
Skul

Monsters attack humans. Adventurers hunt down monsters. A new Demon Lord rises to rally the monsters against the attacks of adventurers. An adventurer rises as a Hero to defeat the Demon Lord. And so the cycle goes forever and forever.

But this time something changed. The Demon Lord and the Hero tried to find common ground, tried to create peace between monsters and humans. Until the Demon Lord was found over the corpse of the Hero's son. The Hero gathered adventurers and with the might of the Carleon army behind declared a full war against the monsters. The First Hero personally defeated the Demon Lord and took him to his own fortress. The defeated monsters lay scattered with many being imprisoned by the soldiers of Carleon for reasons unknown.

But in the darkness a conspiracy looms. Someone has brought a powerful magic substance to the aristocracy of Carleon, and their wizards and alchemists have been kidnapping monsters even before the war to experiment. The corruption has spread trough the kingdom and even through the church of Leonia. The Demon Lord declares himself innocent of the child's death. While the war still rages a small child size skeleton sets forth to save the Demon Lord.

This is the world you'll be coming to jumper. Here's a 1000 CP to keep you save through the war.

Origins

You can keep the same gender from the last jump, and your age is 20+1d8, or you can pay 50 CP to choose your age and gender.

Affiliation

Skeleton Soldier/Drop-In
One of the reasons that make the monsters such an enduring threat, even between demon lords, is that the dead insist on rising to join their ranks. You are a newly risen skeleton, with no memory of your past, but strangely you have memories of other planes and other dimensions.

Ally of the Monster Kingdom
You are a monster serving under the demon lord, or one of their humanoid allies, such as a human witch or elven necromancer. You might even be an ent, for they were allies of the monsters before their shocking betrayal at the start of the war.

Adventurer of Carleon
Most humans are easy prey for a monster, but some humans have greater potential in them and go on to become adventurers with more powerful bodies than normal, great skill at arms and even the ability to use magic. Adventurers seem to believe they become stronger with every monster they kill and will even hunt monsters that aren't a threat to humans, one of the problems that has never allowed peace between humans and monsters. Most adventurers belong to the guilds but there are adventurer level humans among magic researchers, the army and the church.

Outsider/Drop-In
Heroes and monsters have gathered from all over the world to the outskirts of Carleon. The rumors of peace between one of the great human kingdoms and the western demon lord had brought many wanderers to witness such an occasion. The ongoing war has brought in many mercenaries and fanatics on both sides. And rumors of dark quartz experiments and a possible conspiracy have attracted investigators. Like any of those you have come a great way to pursue your interests. This origin can be taken with memories of this world or as a drop-in option.

Fighting Style

This is a dangerous world jumper, tell me how do you fight?

Power

You prefer a strong combat style, pummeling your enemies with strong attacks and high damage, relying on your toughness to tank attacks instead of trying to dodge.

Speed

You favor a fast style, rushing around with quick strikes and a focus on dodging and mobility. Your attacks are not as strong individually but you can overwhelm opponents with your speed.

Balanced

You eschew both speed and strength, focusing on magic and skill. Your greatest skills rely on ranged attacks and spellwork.

Race: You can choose to be a monster or a humanoid

Monster: You're a mid tier monster, on the level of an ogre or vampire. You might have innate magical powers, great physical abilities or a mix of both. If you choose a weaker race, like a skeleton or slime, you're buffed into a more powerful member of that race, and if you choose a powerful race, like a demon or lich, you're a weaker than normal member of that race.
Humanoid: You're a human, or one of the other humanoid races, like elves, dwarves or halflings. While humanoids are usually weaker than even weak monsters, you're an adventurer type, with natural luck, enhanced attributes and magic potential.

Starting Location

Roll 1d8 for your starting location or pay 50 CP to choose

1 The Demon's Lord Tower: Recently destroyed by the siege engines of Carleon and the power of the First Hero, this was the base for the monster kingdom and the home of many powerful monsters.

2 Forest of Harmony: The forest is a home for the ents, usually neutral in the battles between monsters and heroes but friendlier to the monsters than to humans, until this war started and they have shockingly sided with Carleon against the monsters.

3 Black Market: A wandering black market set up by monsters to support those who are still fighting, it includes a chef, an item seller, a quintessence smith and others willing to assist a wandering monster.

4 Great Hall: The Hall of Carleon castle, protected by the gold knights and the surprisingly combat capable maids. Many monsters continue to attack in the hope of freeing the demon lord or possibly avenging him.

5 Black Lab: An underground lab, where dark experiments are made using captured monsters and even some human soldiers. Are you an alchemist, a prisoner or an intruder I wonder?

6 The Fortress of Fate: This great tower is the great temple of Leonia. Filled with priests and paladins it is more well defended even than the castle.

7 Sacred Grounds: A Flying Fortress, home of the First Hero, and currently parked above the Fortress of Fate. The demon lord was last seen being carried to the Sacred Grounds.

8 Free Choice: Pick any place in Carleon or its surrounding area.

Perks

Perks for your affiliation and fighting style are discounted and discounted 100 CP perks are free

Skeleton Soldier

Skeleton Soldier (100 CP)
You were drafted by the Demon King and trained in multiple weapons. You have the equivalent of 10 years training on the base weapons of a soldier, like swords, shields and spears. In addition, choose one weapon, you are a prodigy on that weapon and with training and dedication your skill with that weapon can increase to amazing new levels. Before an attack with your favorite weapon, you can concentrate for a small time to add to the damage of the attack.

Bone Hero (100 CP)
Skeletons are fairly tough and hard to keep down, being nothing but bones, and your bones are extra special. Your bones are several times harder and tougher than normal for your species, you can connect and disconnect your bones from each other at will, you can replace the bones of your body for new ones without problems, and if your bones are in sight you can telekinetically pull them back to you or teleport your body to them. If you're not a skeleton you might need some intensive surgery or horrible injuries to use this.

Demolitions Expert (200 CP)
Ask anybody, skeletons are the best suicide bombers, faster than zombies, cheaper than goblins and sometimes reusable. You are a master at exploding, immune to the damage of your own bombs and explosions. You can use magic to create and throw small bombs and you can add magic to any bomb you hold to increase its damage and add secondary explosions.

