

CYOA

JumpChain Compliant

Welcome to the Kingdom of Hydeland. In order to properly outfit you in the manner to which you are accustomed, it pleases the Crown to present you with a purse of 1000 CP.

The Kingdom of Hydeland. Not the safest place out there, but who needs safety when you've got high adventure? Dark times have befallen the Kingdom. Monstrous armies, orcs and things far fouler, press at the Northern and Western borders of the Kingdom. The King, in an attempt to rally the people and gain the power necessary to defend his people, has gone searching for the Dragon's Crown. The Dragon's Crown, an item fabled to grant control of the Ancient Dragons, foul creatures that the three goddesses of the realm martyred themselves to defeat, may hold the key for victory.

Mythical monsters, dark plots, and evil cults all lurk in this troubled realm. But heroes walk the land, some for adventure, others treasure, some for reasons all their own, and so there is yet hope for the Kingdom.

Origins



Fighter (Free!) – A heavily armored warrior, skilled surviving against impossible odds.

- **Starting location: Hydeland, the Dragon's Haven Inn**
- **Starting Age: 1d8+25**
- **Background: You awaken in your new body with no additional memories of this world.**
- **Notes: Skills marked with FR are discounted 50%**
- **Base Stats: STR: S | CON: A | INT: D | MGR: C | DEX: B | LUC: B**



Amazon (Free!) – A lightly armored warrior who relies on her speed, strength and luck to carry the day.

- **Starting Location: An Amazon village on the outskirts of Hydeland**
- **Starting Age: 1d8+20**
- **Background: You were raised in a reclusive Amazon village and trained all you life in the ways of war and combat. Only recently have you been acknowledged as a mature warrior, martially adept and fully capable of representing your proud culture. You leave your village in pursuit of adventure.**
- **Notes: Skills marked with Amazon are free, skills marked with AM are discounted 50%**
- **Base Stats: STR: A | CON: C | INT: C | MGR: C | DEX: B | LUC: A**



Dwarf (Free!) – A stout, powerful melee combatant who can deal and deliver massive amounts of melee damage.

- **Starting Location: The Adventurers Guild in Hydeland**
- **Starting Age: 5d6+40**
- **Background: Yours is a once proud race slowly diminishing. The great underground kingdoms of your kin lay empty or worse, infested by evil and decay. You were raised in one of two dwarven families in a small human village. Discontent with serving as a mercenary and filled with frustration over the state of your people, you look to the open road.**
- **Notes: Skills marked with Dwarf are free, skills marked with DW are discounted 50%.**
- **Base Stats: STR: S | CON: S | INT: E | MGR: D | DEX: C | LUC: B**

Elf (Free!) – A dexterous archer: fast, precise, and ultimately lethal.

- **Starting Location: A small elven settlement in southern Hydeland**
- **Starting Age: 4d6+110**
- **Background: Born to a family of hunters, you grew up with a bow in your hand and a knife in your belt. The forest was your home, but you lived for those moments when your family would go to market to sell their wares. The market, full of its stories and strangers from far off places, is where you got your first taste of adventure. You vowed that one day you would be the one to travel and see the world. That day is today.**
- **Notes: Skills marked with Elf are free, skills marked with EL are discounted 50%.**
- **Base Stats: STR: B | CON: C | INT: B | MGR: C | DEX: A | LUC: A**





Sorceress (Free!) – A skilled magic user talented in controlling the battlefield and supporting her allies and minions.

- **Starting Location: Hydeland Castle, Hydeland**
- **Starting Age: 2d8+20**
- **Background: Magic and manipulation have been your lifes blood for as long as you can remember. Though born into luxury, the child of a lords mistress, it was impressed on you early on that you would have to find your own way. Too bad you learned this lesson after you learned a taste for fine things. Now you seek your fortune, willing to endure a few adventures for the sake of a lifetime of luxury.**
- **Notes: Skills marked with Sorceress are free, skills marked with SR are discounted 50%.**
- **Base Stats: STR: E | CON: D | INT: A | MGR: S | DEX: B | LUC: A**

