will manifest as a seamlessly integrated worldwide criminal empire in whatever flavor you choose, whether it be a ruthless Mafia group, or an honorable Yakuza empire. This empire will come set up with loyal underlings who will run things in your stead as needed.

Villain

Disguises - 100 CP

A wardrobe with the necessary contents to successfully disguise yourself and blend in nearly anywhere. Everything from business suits to school uniforms, you're sure to have an outfit for the occasion.

Fake ID - 100 CP

A forged Identity that will successfully pass any inspection. Any attempts to look into your past will find you described as an upstanding member of society.

Stolen Dust - 200 CP

Enough ill-gotten Dust to equip a small army, all stored all in an abandoned warehouse. What nefarious plans could you possibly have for all of this Dust? Well, this supply of Dust will renew monthly, so you'll have plenty of chances to put your schemes into action.

Black Queen Virus - 400 CP

An extremely advanced virus has been installed on your scroll. This virus is special, not affecting the device it is installed on, but rather infecting other systems. By simply touching your scroll to another device, system, or network, you install a backdoor that allows you to remotely gain administrator access to it. This could be used to take control of a computer network or even turn a robot army to your side.

Companions

Team JMPR - Free/50 CP

You may import up to three companions for free in order to have enough members for a team. You may import more for 50cp each. Alternatively, you may create your own companions to add to your team. All companion imported or created through this method gain 1000cp of their own as well as their own SP and WP stipends.

Canon Companions - Free/100 CP

You may bring any canon characters with you as companions, barring Ozpin or Salem, so long as you can convince them to come with you. Alternatively, you can assure success in convincing them to join you by paying 100 CP per character. If you pay to have them join you, you can choose to assure that you end up on their team or even as their partner if that is applicable to you. Non-students can choose to have pre-existing relationships with their chosen companion if they so desire.

Corgi - 50 CP

It's ZWEI! Okay, this isn't actually Remnant's most adorable Corgi, but it's close. Already housebroken and field-trained, and armed with the keen senses of a trained hunter, a loveable visage that can melt a Schnee's cold heart in 6 seconds flat, and an active Aura - because animals have souls, too! - this loyal little pup is a wonderful addition to any party. Even cat Faunus (reluctantly) agree! Sometimes! As long as the dog stays away from them!
Comes with a free lifetime supply of dog food. Your choice of male or female Corgi. Please do not ship your Corgi through pneumatic tubes.

Drawbacks

Need some extra points? Take as many Drawbacks as you want.

Self Insert - (+0) You may choose any one character that shares your chosen background to replace in the world of Remnant. The specifics of how you are inserted is up to you, whether it be an insertion into their body, or a rewriting of reality to allow you to take their place. No, you're not allowed to pick Salem or Ozpin. This does not grant you any of the abilities unique to the character you choose.

Professor Jumper - (+0) You may choose any fanwork that takes place in the RWBY universe and replace the canon setting with that fanwork's setting. You could also choose to replace it with a more generic fanwork that has a combination of fan tropes. Taking this alongside **Self Insert** will cause them to work together, allowing you to replace a character in a fanwork. Choosing a setting that changes fundamental factors of the world may have adverse effects alongside certain perks.

By My Shoulder - (+100) You no longer start off with your aura activated. You will need to either convince someone to unlock it or somehow unlock it yourself. Until you unlock it you will be incapable of using your Semblance, Dust Grafts, or any type of Dust more complex than simple bullets.

He's Always Drunk - (+100) You're an alcoholic. If you don't maintain at least a slight buzz at all times, your skills will get progressively more sloppy and you'll get splitting headaches until you get a drink. Try not to drink too much, though. Going too far in that direction carries its own penalties.

Delicious - (+100) Grimm are naturally drawn to your scent. You smell like the tastiest thing they've ever smelled and they will prioritize you over anyone else nearby. This negates the effects of **Ally of Evil** for the duration of this Jump.

Malfunction - (+100) You have terrible luck with weapons. Your weapons always seem to malfunction, jam, or break at inopportune moments. This will never be bad enough to cause you to die in the middle of a fight, but it happens all the time so you'll be constantly doing repairs.

Fall of What Now? - (+200) This drawback wipes your memory of RWBY. You have no meta-knowledge of the world you're in. If you want to stop the bad guys, you'll probably have to do some detective work first. You retain all of your other memories.

White Fang Grudge - (+200) The leader of the White Fang has put out a kill order on you for some reason or another. The White Fang is essentially a racially motivated terrorist organization and has a few pretty powerful members. They'll now be gunning for you at any chance they get.