Elemental Skeleton (200 CP)
It is not unknown for skeletons left to rot in nature to absorb the elemental energies around them. Though the most common are the ice skeletons from the frozen north and water skeletons of drowned men, it is not impossible that a fire or magma skeleton can be created in a volcano or a stone or sand skeleton to dig itself from under a mountain or desert. Choose an element, you can cover your skeleton with that element creating an elemental body. You gain great powers over that element and a great resistance against it. A water skull, for example, can summon pillars of water from the ground, large waves to throw enemies around, affect tides and throw powerful blasts of water from its hands, while a frost skull can create swords of ice, throw ice crystals at range, freeze a large area around itself and summon walls of ice. If you're not a skeleton, you become a half elemental being with part of your body replaced by your element, such as blue skin and spikes of ice instead of hair.

Chains of Sin (400 CP)
A secret held by the archliches of the demon army, you have learned the ability to summon the chains of damnation, chains of darkness and entropic energy with wicked barbed blades in the end. You can summon a chain at a time from a small portal near yourself targeting a nearby enemy with a range of several feet, cutting or imprisoning them. With more magic you may learn to summon longer or more powerful chains, create portals at a distance or summon many chains at the same time. Master of this skill can summon dozens of chains thick as a man's arm and with blades like swords, covering entire battlefields.

Shadow Knight (400 CP)
There was once a knight in dark armor who terrorized the soldiers of Carleon. You are now an heir to his skills. A mix of sword skills and shadow magic, you can charge your sword with shadow to increase the damage of attacks, to shoot cutting waves of energy, you can use shadows to create a defensive barrier or improve your armor. The shadow energy can also create a gravity to pull enemies to you. You can also summon dark constructs that pull things to them and emit a damaging aura.

Boneheaded Determination (600 CP)
A single skeleton charging against a whole nation, its army and its many adventurers. That is willpower and bravery in their purest form. Taking from such a shining example, your willpower and courage have been greatly increased. Once per jump, when you die you can return to life as a skeleton, or once every ten years after you get your spark. Yes, even if you're already a skeleton, yes, even if your current form doesn't have a skeleton.

Avatar of Death (600 CP)
The greatest skeleton to ever unlive, the pale rider has blessed you with a sliver of his power. You can add spiritual energy to your attacks, causing you to deal damage to your enemies souls and magic along with the damage you do to their bodies. You can summon spiritual flames to burn your enemies or a large wave of entropic power to damage all enemies in a large area. Whenever you kill a living being or destroy an undead creature you can use part of their spiritual energy to fashion three spiritual projectiles that will seek and attack the nearest enemy.

Ally of the Monster Kingdom

Witchcraft (100 CP)
Have you been trained by the Red Haired Witch? Or are you just a natural? Either way, you have learned a lot about witchcraft, a type of magic that can create illusions and curses. You can also fly, transform yourself into an animal of your choice, cast healing spells and shoot bolts of shadow energy.

Monster Chef (100 CP)
You are a great cook, with both talent and experience. You can make good food even with normally unpalatable things like monster parts. The food you make is not only tasty and fulfilling, it also heals those that eat it and can even lay temporary benefits on the eater.

Stone Wings (200 CP)
A strange mutation has given you the powerful wings of a gargoyle. This gives you the ability to fly at a fairly good speed. The wings can be used as protection since they're made of stone, and are strong enough to use for wing strikes. You can call upon gargoyle magic to assume a stone form, losing much speed but gaining in toughness and strength. By infusing your wings with magic you can shoot small tornados at enemies and by infusing your eyes you can shoot a powerful eye beam. With time you might even be able to summon temporary statues to throw at your enemies or even gargoyles to fight by your side.

True Carnivore (200 CP)
Meat is love. Meat is life. Meat is power. Just ask the ghouls, and if they don't eat you they might teach you their art. First, by eating meat you can temporarily grow in height, toughness and strength. The fresher the meat the more you grow and the longer you stay enlarged. Several pounds of beef from a cow killed days ago will only give you a few fractions of an inch for a few seconds. A small bite of bloody flesh from an enemy you just killed can give you several inches of height for many minutes. You've also learned the art of slicing off small cuts of meat from enemies while in battle and how to inhale with such force as to pull enemies into your mouth.

Afterlife Guide (400 CP)
There are many dead around, but fewer undead than one might think and that is the result of the work of soul bearers like you. You have the spirit sight, allowing you to see unquiet spirits that roam the land, and you can attack them directly, sending those you defeat to the afterlife. But not even those that do a necessary job are safe in these times, so you have also learned to harvest the spiritual energy of passing spirits to the afterlife, and use it to power constructs to fight your enemies and how to infuse the area around yourself with death energy. Initially these constructs have only one or two attacks and are immobile but as your power increases you can make more complex and powerful constructs.

Soul Power (400 CP)
There once was a knight whose soul was so powerful even after his death his possessed armor still roamed, fighting for eternity. You too have such a powerful soul. You can imbue your soul power to your attacks to increase their damage or burn enemies souls and damage their spiritual or magical abilities. As you fight your soul inflames until it literally inflames, causing a barrier of spiritual flame to appear around you, damaging anyone who comes too close. You can then consume this spiritual shield to greatly empower an attack.

Demon Prince (600 CP)
The Demon Prince hasn't been killed yet, but you're ready to step up and lead the demon kingdom if he does. You have the charisma to rule a large group of belligerent monsters, the political savvy to navigate their various factions and rivalries and the wisdom to see that peace with the adventurers might be hard but is still easier than trying to kill them all. You also have the necessary strength to have authority over monsters, in the form of great telekinetic abilities, enough to fly at high speeds, create powerful barriers and force shields, and throw enemies around with deadly force.

Monstrous Improvements (600 CP)
Arachne has taught you a dark power, the ability to awaken transformed states by consuming the power of others with similar transformed states. For example: if you use skulls as items to gain new powers, you can break skulls to gather their power and improve your favorite skull; if you can turn into stone, consuming golems or other stone beings might improve your abilities; if you are a magical girl, eating the soul of other magical girls might improve your abilities. There’s a maximum ceiling to how much a transformation can be improved and particularly powerful transformations can’t be upgraded at all. You can also improve the transformations of others in a similar manner, if they bring to you a large piece of someone with a similar transformation, so you can pass the power from the piece to them.