Wizard (Free!) – A master of destructive magic

- **Starting Location: The Adventurers Guild in Hydeland**
- **Starting Age: 1d8+20**
- **Background: Born to a former mage of the Hydeland Tower, you grew up with stories of the glory of magic and the tragedy of the fall of the tower. You knew that one day it would be your destiny to visit that place your parent spoke of so freely and frequently, but your skill in magic would need to grow before making so dangerous a journey.**
- **Notes: Skills marked with Wizard are free, skills marked with WZ are discounted 50%**
- **Base Stats: STR: D | CON: C | INT: S | MGR: A | DEX: B | LUC: D**



Skills, Spells, Talents, and Abilities



Epic, uhhh… Proportions? (var.) – The Kingdom of Hydeland is big, bold and over the top. Treasure waits to be plundered from overflowing chests. Adventure is fair bursting at the seams, and adventurers are stacked as far, as far…. Look. This world has a particular aesthetic, and if you choose this option you can selectively redesign your body one time to meet that aesthetic. Completely free of charge I'll let you enhance three physical features, the more specific you are the bigger the boost they get. For additional enhancements or to further invest in your feature(s) of choice, pay 50CP per. No limit on how much you can spend here.

Palette Swap (Free!) – You ever find the perfect shirt, but it just doesn't match your pants? Well, that's no longer a problem! Selecting this option will allow you to recolour the outfit you're currently wearing so that the pattern and color scheme compliment each other based off of your preferences.

Soundtrack (Free!) – A sweeping heroic score to accompany your heroes journey. You can control who hears this score and its volume. Soundtrack also works for the morally ambiguous and villainous.



Narrator (Free!, 100, 200) – The voice of an adventurer, familiar to those in this land, will narrate your journey. The narration will mostly just hit the high points of the journey, and won't give a play-by-play of what's going on. By paying 100CP you can take this option with you on future jumps. By paying 100CP you can choose any person in the multiverse, and that person will narrate your journey. Personal narrators will colour the narration based off of their personality. Paying 200CP will allow you to both choose your narrator and take them with you throughout your continuing journeys. Narration can be toggled on and off, volume can be controlled, and you can select who hears the narration.

Basic Attack (Free!) – You know the basics of a melee combat. You can swing a sword, an axe or something similarly heroic and medieval without injuring yourself. If you're so inclined you're good with a shield. Oh, and if you're a magic user you can channel small amounts of magic through a staff in order to bolster your attacks.



Cooking (100) – If you are what you eat, then you've got the skills to make a better you. You know the basics of cookery and how certain ingredients, common and rare, can boost performance. More complex recipes can be discovered or created, further enhancing your performance. Performance enhancements from this type of cooking last up to 24 hours.

Co Op (100) – You gain a companion for your journey. This companion can be a random adventurer from this world, or a previous companion. Your companion gains the origin of your choice, all free perks from the Common Skills section, and 300CP to spend on skills. Companions receive origin related discounts, but cannot purchase items or take drawbacks.

Let's Play! (200) – After this jump, a complete video recording of your jump will appear in your warehouse. Dubbed overtop of this video recording will be a narration by yourself explaining what you did and why, along with some random commentary about nothing in particular that some people will likely find annoying. If you choose, this option can apply to any past or future jumps as well.

Mastication Medicine (200) – Any food you eat restores a portion of your health. The amount restored will be based off of your own palate, and in order to benefit from this you must allow for proper digestion. Proper digestion requires that you exert yourself no more than walking at a medium pace.

Canon Companion (300) – A few select heroes are destined to make their mark on Hydeland: an amazon, a wizard, a dwarf, a sorceress, a fighter, and an elf. By selecting this option, one of these heroes will join you on your adventure in Hydeland. Provided you have not treated them poorly, this hero will be inclined to follow you on future adventures. This option can only be selected once.

Guild (400) – You gain up to eight companions for your journey. Companions can be prior companions or they can be individuals you encounter in Hydeland. Companions selected with this option receive all the benefits of and are limited by all the restrictions of companions from the Co Op perk.





Vitality Boost (100: Fighter) – You are a hale and hearty SOB. In addition to just being a paragon of health, and shrugging off the effects of most poisons, toxins, and intoxicants, your vitality is the stuff of legends. Your vitality is significantly increased and you receive a noticeable increase in your endurance.