Motion Sickness - (+200) You're afflicted with the most dreaded of all conditions: Motion Sickness. You'll begin to become nauseous any time you are travelling faster than around the

average speed of a car. This includes airships, bullheads, or even running if you're fast enough. Good luck holding onto your lunch.

Damn Animals - (+200) Sometimes it just slips out, you know? You have the unfortunate tendency to use racial slurs, towards faunus if you're human, or towards humans if you're faunus. Other than making you unlikable to those you insult, this is also likely to make many people uncomfortable, even if you explain that you don't mean it.

Hunted - (+200/400) You've been noticed by your enemies. Depending on your faction you will be either hunted by Qrow Branwen if you're a Villain, or Tyrian Callows if you're not. Additionally, for another 200 CP, you will also be hunted by Raven Branwen if you're a Villain, or Hazel Reinhardt if you're not. If you take both, they will not hunt in pairs, but if they encounter you at the same time, they will work together to bring you down.

Aura Flux - (+400) Most of the time aura is simple. You call on it and you get an overshield until you run out. Yours...is a bit wonky. Sometimes it just seems to not work quite right, shorting out at random. This isn't too terrible, but if it were to go down during a critical moment, it could spell death for sure. It doesn't fritz out all that often, perhaps happening once every few minutes, and it's only down for about a second when it does, so hopefully you can work around it.

Clapped In Irons - (+400) General James Ironwood is by far the most paranoid person on Remnant. He has spies in every city and leads Atlas's military, the strongest of the four kingdoms. He is always on the lookout for potential threats, and you just might fit that bill. If you display any sufficiently dangerous abilities, or if he thinks you oppose humanity's survival, he will not hesitate to remove you from the equation. This will begin with attempted capture, imprisonment, and interrogation. If he fails to capture you, he will move onto assassination attempts, using snipers, poison, hitmen, and more. If all of this fails, he will attempt to use his considerable political clout to turn public sentiment against you, eventually escalating to mobilizing military forces to kill you. This includes his fleet of airships, an army, another army of robots, and a small army of autonomous mech suits.

Incomplete - (+400) You're missing an arm or a leg. This makes it much more difficult to fight in the style common to Huntsman and Huntresses and is taxing in everyday life. You'll likely have to adapt to fighting with this new disability. There are mechanical options for you if you desire a replacement, but they're all expensive and will require regular maintenance and run on Dust. This drawback prevents you from regaining your arm through any out of setting perks or skills.

Grimmdark Fantasy (Cannot Be Taken By Villains) **- (+600)** Remnant is a pretty scary place. Now it's even scarier. All Grimm are now much stronger, often requiring entire teams of Huntsmen and Huntresses to kill small packs of Beowolves. Giant Nevermore would be as strong as the Grimm Dragon from Canon. The Dragon would be a monster of titanic proportions. Humanity is at war, and it's losing. The world is now a much, much, darker place to live, and the four kingdoms are on the verge of being overrun. Grimm are the only threat that matter now.

Heroes of Remnant (Villains Only) **(+600)** Remnant's heroes rise in response to the growing darkness. Huntsmen and Huntresses far outmatch the mindless Grimm. Single heroes can slaughter hundreds of Grimm with little effort, and Salem is nowhere near the threat she is in Canon. You'll be going up against the best humanity has to offer, Jumper.

Black Queen (Cannot Be Taken By Villains) **(+800)** Salem is the true queen of all Grimm. She has precise control over all Grimm and full awareness of every single one in existence. She manipulates them with a tactical acumen that exceeds that of even the greatest strategists. Huntsmen and Huntresses will respond to reports of Grimm only to be outflanked and ambushed. Supply shipments are attacked at critical junctures, airships have their flight mechanisms destroyed in mid-air by nevermore, and Grimm swarm small villages in the dead of night when they're unguarded. Salem plans to destroy humanity and she's done pulling her punches. No human will be spared.

White King (Villains Only) **(+800)** Ozpin has single handedly been responsible for keeping humanity alive for as long as it has existed. He has the mind of a true genius, the charisma of a god, and an unbreakable will, and puts it all to work manipulating the governments of all four kingdoms to keep them strong enough to stand against the Grimm and their mistress. He sacrifices Huntsmen and Huntresses for the greater good and is a brutally efficient mastermind. He will work tirelessly to destroy Salem and all those who have served her. He will show her, and you by extension, no mercy.