Adventurer of Carleon

Hero Apprentice (100 CP)
The First Hero has inspired many young swordsmen to be more than just adventurers. To be heroes! Besides gaining basic skill with sword and magic, you also gain a more optimistic, hopeful and heroic outlook in life, allowing you to see the best in people and giving you a boost in willpower and determination. In combat you can infuse your sword with magic to increase its damage, send cutting waves of energy with a swing of your sword, cause explosions of power to push away and damage enemies and other effects.

Maid Kombat (100 CP)
In a kingdom like Carleon, regularly besieged by monsters, even the servants know the basics of fighting. And no servant is better at it than the maids of Carleon Castle. You have been trained by them, learning how to use regular cleaning and cooking implements to kill such as using a humble mop or broom as a deadly quarterstaff or how to throw plates with the force and accuracy necessary to decapitate a man. You have also been trained to be exceptionally good at cleaning and cooking. As your powers increase you might even learn the secret of the head maids, conjuring a door in the air to create faceless maid summons to either fight or clean at your orders.

Cleric of Leonia (200 CP)
As a cleric you have access to great powers commanding holy light. You can use this light to create and hit enemies with energy constructs, usually giant crosses or other religious symbols, you can summon pillars of light from the ground or large beams from your hand, globes of light that home in on your enemies and protective shields for your friends. You can also heal and cast buffing spells on your friends. As your power increases you might learn how to infuse your light attacks in a way that marks those hit by them making them receive more damage from all attacks for a short period, up to double the damage.

Party Tank (200 CP)
Like they say, fighters go in the front and mages in the back. As a tank it's your job to protect everyone, your party, your country, your species, everyone! A heavy burden but you have large shoulders for it. You're much taller than normal people, over 6'5 for a human with the muscles of a true strongman, being strong and tough enough to fight an ogre in hand to hand. If you're not a human you're proportionally taller, stronger and tougher than the normal for your species. You also know a powerful defensive technique that allows you to conjure a rectangular shield of golden light, large enough to protect three of you side by side, allowing attacks to pass from your side but nearly indestructible to attacks from outside.

Light Fencer (400 CP)
You have reached your dream joining the glorious protectors of Carleon castle, that elite force, the Gold Mane Knights, and learned from the best among them, the beautiful and powerful Leiana sisters. You have become a master fencer with saber, rapier, épée and smallsword and have learned how to use the holy light of Leonia to supplement your agile and acrobatic style. You can summon daggers of light to shoot at your foes, create energy beams following your slashes and create eruptions of light around you. You also have heavily trained your legs allowing you to lunge dozens of feet in a single bound or jump several stores up in a single jump.

Marksman (400 CP)
The protectors of Carleons border with the Harmonia forests are the rangers, hunters and bowmen. Trained in their ways you have good skills at tracking, trap making and survivalism. You're a master of bow and arrow capable of firing arrows at amazing speed with incredible accuracy. You can empower your shots to give them more damage, more range and allow them to pierce multiple enemies. You can also shoot a single arrow and make it multiply into multiple arrows in flight. You can multiply arrows you shoot up to cover areas in falling arrows or setting it so arrows come one at a time but directed to fall at an enemy in your sight. You can also use magic to instantaneously create small stunning traps.

First Hero (600 CP)
Many adventurers aspire to be like the First Hero, and you have come the closest. Well, at least in copying his techniques. You have training in weapon fighting, arcane magic and holy magic. You have ten years of experience in a weapon of your choice, the strength to throw ogres around with a swing of your hand, and the endurance to take multiple hits from legendary monsters without dying. Your magic allows you to fly, teleport small distances, and use a strange dark red energy as lightning, flame blasts and shock waves. Your holy powers allow you to create armor and weapons made of light, the armor is harder than enchanted steel and the weapons sharp as laser. You can summon weapons not only to your hand but also make them spring from the ground or rain from the sky. You can create light blasts from the sky or strong barriers to seal away areas and protect yourself and others.

Carleon Commander (600 CP)
The priests and golden mane knights would say the victory over the demon army was because of them, but truthfully it was because of the army and commanders like yourself. You have great skill with sword and shield, and your abilities as a tactician and strategist are legendary. But a good commander knows he needs an army, so you've also learned how to summon construct soldiers. At a base you can create swordsmen, archers and armored knights with mauls, but as your power increases you might be able to create constructs versions of other soldiers you've commanded.

Outsider

Looter (100 CP)
This fighting among one of the richest kingdoms in the west and the monster army is such a golden opportunity for a collector of interesting and valuable items, whether he's a monster or a visiting prince from another country. Like them you have an eye for what is valuable and rare and good luck in finding such items.

Netherworld Gunslinger (100 CP)
An undead monster from a distant land has taught you the ancient arts it has learned in the Netherworld. You can spit poison clouds and poison balls that roll in the ground towards your enemies. You also have learned how to fight with knives and guns and how to summon guns from the Netherworld, though these guns fall from the sky in parachute boxes, for some reason. You can summon Netherworld versions of handguns, shotguns, assault rifles, flamethrowers, rocket launchers and other weapons that would be common in modern Earth.

Devil's Music (200 CP)
There have been bards among adventurers before, but now there is a new style of battle music that has come from the west, many adventurers claim it is not good and might even be influenced by devils, but unlike the squares you've gotten in on that rock'n'roll crazy and became a superstar. Besides the bardic mainstays of buffing allies and debuffing enemies with your music, you can send damaging sound waves from playing your guitar, summon rock'n'roll instruments like guitars and drum sets, you can empower a guitar to use as a deadly magic ax, and eventually you can summon an entire band to accompany your music. But the true power you've gained is the ability to summon phantom amps, which will shoot shockwaves of damaging sound along with the ones from your guitar, and can be used to spread and amplify other music-based magic.

Blessing of Magnifico (200 CP)
Magnifico the genie king has granted to you the use of his blessing. With a few seconds and a bit of mana you can swap two prepared abilities for two other abilities that could have been prepared in the same slot, like changing a prepared spell for another spell of the same or lower level that could have been prepared in the morning, reroll an ability gained from a list of temporary powers, change equipment someone is wearing for equipment they've left at their base. It only works on abilities and equipment that can be changed or swapped out. This can be used once a day per person, including yourself.