Sacrifice (200: FR) – Target an ally or companion with this ability, and damage directed at them will instead by dealt to you. When you first use this skill only a portion of the damage dealt to the targeted individual will be transferred to you, but with continued use and practice the majority of damage dealt to the target will be transferred to you.

Reflect Missile (300: FR) – Projectile weapons fired at you have a chance of being reflected back at the firer, inflicting damage on the firer. In order for this skill to work, you'll need to be using some type of shield or protective equipment. And when you first begin to practice this skill, more likely than not you're either going to get hit, and thus be damaged, or the projectile will be stopped by your protective equipment. With enough time, though, you will be able to reflect nearly all projectiles fired at you and reflect them back at the firer. .

Cyclone Masher (400: FR) – By leaping into the air and slashing your sword you can slow your descent and speed up your attack. Melee attacks made in this manner will have a greater range than the reach of the actual weapon, but will still be close enough to be considered melee attacks. With time and practice the amount of time you spend airborne and the speed of your attacks will increase

Tempest Edge (600: FR) – There are times when precision is what is called for, times when a perfect stroke of the blade will end a fight with surgical precision. This technique is not for those times. By using this technique you will unleash a series of powerful fast slashes with your melee weapon of choice. Your slashes will have such power that they create vortices that both carry on for some time after your last swing, and that attack all nearby opponents.





Air (100: Amazon) – You are a master of aerial close-quarters combat. Leaping attacks against your enemy are devastating, and any martial techniques that you can use on the ground can now be used mid-air. With practice you can learn to alter your direction mid-jump, and combine your known martial arts and combat techniques with air to ground slams.

Iron Will (200: AM) – By focusing your will you can retain your footing now matter how powerful an attack you suffer. In addition, while you focus in this manner, attacks against you will deal uniform and drastically reduced damage. This ability is physically draining and if used overmuch can kill you.

Shadow Clones (300: AM) – Summon two clones of yourself with comparable health and melee abilities. These clones will fight by your side for twenty seconds before disappearing. Can be used three times a day.

Brandish (400: AM) – After landing four consecutive hits against an opponent, you can unleash a melee attack with an area of effect. The area effected by the area of effect attack is limited by the size of the melee weapon used.

Berserk (600: AM) – If at first you don't succeed, try, Try, TRY AGAIN. Attacking an enemy multiple times consecutively will increase your attack power and speed. There is a cap on how much additional power and speed you generate, and any attacks you execute will drain your respective power pools as they would with normal use. Your berserk state can be ended at will, causing your increased power and speed to dissipate.





Punch (100: Dwarf) – You are a master of unarmed melee combat, not so much due to technique, you're pretty one-dimensional truth be told, but due to raw power. Your punches hit like a ton of bricks. With enough effort and practice, you could probably punch someone through a wall.

Rock Skin (200: DW) – The amount of damage you take from physical attacks has been reduced. With conscious effort, and by tensing your body, you can increase the amount of damage reduction by a significant amount. Given enough time practicing this skill smaller attacks won't even phase you.

Grappling (300: DW) – Your skills in the clinch are amazing. Throwing opponents around like rag dolls is child's play for you. If you can put your hands on your opponent, you can force them to wrestle with you. You're still limited by your own size, compared to that of your opponent, but your technique and strength allows you to dominate opponents who are either much more skilled or much stronger than you.

Grand Smash (400: DW) – Throwing a melee weapon will deal massive damage to a single enemy. As your weapon passes through the air, it will generate concussive force damaging enemies directly adjacent to the target. The force of the throw will cause your weapon to become lodged into the ground. Once the weapon is lodged in the ground, several bolts of lightning will strike the ground damaging nearby opponents.

Frenzy (600: DW) – You're more powerful than a locomotive. Well, you are if you build up enough steam. If you have enough room to get up to your full speed you can crash into a group of enemies, doing damage equal to your mass times velocity, and not lose any momentum. You can stop your frenzy at will, and you frenzy will stop if you change direction by more than a few degrees or reach an impassable obstacle.





Rapid Fire (100: Elf) – Only Yngwie Malmsteen has faster strings than you, but you're far more deadly. This ability will allow you to fire arrows in rapid succession with no penalty to accuracy. The number of arrows fired will increase as you practice this skill and, as with all archery, it will be physically taxing.