Scenarios

You may take as many scenarios as you want, but each must be completed before the conclusion of the Jump. If you fail to complete the scenarios you chose, it is considered a fail condition for your chain. Take them with care. Each scenario grants 300cp.

White Fang Rising

The White Fang used to be a noble organization. They stood for Faunus equality and peaceful protest. Unfortunately, that has changed in recent years, the organization taking on a more violent approach to achieving their goals. Little more than a terrorist cell now, they've done more harm to public opinion of Faunus than good. That's where you come in.

You must reform the White Fang into a tool for good. This will require you to purge the old leadership in every kingdom, and replace it with a new, more peaceful infrastructure. You will then face the quite difficult task of causing public opinion of the White Fang to change from "Terrorists" to "Activists."

Then comes the hardest task of all: convincing people that they're wrong. You must achieve equality before you leave Remnant. This includes swaying general public opinion on the Faunus to being mostly neutral. And setting up unions to negotiate for Faunus in Atlas and

anywhere else they are taken advantage of. You must also secure legislation in every kingdom making racial discrimination illegal. Once your monumental task is finally complete, you'll be done.

Reward

In all future Jump settings, you may choose to seamlessly integrate Faunus. You have precise control over the specifics of this integration. If you want all females to be faunus, you can do that. If you want all females to be *cat* faunus, you could do that too. You could also precisely control exactly who gets what traits so long as you know the characters in the setting.

Season Unending

Long ago, an old wizard gave great and wondrous powers to four young women. These four Maidens wield powerful magic and were intended to serve as guardians of humanity. For too long these four have kept this immense power split apart when it would be so much more useful if combined. You know what your destiny is, and it's to reunite the power of the Maidens.

You must hunt down and steal the power of the Summer, Fall, Winter, and Spring Maidens. How you do so is up to you, but it may require some special tools. If you happen to be a young woman, simply killing the previous Maiden and ensuring their final thoughts are of you is enough to transfer the power to you. Cinder was able to use a special Parasite to steal the power of the Fall Maiden. Ozpin and Ironwood managed to cobble together an experimental machine that was able to transfer the power, though it wasn't able to be tested. Regardless, you must find a method, and bring the seasons together and become the Annual Maiden.

Rewards

Once you collect all four Maiden's powers, you become the Annual Maiden. The power has bonded to you, no longer searching for new hosts. You possess supremely powerful elemental magic, much stronger than that of an individual Maiden. With a wave of your hand you could encase a city in ice. With a twirl of your finger, you could wrap a city in thunderstorms. A breath could set a city aflame. You also possess the power of flight, capable of traversing the skies at supersonic speeds. The known elements at a Maiden's disposal include fire, earth, water, air, ice, lightning, and plants. You may be able to do more, but these are certainly within your grasp.

Relics of the Past (Cannot Be Taken By Villains)

Grimm are abominations born from the negative emotions of humanity. They are killing machines bent on the eradication of all humans. They are led by the Dread Queen Salem. By the end of your Jump, Salem must die and all Grimm must be eradicated. This sounds simple in theory, but considering the fact that no one actually knows how many Grimm there are, and the fact that Salem possesses immense power, you're looking at a nearly insurmountable task.

However, there may be a way. Legend speaks of four Relics locked away by an ancient Wizard, guarded by four Maidens. The myth states that any who possesses all four Relics will have the power to change the world. Perhaps this would allow you to purge the world of the Grimm menace.

Each Relic is held within a vault beneath one of the four major combat academies. Each requires the power of a Maiden to retrieve. Salem and her minions will be sure to try to prevent you from obtaining these, as she knows exactly what they mean for her. You must collect all four before your Jump concludes and use them to rid the world of Grimm.

Rewards

You are now in possession of the Relics of Choice, Knowledge, Creation, and Destruction. When brought together by a single individual, they allow the user to bend the world to their whim. You may use these Relics to alter the world around you. You may think of the four Relics as watered down Infinity Stones, and when brought together, they give you the power of a watered down version of the Infinity Gauntlet. Changes you make only affect the world--or planet--that you're on, it takes several minutes of concentration to make an alteration, and it requires a large amount of power to utilize them (approximately the full amount of aura a powerful Huntsman has). In addition, the Relics aren't exactly small. They're all around the size of a volleyball, so they aren't very portable. You'll most likely need somewhere to store and use them.

The Monarch (Villains Only)

You're already one of Salem's servants. Unbeknownst to her, however, you've set your ambitions a bit higher than being a pawn for the rest of your life. You've set your eyes on her own immense power that allows her to create and control Grimm. You've decided to take her power for yourself, through any means necessary. There are two ways you can go about this.