Art of the Draw (400 CP)
From the far eastern kingdom comes this style of sword fighting with a strange focus on sheathing the sword and striking with the same movement that draws the sword. You have been taught this style by a passing samurai, making you an expert in kenjutsu, and iaijutsu. This style also teaches how to use ki to parry magical or energy attacks if you're fast enough, and how to mark opponents you cut with your ki, up to ten times. It's easier to follow the movement of marked enemies making them easier to dodge and to hit, and allowing your attacks to deal a little more damage. The culmination of the style is a powerful iai slash that deals extra damage for each mark your previous attacks have left on an enemy, each mark dealing as much damage as the base attack.

Shadow Shinobi (400 CP)
The shinobi clans have made good money, sending their untested warriors to gain experience in the western lands. As one of those shinobi, you have been trained into stealth, disguise, tracking, trap making and disarming, and other skills like that. You have been trained in small swords, throwing daggers and shuriken and unarmed combat. You can use your ki to create shurikens made of shadow, teleport, become invisible for a time and create shadow clones. You can also eventually learn how to use elemental jutsu, like firebreath attacks, or shooting poison water balls.

Cleaving Dervish (600 CP)
A lone mute warrior from somewhere, wielding two swords bigger than a man is tall. Seeing that monster in action you have gleaned the secrets of his powerful and dangerous fighting style. You have gained enough strength to dual wield anime style giant swords and the agility necessary to use them in quick spinning attacks that flow into each other. You also know a technique to mark enemies in a large area and slow them down for several seconds.

Djinn Empowerment (600 CP)
The powerful monster kings of the south, the djinn, have gifted you with a measure of their power, making you a half-genie. Though you cannot grant wishes, you can teleport short distances at will, and larger distances with some effort. Your magical abilities also allow you to conjure mirror images of yourself to attack your enemies, increase your size into a giant or turn into smoke to avoid attacks.

Power

Powerful Momentum (100 CP)
You favor a style that relies on strength and toughness, pushing enemies aside and knocking them down. You do more damage when tackling, charging at enemies, or doing other moving strikes. You can also change the momentum from a jump to go straight down into a stomp.

Giant Parry (100 CP)
What is more fun than hitting people with a sword? A giant sword! You're now a master of using enormous weapons, weapons that are several times your own size. You can use their size and weight not only to increase your damage, but also to make quick changes of movement and direction while swinging. You have also learned that you don't need to be fast and dodgy to counter attacks, you can use the weight of your swing to parry an incoming attack and add the force of your enemies attack to your own.

Forest Guardian (200 CP)
Chosen by Yggdrasyl the great ent lord, you have been given great powers of wood and plants. You can create wooden spikes rising from the ground to impale your enemies,seed areas with magic grass to passively strengthen yourself, bark armor to protect yourself and empower your unarmed attacks, create vines to entangle your enemies or clouds of poisonous spores. As your power grows you may learn to summon ent like wood golems to fight for you and you might find that wood spikes automatically attack your enemies at random moments while you're fighting.

Goblin Stomp (200 CP)
A passing eastern goblin has seen a talent in you and decided to train you in the ancient art of stomping on your enemies. Your strength and weight have increased above normal monsters and you have learned a martial art focused on kicks and stomps. You can stomp the ground to create earthquakes and shockwaves and you can use magical energies to conjure a giant energy foot to stomp enemies in front of you dealing great damage. By stomping on enemies you can even gather energy to summon the domain of rakshasa, creating an area where your strength and toughness are increased.

Labyrinth Guardian (200 CP)
Legend says of the great Minotaur that guarded a famous labyrinth in a southern kingdom. You've tapped into that legend and gained great strength and toughness, enough strength to tear a tree from the ground and use it as a club, to create shockwaves with a foot stomp and hit enemies with deadly rock projectiles as a byproduct of your attacks striking into the ground.

Shield Saint (400 CP)
In the war with Carleon, a skeleton stood out for his great skill as a guardian, defeating many enemies and protecting many monsters. You have followed in his step and mastered the art of defensive combat. You've learned how to use shields for defense and offense and learned how to create magical barriers to protect yourself. While protected by a barrier, energy shield or personal force field you gain increased strength and attacking speed. You've also learned how to drain your barriers or use the leftover energy when they are destroyed to fuel magical abilities, such as dealing explosive damage around yourself, sending waves of force with your attacks or creating a pulling force that damages enemies.

Demonic Berserker (600 CP)
A great warrior once made a deal with a devil for power. And by paying CP you too can receive the powers he had. Your strength increases with how much damage you take, almost doubling as you near death's door, and your speed increases by half for a few seconds after you take a hit. On top of that you can damage yourself, spending a great portion of your vitality but causing a great explosion of hellfire, to change to a devil-like form increasing your base strength and speed.

Giant Boss (600 CP)
Much like Yggdrasyl the ent king of Harmonia Forest or the Chimera that the leonian priests have misguidedly decided to worship as an avatar of their goddess, you are a monster of great dimensions. You are over thirty feet tall, can take ten times more damage than normal monsters without dying and are strong enough to cause shockwaves with a stomp or throw dozens of enemies around with a fist swipe.

Speed

Dashing Speed (100 CP)
You favor a fast moving, fast striking style of combat. You gain the ability to dash, gaining a boost of speed for one running burst with about half a second of invulnerability. With time you might also learn to add attacks to your dash.

Beast Inside (100 CP)
Inside yourself there is a raging beast like spirit. Facing it and harnessing its powers has given you werewolf-like powers. This allows you to grow claws and fangs or use your magic to improve the damage of your own claws and fangs and give yourself the ability to track and hunt by scent. You can use the beast's savagery to empower yourself, increasing your speed by a small amount and increasing your ability to deal critical damage whenever you move before attacking. This speed increase is tripled for a few seconds after you kill an enemy.

Dead Cells (200 CP)
An undead in prisoner clothes from another kingdom has been seen wandering around, and somehow he seems to have passed a weird ability to you. While fighting you will sometimes spawn clumps of glowing dead cells, which you can absorb and after absorbing five of them they come together into a temporary power up that increases either your physical strength and speed, your toughness and damage resistance or your magic power. These dead cells and the power ups they provide are temporary, but last long enough that they can stack several times if you have a long fight or several fights in succession.