Battle Hardened (200: EL) – While drawing your bow you have increased resistance to knockdown effects and some damage resistance. With practice this type of focus can be honed, increasing your resistances.

Oil and Water (300: EL) – Most of the time poking a hole into someone is a solid way to end an argument. For those other times, there's this skill. With moment of preparation and a thought you can cause any weapon in your possession to be coated in either flammable oil or deadly poison. The coating of the weapon will not harm you and if you select the oil, you can mentally trigger its ignition.

Elemental Lore (400: EL) – By focusing your will into your bow, you can cause the arrows fired from it take on a variety of properties. All arrows fired from your bow while using this skill will deal spirit damage, but in addition to that spirit damage the arrows will also deal damage based off of the nearest strongest elemental effect. Arrows fired near a flame will take on the properties of that flame, arrows fired while standing in water will take on properties of water. The intensity and nature of the nearest element, depth of the body of water, intensity and type of fire, for example, will shape the effects of the fired arrow.

Clone Strikes (600: EL) – Accepted wisdom is to refrain from firing on the move, as mobility and stability rarely go hand in hand and stability is paramount for quality marksmanship. But you have learned that quantity has a quality all its own. Using this technique requires the shooter to be on the move, dashing, charging while crouched, or bounding across the battlefield. When the shooter chooses, this ability allows the shooter to cause his or her arrows to multiply whilst in flight. At first a single arrow will become two, but with time and practice a single arrow can become a whole flight of arrows.





Create Food (100: Sorceress) – By drawing on the raw energies of the universe, you can create food from nothing. Your first few attempts at this will create enough fruit to satisfy one person for one meal. As you use this ability, though, you will learn how to create more food, and greater varieties of food, per each casting of this spell. The food you create, while perfectly nutritious, will be all together ordinary. Attempting to create magical food or food with fantastical properties will result in shitty tasting versions of your intended food. And it'll have none of the magical properties you were going for. And it'll be full of empty calories.

Gravity (200: SR) – Your magic allows you to create a small, short-lived gravity well. This event will suck all objects, living or non-living, into its orbit for the duration of the spell. On first casting, the spell will be short in duration, a few seconds at best, and limited in scope, a few meters in diameter. Once fully mastered, the spell will last longer, its pull will be greater, and effect up to a 30 meter sphere of space.

Animate Skeleton (300: SR) – This spell requires the bones of a formerly living being to act as its focus. Once a skeleton has been used for this spell, it cannot be used for subsequent castings. If the caster targets a skeleton with this spell, the caster can animate that skeleton for up to 24 hours. A novice caster can only control one skeleton, but a caster versed with this spell can maintain up to four skeletons at once. Skeletons raised in this manner will have comparable physical durability and combat ability of the caster. Skeletons will respond to simple commands, attack, defend, follow, stay, guard, target, do not target, only. Summoned skeletons are undead and will respond as such to magic and effects that are undead specific.

Curse (400: SR) – An enemy afflicted by this spell will be permanently turned into a frog. The frog will be the size of a normal frog and have none of the abilities it had before transformation. The chance of success for this spell is tied to the inherent strength and durability of the target. Lesser enemies will have no chance of resisting a Curse, but more powerful enemies will be resistant. A novice caster can only target a single enemy, but upon mastering this spell groups of enemies can be targeted. Group targeting will dramatically increase the mana cost of this spell.





Blizzard (600: SR) – You can summon a blizzard that damages and slows those caught in its area of effect. The blizzard, once cast, will remain in one place for the duration of the spell. Those caught in the area of effect will suffer damage and penalties to movement as though they had been in an arctic blizzard for a number of hours equal to the number of seconds caught in the Blizzard spell. The area and duration of the spell will be limited at first casting, mere seconds and a few square meters, but upon mastery the duration will be longer and the area effected larger.

Extract (100: Wizard) – Low-level magical attacks generate more mana than they cost, provided the attacks are against animate enemies and are successful.

Slow (200: WZ) – You can create a sphere in which enemy action is slowed. The area of this effect will grow with use and practice, as will the amount of slowdown enemies suffer.