The first method is the more direct one. You may overthrow Salem the old fashioned way. If you can kill her, you may ingest her blood to become the new Grimm King or Queen. Keep in mind that Salem is likely more powerful than Ozpin and each of her minions, possibly all of them combined. She also commands all of the Grimm that surround her home, of which there are a considerable number. All of these Grimm are also significantly more powerful than the average Grimm. If you intend to depose Salem, you will likely need significant firepower or some powerful allies.

The second method is more… subtle. You'll claim your power just like every other ambitious person in history: through marriage. Yes, that's right. You must somehow seduce Salem, Queen of all Grimm and convince her that her life would be better with you in it. You might court her in the traditional manner, showering her with gifts and flowery words. Maybe you prefer a more modern style of dating. Perhaps you'll slaughter millions of humans and dedicate it to your true love? The method is yours to choose, but you must convince Salem to marry you before your Jump ends.

Rewards

Completing this scenario either way grants you a Grimm form similar to Salem's. This Grimm form has no physical needs and grows more powerful with ambient negative emotion. You can also create and command Grimm on a potentially world ending scale. Depending on how you complete the scenario you get additional rewards.

Completing it by killing Salem will grant you the ability to imbue your Grimm with any powers you possess upon their initial creation. In addition, you get an island that will follow you to future Jumps. On the island is a dark tower of your design that you can use as your base of operations.

Completing it by marrying Salem will see you get her as a free companion. Also, any offspring you have will be at minimum, half Grimm (Offspring with Salem would be full blooded Grimm). In addition to this, you may freely choose what your offspring inherit from you or their other parent, and at what intensity. This could include anything from simple appearance to individual perks that you've purchased.

Ending

Go Home

Stay Here

Move On

Notes:

- If you're having trouble coming up with RWBY appropriate team names, try out this: https://docs.google.com/document/d/1LOobHtli8aRJisz890xFoxvNUVi-auk_jmq4jo0rY9o We didn't make it, but it's a good rescource.
- Here is the RWBY wiki's page on canon weapons if you need a reference: http://rwby.wikia.com/wiki/Weapon

Sample Semblances:

Canon:

Ruby: Range 1 (Self), Versatility 3 (Offensive, Defensive, Mobility), Power 3-4, Usability 4
Weiss: Range 3, Versatility 5, Power 4, Usability 1 (Summoning) 3/4 (Glyphs)
Blake: Range 2, Versatility 2 (Defensive, Mobility), Power 2, Usability 4
Yang: Range 1 (Self), Versatility 1 (Offensive), Power 4-5, Usability 1
Pyrrha: Range 3, Versatility 4-5, Power 4, Usability 3
Ren: Range 1 (Self), Versatility 2 (Support/Utility), Power 2, Usability 3-4
Nora: Range 1 (Self), Versatility 2 (Support [Buff]/Defense vs Lightning, Power 4, Usability 1
Raven: Range 5, Versatility 1, Power 3, Usability 1
Qrow: Range 3, Versatility 5, Power 2, Usability 5 (Always on)

Maiden Power: Range 3-4, Versatility 5, Power 5, Usability 4-5

Old Jump:

Jam: Range 3, Versatility 2, Power 3/4, Usability 3
Highlighter: Range 3, Versatility 5, Power 4, Usability 3
Represent: Range 1-2, Versatility 5, Power 2, Usability 3 or 5

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Updates

Version 1.06 7/24/2018
Added OST perk Red Like Roses
Added 3 Drawback: **Hunted (+200/400), Damn Animals (+200), Aura Flux (+400)**

Version 1.05 7/15/2018
Nerfed some shit (Combat Ready, Overflowing Aura, Semblance Tier 5s, Wording of Bullet Pen).
Added Maiden's Power as an example Semblance.

Version 1,04 7/01/2018
Clarified the Maiden's Power Perk.

Version 1,03 6/28/2018
Added some more fluff to the Criminal Empire item.
Changed the Old Wizard Perk. Buffed the power granting and nerfed the reincarnation.

Version 1,02 6/27/2018
Overhauled semblance pricing for balance's sake. Also lowered the Season Unending Reward.

Version 1,01 6/27/2018
Lowered the semblance stipend from 400 to 200
Fixed some grammar issues and the wording of a few perks and items

Added 2 new drawbacks **Malfunction(+100)** and **Motion Sickness(+200)**