Playing With Knives (200 CP)
Before this war you were a highly skilled clown trained in the circus arts of tumbling, juggling, unicycle riding, throwing knives and being scary. You are very skilled at throwing knives and capable of using your magic to conjure knives, increase the damage of knives, energize them so they'll explode after piercing an enemy. Randomly when throwing a knife you can summon one or two clones of the knife for no extra magical cost. You can also use magic to conjure jack-in-the-box puppets that when open shoot knives around them and explode. With training maybe you can learn to summon other knife flinging exploding puppets, creepy dolls or ventriloquist dummies.

Master Thief (400 CP)
Before the shinobi and ninja from the east started coming to Carleon, most adventurer parties had a thief with them to disarm traps and do sneaky stuff. Without adventuring to work on, thieves had to go back to actually robbing people as a way to make money. You have been trained on the arts of the thief: sneaking, acrobatics, pickpocketing, lock picking, trap disarming and confidence scams. You are trained in the use of daggers and smoke bombs in combat. You also have a passive ability, when you physically hurt someone with an attack you have a 20% chance to magically steal a few gold coins from the pockets of your enemy directly to your wallet. In other universes you instead steal a handful of whatever currency they use and may even steal credits from their bank account directly to your own account. This has to be an attack that deals damage and healing the person attacked gives back any stolen money too.

Spirit Biker (400 CP)
There's a type of demon out there willing to trade with those that have a need for speed. Sign your soul away for a fast demonic bike, cool bike leathers, and a weaponized chain. Or, in your case, some CP instead of your soul. You can summon this bike at any time, it can reach incredible speeds and its fire wheels can do horrible damage to those that it runs over. When unsummoning the bike you can send it still running to explode like a bomb when it crashes. You can summon a chain of metal and green demonic fire that can be used to attack foes and pull them to you. You can also sheat your feet in hellfire to increase your running speed and leave a trail of damaging fire behind you, or do the same to any vehicle you ride. As your power increases you may even learn to summon other phantom riders to ride by your side and attack your enemies.

Tournament Champion (600 CP)
You have been taught the secrets of a great martial artist, one who won the great Carleon Tournament a long time ago. This is a strong unarmed fighting style capable of defeating armed and armored soldiers in single combat. It also teaches the ability to generate ki while hitting enemies. You can use this ki to improve your attacks, do area damage with your melee attacks, launching enemies several feet back with a single punch and parrying sword attacks and fireball projectiles with bare hands. Spending a large enough amount of ki you can also enter into a rage like state to double your speed for several seconds.

Enlightened Monkey (600 CP)
In the east they tell the tale of a stone monkey demon who achieved great power through enlightenment. Meditating on the lessons of that story, you failed to reach nirvana, but you did manage to imitate the powers of the monkey. You can summon a staff that elongates to dozens of feet, a flying cloud to carry you around and most importantly you can summon many clones of yourself. These clones are not as intelligent as you are but possess all your physical abilities and most of the supernatural ones.

Balance

Skull Absorption (100 CP)
By absorbing a symbolic significant piece from a dead being you can create a transformed state with powers, abilities, clothes and even weapons based on that being. How powerful this transformed state is depends on the power the being had at the time of death, though it may be increased with external means. By default you can absorb the skulls of the dead, but if you're not a skeleton you might prefer to absorb the heart or brain of the freshly dead. You can only have two transformations based on absorbed body parts and absorbing a new one forces you to expel one of the previous body parts from your body. These absorbed body parts are stored in your body mass but serve no other function, three skulls don't make your head harder, three brains don't make you smarter.

Swap Effects (100 CP)
You have learned to improve your transformation sequences to make them special movers in their own right. For every transformation ability you have you may choose one quick attack, or temporary buff representative of that transformation to activate automatically whenever you transform or swap into that transformed state. For instance if you transform into a dragon you might use your fire breath as part of transforming, or transforming into a monster you might strike a close enemy as part of your transformation.

Bloody Swordsman (200 CP)
There is little incentive for balance magicians to try and be swordsmen, but you have found a way to marry magic and sword fighting empowering your sword with blood and poison magics, leaving magic disruption on cut enemies that hinders healing magic for a few seconds and then bursts to damage then again, and cursing them so they'll take more damage from magical sources.

Dark Quartz Improvement (200 CP)
You've learned the secret magic to use Dark Quartz to improve yourself and others without the mental and physical problems that normally occur with Dark Quartz. In other jumps you'll have a talent for finding ways to mitigate the dangers and damage of similar dangerous substances, whether it's using them as energy sources or as power boosters.

Elemental Mage (400 CP)
Magic is the greatest weapon humanity has against the supernatural powers of monsters, and you one of its best wielders. You are a powerful mage (in training) focused on elemental and attack magic. Choose an element such as fire, water, earth, air or lightning to specialize in. You can use this element to shoot projectiles, energy waves, create energy constructs and many other spells. While you have a great facility for learning spells of your element, you can also learn other spells such as flight spells.

Dead Man's Hand (400 CP)
They say in the new continent, there was a great gambler, of such daring and skill that Lady Luck herself empowered him when he fought. Like him you can now conjure all kinds of gambling equipment to use as weapon from playing cards sharp enough to slice clean through multiple enemies, to giant dice to smash enemies, rains of throwing darts, slot machines and roulette boards capable of throwing elemental area attacks around them and even a single bullet revolver ready for russian roulette. You also can call upon your power to turn any attack into a gamble, giving it a small chance of being a critical failure that might have less damage, or even cause damage to yourself, but also has a smaller chance to make it a critical success, drastically increasing the damage.

Abyssal Magic (600 CP)
Look into the Abyss and the Abyss looks back at you. And gives you some pretty good magic. You have learned the ability to use Abyssal magic to create energy beams, energy spears and other powerful damage spells. You have also learned how to use concentration, increasing the casting time of a spell, to vastly increase its power, whether increasing its size, damage or number of enemies affected. You can also infuse your spells with pure despair, destroying the morale of any that survives your first attack.