Golem (300: WZ) – Provided an adequate amount of wood, you can create a golem to fight at your behest. The golem will scale in durability and combat power based on how often you use this ability. Its maximum durability and combat power will never exceed yours, but with time individually summoned golems may have unique combat abilities and random enhancements. This ability allows for the control and summoning of one golem at a time. Golems will remain active until dismissed or destroyed, however no golem can remain active for more than 24 hours. Golems will respond to simple commands, attack, defend, follow, stay, guard, target, do not target, only.





Thunder Struck (400: WZ) – Summon a massive bolt of lightning down that damages all adjacent enemies. Enemies directly adjacent to the impact area will be stunned for a short period of time. Enemies somewhat adjacent to the impact area may be stunned for a shorter period of time. Also works indoors, underground, and in space. Under water might not be the best idea ever.

Meteor Swarm (600: WZ) – This spell, which is totally not called METEO, but could be called METEO, summons down a torrent of meteors into a not insubstantially sized target area. All enemies inside the target area will suffer significant damage, and those enemies inside the target area afterward will suffer from fire and radiation damage. Works underground and indoors, much to the horror of innkeepers everywhere. This spell is not instantaneous and has a casting time that starts at a minute. As with other abilities, practice will increase the damage and area of effect of this spell, although the casting time cannot be decreased.

Concentrate (100: SR, WZ) – By quieting your mind and drawing your focus inward, you can dramatically increase the rate at which you recharge your mana. Instead of waiting minutes for your mana to recharge, you'll wait seconds. However, in order to use this ability you must completely focus on the task of mana regeneration. Slow walking is possible, but fighting, casting, planning, and talking are not.



Ammunition Opportunism (100: DW, EL) – You are incredibly skilled at finding and repurposing expended weapons and ammunition found on the battlefield. Arrows you pluck from corpses or sticking in the ground will be perfectly useful to you. Thrown melee weapons, axes, hammers and the like, will still be sturdy and have keen edges.

If It Ain't Broke (100: AM, FR) – Any equipment you are currently using and or wearing will not deteriorate past the level of maintenance and durability it possessed when you put it on or picked it up. This perk only applies to gear you are wearing or wielding, once you remove or release the equipment it will lose the benefit of this perk.



Elemental Attack (200: DW, SR, WZ) – With time and preparation, you can make your weapon a focus of elemental energy. A weapon so imbued will add elemental damage to its attack. Ranged weapons will create ranged elemental attacks and melee weapons will add elemental effects to their melee strikes. It takes a few moments focus to create this focus in a weapon, as it does to dispel it. Making a weapon an elemental focus requires mana, but the individual attacks do not drain mana.

Shockwave (200: AM, FR, EL) – Your training with simple kinetic weapons has taught you how to make your strikes hit harder. When you choose you can imbue your strikes with additional kinetic force, dealing more damage and creating a kinetic shockwave that has a chance to stagger or knock down enemies adjacent to the strike.



Gymkata (200: AM, DW, FR, EL) – You're hard to hit. Now whether that's because you've got crazy gymnastic ability or just enough sense to side step an obvious attack it all wears the same. Attacks directly targeting you have a reduced chance to hit due to your physical prowess. Excessive gymkata'ing can get tiring, though, so keep that in mind.

Cheating Ass Magic Users (200: SR, WZ) – You don't play fair, but you've got to decide just how it is that you cheat. As a magic user you have one of two ways of evading attacks specifically aimed at you. This selection either gives you the ability to fly and hover, or the ability teleport rapidly over a short distance. Both of these abilities will drain mana based off of how long you use them.



Physical Resistance (400: DW, FR) – Your resistance to physical attacks has increased dramatically. You aren't impervious to physical attacks and effects, but the common attacks of lesser soldiers and creatures will slide off of you unnoticed.

Magic Resistance (400: SR, WZ) – Magical attacks that deal direct damage will deal dramatically reduced damage. Attacks that do not deal direct damage will have a smaller chance to succeed and if successful will have a reduced effect. This resistance applies to area effect spells. This resistance does not extend to any gear you are wearing or magical barriers.

Crit Champ (400: AM, EL) – Your attacks will have a much higher than average chance of dealing maximum damage. This ability will not make you more likely to hit, but if you hit your attack will do more damage than it would otherwise. If an item has a limited chance of creating a particular effect, if that effect works to your advantage you will have an increased chance of that effect happening.

Items

All items can be purchased multiple times

Gold (50) – For the low-low price of 50CP you can acquire 50,000 gold pieces. That amount of currency won't make you rich, per say, but it is enough to outfit you with a wide range of lower level potions or a few select high level potions. Also can be used for more festive purchases.

Bomb Satchel (200) – An attractive leather satchel! Also comes with bombs. The bombs inside the satchel are certified Ye Olde Timey bombs complete with lightable fuse. The bombs are good for knocking down walls, opponents or creating impromptu sky lights. Eight bombs come in the satchel and will replenish at the rate of one a day.

Hold Out Dagger (200) – A small dagger, such as you'd carry in your boot or on your belt. This dagger will always hold its edge and if thrown somewhere unrecoverable will return to its sheath within 24 hours of leaving your possession. Return abilities are waved if the weapon is sold.

Fire Thrower (200) – A well made, artisan even, hand carried flamethrower. The weapon is roughly two feet in length with a wooden pistol grip, two tanks full of flammable liquid of unknown origin, and an attractive barrel fashioned after the fantastical animal of your choice. The weapon carries enough fuel for several medium-length combat engagements, after which the fuel will need approximately one full day to replenish.

JS Vita (300) – This device, larger than a video game controller but smaller than a full sized tablet, is obviously next gen tech. Way next gen. The device has two analogue sticks and crosspads, and a handful of buttons, but a smooth, glassy screen takes up the majority of the real estate on the device. When powered on, the device hums for a moment before a small cartoony girl appears on the screen and loudly proclaims the device to be a JumpStation. Manipulating the sticks at this screen will cause the girl to gesture at two columns of words that begin to scroll down the screen. One column is filled with terms including, but not limited to: puzzle, fighter, and action. The other column lists jumps you've visited on your chain. The Vita has a library of gamified versions of all your past jumps and, upon completing future jumps, the library will update. The virtual environment and operating system of the Vita are unhackable and any attempt to use the Vita for anything other than pure entertainment will fail and result in the immediate destruction of the Vita.

Drawbacks

You may select up to two

Fantasy Kitchen Sink (0) – There is a great deal that is implied in Hydeland, with this drawback you make it explicit. Not like that, perv. No, by selecting this perk you ensure that any and all fantastical races, monsters, creatures and mythological tropes that might seem like they'd be in Hydeland are actually in Hydeland.

Restless (100) – You're fidgety. You bounce, you sway, you twirly, you twiddle, you do every damn thing except stand still. For the duration of your visit to Hydeland you cannot remain still, either awake or asleep. In addition to being incredibly annoying, this constant motion will ensure that you are never fully rested.

Barturbate (100) – You love to barter; you could do it until you go blind. Unfortunately, you're horrible at it. For the duration of this jump, you will never be able to pay the listed price for a product or receive the listed pay for a job. You will always feel the need to barter for a better deal, and you will always come out on the losing end of that new deal. Though you will always feel like you're getting the better end of each new deal. This drawback will never threaten your life, but don't expect big payouts while you're here.

Single Player (200) – Whether its because everyone assumes you're obnoxiously incompetent or because they think you're the stinky kid, no one will help you. No one. You can engage in casual commerce, but good luck getting anyone to follow you around. This drawback also applies to companions. For the duration of this jump you will be alone.

No Looty (200) – Your stay in Hydeland will be bereft of booty. No great and bountiful rewards will await you at the end of your various quests and tussles. Every chest you plunder will be underwhelming, and random encounters will leave you frustrated. At best, you'll get a kazoo and a smile. At best.

Pallet Pain (200) – For the duration of your stay here, everything you eat will taste terrible. Food and drink will cause you to gag and only with the greatest of effort will you be able to force any nourishment down.

No Powers (300) – PHENOMENAL COSMIC POWER, itty bitty clause. No powers from previous jumps will work on this jump. Your warehouse will remain locked until your jump is complete. You retain a humanized version of your Body Mod body, but no abilities that could be described as super human will function.