Grand Alchemist (600 CP)
The great power that made Carleon great, the marriage of magic and science! You are a great scientist, medic and alchemist, capable of doing dissections, vivisections, implanting bombs in peoples bodies and other types of fun procedures. Maybe even surgeries if you really want. You also know how to create all kinds of poisons, bombs and potions. You are also a good magician, capable of easily shooting weak magic missiles non-stop for hours and you can conjure powerful dark quartz golems to fight for you. The quartz golems are strong and tough, even more powerful than most monsters and adventurers and can shoot powerful energy blasts and explosive balls, but have a tendency to explode after a while.

Items

You gain a stipend of 500 CP to spend on items, quintessences and inscriptions. You can import items into similar items you already have, like importing a ring into another ring or an one handed weapon into another one handed weapon. You can discount two items or quintessences of each price tier, and can take two inscriptions for free.

100 CP

Ring of Wind
A magic ring that increases your speed by a small but noticeable margin.

Bottled Ember
A small bottle containing undying embers, having it on your person or inventory adds a small chance to add a burning enchantment to your attacks.

Broken Mana Engine
A weird mechanical component that can be strapped to a belt, whenever you dash, dodge roll, blink away or otherwise dodge while moving away from your opponent it leaves a small magical bomb where you were.

Brawlers Knuckle
A knuckle duster with LOVE marked on the knuckles. It increases the damage of your melee attacks and the chance of doing a lucky hit or striking a critical blow. Weirdly it works even if you're using a weapon or kicking instead of only when punching.

Eleventh Finger of Lightning
A sickle glowing with electricity, it summons a lightning bolt from the sky to hit a random enemy in a short radius around you, every eight seconds. It works indoors, and you can command it to stop if you wish.

200 CP

Carleon Equipment
You get a set of armor, a medal showing your allegiance and your choice of a bow, sword or magic staff. The armor is basic but provides good protection, the sword is sharper than it seems, the staff is useful for channeling magic, and the bow seems to have a little bit of luck at hitting unarmored spots. The carleon insignia entitles you to a monthly salary of 30 gold, transferred directly to your pockets, wallet or backpack at the beginning of the month. Or possibly to your account in settings with a banking system.

Rake of Fury
A short sword with two smaller blades forming a trident, it increases the speed of your attacks by half for a few seconds after you kill someone.

Mage's Necklace
A necklace made for mages, it creates a flaming orb whenever the wearer casts a spell or special attack. This orb lasts for a few seconds and orbits around the necklace's wearer, shooting firebolts at his enemies.

Vampire Fang
A necklace bearing a sharp fang, stained with old blood. Having it on your person or inventory fills your attacks with a vampiric quality, healing you for a small amount of damage for every three people you kill.

Abyssal Virus
A sealed container, said to contain a deadly magical virus. It lends an infectious magic to your attacks, causing those that take you hurt past a certain threshold, around 50% of their health points in RPG terms, to shoot dark green spikes from their body, dealing a small amount of damage to them and a large amount of damage to those around them. These spikes count as your attacks and may cause a chain reaction across groups of enemies. You are immune to these spikes. Opening the container makes the item lose its magic for ten years, but does net a few grams of deadly airborne pathogens.

400 CP

Harmony of Sun and Moon
A pair of linked relics, one a moon-patterned silver ring, the other a sun-patterned sword with an yellow-orange blade adorned with gold tracery. The sword is enchanted to be sharp and strong enough to cut through steel. The ring increases the effect of magic channeled through it. But their real power comes when both are wielded at the same time, allowing the user to create a blast of explosive force or magical damage around himself and increasing both his strength and intelligence.

Books of Law
An evil looking book on demon laws and scriptures written by a holy man, having these books on you increases the damage of your spells and decreases the time or cooldown of transformation for any transformation power-up you have. These books also describe the law codes of Hell and the laws and commandments of Heaven in this jump. They update in other universes to show the rules of Heaven and Hell in that universe.

Alchemist's Lab
In your warehouse or a property of your choice an elevator is installed, leading to a large underground laboratory. This laboratory is divided in several levels, with many experiment rooms, surgery theaters, reagent storerooms, prisoner cages and quarters for the dozens of followers that work there, a mixture of alchemists, physicians, mages and engineers. They are willing to bend their efforts to any research you set for them, even if it is immoral or involves experimenting on prisoners and they are willing to fight to defend the lab.

Warriors Pauldron
A piece of armor consisting of gorget, white tabard with a red cross and massive pauldron, to be worn on top of a breastplate, this armor piece bears a powerful enchantment. While worn the armor can generate a one directional wall of force that blocks incoming attacks but allows the wearer's attacks through. This wall of force is a little taller than the wearer and wide enough to cover another person on each side, it moves with the user to always stay in front of him and lasts for five seconds or until it breaks. The wall of force can take several attack spells before breaking and needs to charge for less than a minute before being called again.

Dark Quartz Mine
An opening appears in the ground of your warehouse or a property of your choice leading to a mine full of Dark Quartz. This rare mineral can be used as a powerful energy source, as a reagent to create powerful magical items, but most importantly it can be implanted on a living being to drastically increase its powers, unfortunately corrupting and making them more aggressive, greedy and mentally unbalanced. With some study you might find better ways to implant people with Dark Quartz, or other uses for such energy rich minerals.

600 CP

Heroic Bones
A set of grim talismans, the bone of a dead warrior, the bone of a thief, the bone of a mage and the ribcage of a cosmic being, having these relics in your inventory gives you several benefits. The Bone of Courage gives you more skill in melee combat and occasionally a burst of strength in a weapon strike. The Bone of Swiftness adds extra magic damage to any attack that hits an enemy in a vulnerable spot. The Bone of Mana allows you to generate a mana storm around yourself when casting a spell, to damage and repel nearby enemies. And the ribcage, called the Infinite Bone affects space time, and gives a chance of resetting the cooldown of any ability with a cooldown or fully recharging any ability with charges, as the ability is used.

Fairytale Jewelry
A set of five rings, created by an ancient elementalist that left death and destruction behind him. Each ring allows you to summon an elemental being to attack your enemies. The fire spirit Salamander, the water spirit Undine, the wind spirit Silphid, the earth spirit Gnome and the dark spirit Shade. By activating all five rings at once you can choose to dismiss the five elementals to call upon the Spirit King Oberon, a powerful spirit fae capable of taking on dozens of adventurers by himself.