Bonus Dungeons

Labyrinth of Chaos (600) – The Labyrinth of Chaos is the stuff of legends. A dungeon of infinite depth where the inhabitants grow stronger the farther down you go. Ordinarily this place is only fully accessible after you've defeated all three Ancient Dragons. Your arrival in Hydeland has changed that. Sensing the approach of something powerful and otherworldly, the forces of darkness and chaos in the land have fortified the Labyrinth of Chaos. Now in order to reclaim the Dragon's Crown and free the goddesses Althena, Jula, and Vernas you're going to have to search through a dungeon of infinite depth whose inhabitants grow increasingly powerful the deeper you descend.

By taking this option, your jump will not end until you reclaim the Crown and free the goddesses. The longer you take doing this, the deeper the Crown and the Dragons will go into the Labyrinth. The nature of the Labyrinth is such that while your power may plateau at some point, the enemies within the dungeon will continue to grow more powerful. Put more simply: the longer you take in this task, the more likely you are to fail.

Tower of the Multiverse (var.) – This option is unavailable to jumpers with fewer than 100 completed jumps.

A dark tower rises in the midst of Hydeland, a tower that calls to you from the corners of your mind. The Tower is new and according to all the inhabitants of Hydeland it sprung up overnight. But for all its newness, it is familiar to you. The Tower is a misshapen collage of architecture and engineering, each piece of it from another world, a different plane. This tower is the sum total of your experiences as a jumper. Each floor is a different jump you have completed and is filled with familiar faces from that jump.

Immediately upon entering the first floor of the tower, the entrance of which reminds you of where you woke up that first morning of that first jump in your chain, you find that all your powers and tools are gone. All your powers and tools except those you purchased from that first jump and those purchased from this current jump. As you climb the tower, each new floor will unlock more of your powers, powers that you purchased from the worlds those floors are wrought from. As you climb the tower more and more old faces, friendly and vengeful, will find you, either to help or to hinder, only to leave you again as you ascend to a new level.

At the top of the tower you will find two doors: one door is marked For Keeps, the other For Fun.

Bonus Dungeons

Tower of the Multiverse: (cont.)

For Keeps (400) – After admitting the Jumper and his or her Companions the door immediately and silently closes. The Jumper finds him or herself on a sprawling cosmic demiplane that appears to stretch into infinity in all directions. The only other occupant stands nearly fifty meters away. The other occupant is the Anti-Jumper.

The Anti-Jumper will be a mirror image of the Jumper in appearance, and has powers and equipment comparable to the Jumper. Memories will be similar but not the same; when the Jumper took a left turn, the Anti-Jumper took a right. The Anti-Jumper will also have companion support comparable to the Jumper. The Anti-Jumper cannot be reasoned with, cannot be negotiated with, cannot be deterred. The fight with the Anti-Jumper is to the death.

For Fun (0) – After admitting the Jumper and his or her Companions the door immediately closes with a giant, and suitably ominous, boom. The Jumper finds him or herself in a comically oversized High School Gym. The Gym is decorated, poorly, with colored paper and glittery stars to look like a half-assed representation of a night sky. It also has that iconic High School Gym smell. It's faint, but it's there. Standing in the middle of the Gym is Jump-Chan.

Your Benefactor is dressed in what appears to cosplay of the Jumper. The costume, while slightly cartoony, is obviously meant to be the Jumper. The obviousness is due, in part, to the crooked nametag that reads: Jumper. After slapping on a plastic mustache, also crooked, your Benefactor explains their presence.

Jump-Chan challenges you to a duel! For the duration of the fight your Benefactor will self-limit to whatever powers you have selected over the course of your chain and will match your powers power levels. If you've brought Companions into the fight with you, versions of them, also cosplayed by your Benefactor, will fight at your Benefactors side. The fight with Jump-Chan is for pride. If you lose, Jump-Chan will neither take your life nor end your chain but will reserve the right to both talk trash and tell embarrassing stories about your loss. The nature of this duel makes it completely impossible for you to kill Jump-Chan.

While high adventure is typically its own reward, completing the Tower does provide the Jumper with great renown. Such renown will likely cause heroes to flock to the Jumper and ask to follow him, or her, on future adventures.

Epilogue

Game Over: You've had your adventures, and you've had your fill. You choose to return home, taking your plunder, your companions, and your experiences with you.