World Tree Seed
The seed of a mythical tree, it has a powerful magical aura that greatly increases your strength and the damage of your magical attacks. Once a day you can plant the seed to summon a small World Tree that lasts for a few minutes. The aura of this tree affects you and your allies in a large radius, giving an even larger increase to strength and magical damage and a protective aura that reduces incoming damage. After a few minutes the tree disappears and the seed returns to your pocket.

Evil Arms

There are many powerful demonic weapons in these lands. Pick one for yourself:

.Hope Slasher. A long heavy sword that greatly enhances the user's strength and the momentum of his slashes. It loves carnage and the strength enhancement it gives to the user increases with every wound they inflict in battle until it nearly doubles, though this enhancement quickly fades once all enemies are defeated.

.Kyrion the Evil Sword. Kyrion is coated in a dark aura that corrodes and damages all it touches. This aura trails the sword, leaving energy slashes when swung, these slashes can remain for a moment to block and damage after the sword has passed or be sent flying as projectiles.

.Pain and Despair. A pair of glowing daggers, using them increases your attack speed. Like Hope Slasher they thrive in battle and for each attack that draws blood their enhancement to speed increases, to the point of doubling, and they also increase your movement speed.

.Doomsday: A great warhammer, looking to be made of rock with veins of magma, it increases your physical abilities only a little, but it generates a charge of energy whenever it hits something. These charges can be liberated in a powerful explosion of fire, force and rocky shrapnel.

Voodoo Doll

A crude doll in your shape. In combat, when you would receive a fatal wound, this doll breaks instead. The attack deals no damage to you, you are healed by a fifth of your health and the potency of your magic is nearly doubled for a few hours. You can also choose to break the doll yourself to benefit from the healing and magic boost. At the beginning of your next jump a new doll shows up in your warehouse. After you stop jumping the doll reappears ten years after it has been broken.

Quintessence

Quintessences are crystal orbs containing the fragment of the soul of an old monster. Having one of them allows you to summon the monster for a powerful attack against your enemies

100 CP

Kobold

The summoned kobold attacks an enemy with his pickaxe before disappearing. If the attack deals damage it also creates a few nuggets of gold. If the attack kills an enemy it creates a small vein of gold in the ground, worth a few pounds of gold.

Slime

The slime appears around the summoner protecting him for a few seconds then explodes with damaging force, covering all around in acid and poisoning anyone hurt by the explosion.

Sphinx

The sphinx lays up to two trap seals in the ground. Any who steps in a trap seal hears a riddle in their mind, if they cannot answer it in a few seconds they are hit with a magical discharge from the trap. The traps last as long as you are near and disappear if you go too far from them.

Yeti

After being summoned the Yeti gathers and throws a ball of elemental snow. This ball hits with the force of a stone boulder, then magically ricochets in the direction of another creature. The ball is also supernaturally cold and might even freeze those that it hits.

200 CP

Gryphon
When the mighty gryphon is summoned, it beats its wings creating a small but powerful tornado before itself.

Mana Golem
A large stone golem infused with unstable mana appears, attacks the nearest enemy then explodes in a powerful mana explosion.

Medusa
When the medusa is summoned she shoots an eye beam. While not as powerful as the petrification caused by the original Medusa, the beam damages and stuns any enemies hit.

Succubus
The beautiful Succubus casts an area charm spell forcing some enemies to fight for you for a time while also damaging them.

400 CP

Evil Eye
Summons a giant flying eye. It blinks, releasing an enormous wave of magic that stuns and damages everything in its path.

Flame Dragon
A small red dragon appears and sends a line of hellfire into the direction chosen by the summoner.

Hareubang
Summons a large magical totem that lasts for 10 seconds. When it appears it shoots a large wave of energy around it and then creates an area around it that speeds up the casting time of your magic and reduces the cooldown of your abilities.

Specter
The ghostly being summoned by the quintessence teleports behind the nearest enemy and attacks, dealing great damage.

600 CP

Archdemon
An archdemon from Hell who sold a quintessence of his own soul to a past Demon Lord. He conjures a great wave of hellfire which gathers momentum and heat the farther it travels from him.

Raven Lord
A famous archmage in his time, the Raven Lord was a dangerous Demon Lord. When summoned he creates a vortex of abyssal energies, dealing a lot of energy damage to enemies caught in it and pulls them to the center of it before exploding.

Shadow Knights
The personal guard of a dead Demon Lord, all bound together as a single being. The quintessence creates a portal from which dozens of mounted shadow knights charge. Their charge goes for hundreds of feet before they disappear in smoke.

Suonisio
The first human to be accepted as Demon Lord, a powerful dark mage. When he is summoned he creates a blast of pure mana that bypasses all defenses against magic.

Inscriptions 50 CP for two

While there are many artifacts around, the many adventurers that attack the Demon Castle can personalize their weapons with Inscriptions. Inscriptions can be added to all kinds of items, from weapons and armor to books and magical instruments, and they give their benefits passively as long as they are in your person or your inventory. You can add a maximum of two inscriptions to a single item and they must be different inscriptions. Inscriptions of the same type stack and even have a small increase in potency if you have four or more of them.

Adaptation

Every 30 seconds gives a small buff to magical or physical attacks for 20 seconds, depending on the type of attack made before the activation. If the last attack before activation was a physical attack the bonus is to physical attack and vice versa.

Alchemy

Gives a small damage bonus to all attacks against enemies suffering from status effects.

Attitude

Decreases the time you have to concentrate to empower attacks or the time to charge skills and spells with similar mechanics.

Blitz

Whenever you use a dash, dodge roll or similar skill, you gain a small increase to your chance of dealing critical damage on your next attack

Blizzard

Gives a small chance to freeze enemies hit by your spells and attack skills. The ice that impedes enemies only lasts for a few seconds, but when broken explodes in a blast of sharp ice and slowing snow. More stacks increase the damage of the ice explosion but not the chance to freeze enemies.

Brawl

When you are surrounded by five or more enemies your attacks shoot a small shockwave that deals extra damage for a few feet in front of your attack.