Continue!: Maybe this place isn't so bad after all? Upon completing your jump, you choose to remain here.

Next Game: While this was a grand adventure, new horizons await! Select your next jump, continue your Chain.

Bonus Dungeons

Rules and Clarifications

Labyrinth of Chaos Rules and Clarifications:

- **Enemies in the Labyrinth will scale in power slowly but noticeably. Power scaling will include increases to offensive and defensive capabilities.**

Tower of the Multiverse:

- **Once undertaken, the Tower of the Multiverse must be completed as a Jumper cannot leave the Tower until it is cleared. If the Tower cannot be cleared, the jump is considered failed and the Jumpers chain broken.**
- **There are as many levels as you have taken jumps. Each level of the tower corresponds to one jump.**
- **At the end of each level a capstone enemy, the most powerful foe faced by the Jumper on that jump, will appear who must be defeated before the Jumper can continue. Expect defeated capstone enemies to turn up on higher levels as mini bosses, though no more than 3 mini bosses per level.**
- **Jumpers must choose whether the Tower is For Keeps or For Fun.**
- **The Tower is bigger on the inside, so the individual Tower levels will vary greatly in size. Levels that require more space, due to being flight-centric or larger than average creatures, will be larger.**
- **The aesthetic of the tower is and will remain fantasy oriented. Levels that represent jumps with higher levels of technology will find that technology translated into fantasy analogues: clockwork, steam, and magitech.**
- **Powers are sealed upon entering the Tower, but individual jumps powers will be unlocked on the floor corresponding to that jump. This also applies to equipment, companions and companions equipment and powers. Once unlocked, powers and equipment, for the Jumper and companions, will remain unlocked.**
- **You will have no access to the Warehouse while in the Tower other than to summon items from it, so long as those items meet the requirements listed above.**
- **Companions, friends, and allies who would be so inclined will appear on the floors for their jumps and help you for as long as it takes to clear that floor. People who die on their floor will awaken back in their home dimension will memories of the events of the Tower.**
- **If the Jumper successfully clears the Tower, one of the Dragon's Crown heroes will ask to join the jumper as a companion. The Jumper need not acquiesce to that request, but the Jumper is free to. This boon stacks with Canon Companion, allowing a Jumper to gain a total of two of the Dragon's Crown heroes as companions.**

Notes

- **Produced By: Epicureanon**
- **Special Thanks: One Armed Anon, Red, those anons who wished to remain anon, and /jc/ as a whole.**
- **Current Version: 1.1**
- **Updated: 20160605**
- **Drawbacks for points are limited to 2, but additional drawbacks can be taken for no point gain.**
- **The ranged skills from the Elf Tree, as purchased in this jump, only apply to archery weapons. However, with time and the right skills it could be possible to adapt them to other ranged weapons. Skills that provide some type of martial skill adaptability, or that help repurpose different kinds of magic would likely be required.**
- **Base stats work as follows: a when a jumper takes one of the origins, he gains access to the base stats of that origin form. If a jumpers base stats exceed that of the Dragon's Crown origin, the jumper may take his or her own stats. If the Dragon's Crown origin stats are higher than the jumpers, then the jumper may use the origin stats. Stats as listed allow the classes to perform the skills associated with that class. Stats range from E-S, E being the lowest and S being the highest.**
  - **Strength (STR) – Measures the effectiveness of physical attacks.**
  - **Constitution (CON) – Measures the physical defenses of the character.**
  - **Intelligence (INT) – Measures magical attack prowess.**
  - **Magic Resistance (MGR) – Measures magical defense for the character.**
  - **Dexterity (DEX) – Measures the effectiveness of ranged attacks and the likelihood of inflicting maximum damage with a particular physical, ranged or melee, weapon.**
  - **Luck (LUC) – Measures your critical hit rate.**
- **When a jumper assumes an origin, he assumes the default gender of that origin. By paying 50CP a jumper may select a gender different from that of the origin default.**
- **Epic, uhhh… Proportions? – Enhancements granted by this perk are aesthetic in nature only. Which is to say if you spend 1000CP on your musculature, you'll look insanely fit but will not gain enhanced strength and or endurance from the purchase of this perk.**