Chase

Ranged attacks and spells deal a little bit more damage the farther away an enemy is. More stacks increase the maximum extra damage but also the distance needed to reach that maximum damage.

Courage

Gives a small increase to all your physical damage, from swords and bows to spells that launch rocks or cutting air waves.

Demolition
Whenever you deal physical damage also deal a very small amount of unblockable soul damage.

Duel
Each attack marks the enemy, attacking a marked enemy does a small amount of extra damage. A single enemy can be marked up to ten times, and the damage increases for each mark, but attacking a different enemy erases all marks on other enemies. Stacking this inscription increases the extra damage of each mark.

Empire
Once a day you can summon a banner or flag with your symbol. While near that flag you and your allies deal a bit more damage with all attacks.

Endure
Whenever you suffer damage you gain an aura that blunts all physical and magical attacks for a few seconds. Stacking this inscription increases the duration of the aura, but not its strength. Getting hit while the aura is active resets its duration.

Execute
All attacks on enemies who are near death do extra damage. Getting more of this inscription doesn't increase the damage but decreases the threshold of how damaged the enemy has to be before it works.

Fortress
Every 90 seconds generates a shield in front of you. This shield floats a few feet in front of you and allows your own attacks to pass unhindered. The shield lasts until destroyed but has low durability, and the durability increases with every stack of this inscription.

Heart
Increases your vitality and the toughness of your body. Your max HP as some adventurers call it.

Leonia
The cross of Leonia increases the power of healing abilities and items used on you.

Madness
When you hit an enemy with a melee attack you gain a small boost to your melee attack speed for a few seconds. For each instance of this inscription you can stack more speed bonus with each melee attack. With two instances you can stack the attack speed bonus two times, with three instances you can stack it four times and so forth.

Mirage
Gives you a small chance to automatically negate an attack, once triggered it takes a few minutes before it can trigger again. Stacks of this inscription do not increase the chance of negating an attack, but decrease its cooldown.

Miser
Whenever you gain gold from a magical source, like the ability of a master thief, or transmuting lead to gold with alchemy, you gain a little bit more gold.

Necromancy
A specter, a small ghostly bomb, appear from enemies you kill, tracking other enemies of yours and exploding when they reach them. These specters disappear after a few seconds if there are no enemies around. Stacks of this inscription increase the number of specters that spawn from each enemy killed.

Piercing Wind
Your basic melee attacks launch a small gust of piercing wind that deals cutting damage in a line in front of you.

Soar
Jumping or flying gives you a small damage bonus to all attacks. This damage bonus disappears a second after landing.

Sorcery
Decreases the cooldown of attack skills and spells.

Sprint
After running for some distance you gain a small bonus to movement speed and to attack speed. More instances of this inscription allow you to stack these speed bonuses when moving a longer distance.

Static
Once a minute, while in combat a bolt of lightning will fall from the sky, or nearest ceiling, and strike a random enemy. Stacking this inscription does not increase the power of the bolt, instead it decreases the cooldown.

Swamp
When using physical attacks there's a twenty percent chance of those attacks being poisoned. Poisoned enemies will explode when killed releasing poisonous gas. Stacking this inscription doesn't increase the chance of poisoning or the poison damage, but it increases the size and damage of the explosion.

Tactics
Gives a small increase to all your magical and energy damage, from fire blasts and sonic attacks to lasers or and necromantic beams.

Volcano
Every thirty seconds 3 balls of magma appear above you, launching in an arc to land on the nearest enemy. These balls cause a fiery explosion on contact. Stacking this inscription decreases the cooldown, but does not affect the number of balls of magma or the power of the explosions.

Weakness
Whenever you hit a critical hit the target becomes marked and receives extra damage from the next critical hit it takes. Stacks of this inscription increase the extra damage on marked targets.

Companions

Skeleton Crew (50 CP each, 300 for eight)
You can import companions for 50 CP each or 300 CP to import up to eight companions. Imported companions gain 800 CP and the items stipend. Companions cannot buy companions. Companions cannot get drawbacks except for Captured! And Experimented!

Servants For the New Demon Lord (50 CP each, 300 for eight)
You can create a new companion for 50 CP each or up to eight for 300 CP. You can decide their race, appearance, personality and history, and they have 1000 CP to spend freely but only 300 CP in the item stipend.

A Fresh Start (50 CP) each)
Would you rather bring someone from this world with you? For 50 CP you'll be guaranteed to meet them in good circumstances, have an easy time convincing them to come with you and even have them survive for the ten years despite grievous diseases they might have or the experiments done to them. The Leiana sisters can be bought as a group companion.

Drawbacks

Captured! (+100 CP)
You start the jump locked in a wooden cage. Despite your immense strength and magical powers this little cage will keep you safely contained until someone else comes and breaks you free. If your starting location would put you among allies, ignore it and you start at the fortress of your enemies (demon lord's castle for Carleon adventurers and Carleon castle or the laboratory for other origins)

Experimented! (+400 CP)
Not only were you captured but used on experiments with unstable black rock, giving you a purplish complexion and making you a lot more irritable, angry and mean, during the jump you can gain a temporary boost from your anger but also fighting while under this boost, you become more and more mentally unstable and your health deteriorates in a way your regeneration cannot heal. Use this boost too much and you might just spontaneously explode and die.

Empty Skull (+100 CP)
Your skull was emptied when you arrived in this jump and you awaken without any memory of any adventures before. You remember nothing from before waking in this world. Nothing about other worlds or jumping, but you retain any memories and personality you would gain from your origin. If you're a skeleton, you have no memories at all and only a subdued version of your personality to hint at what kind of person you were.

Dream of Peace (+200 CP)
Before it all went wrong, the First Hero and the Demon Lord longed for a world where humans and monsters could coexist without constantly hunting and fighting each other. Now the grieving Hero has led the attack on the monsters and taken the Demon King as prisoner. Still you carry on the dream of peace and will spend the next ten years trying to achieve it. For the next ten years you'll wish for nothing more than bringing lasting peace between the monster kingdom and the kingdom of Carleon, and through them, peace with other humanoid kingdoms.

Something Worse Than a Demon Lord (+200 CP)
A war between monsters and humans seems like a big enough problem, but someone introduced the nobility of Carleon and the church of Leonia to the dark crystals. Someone or someones truly evil with an agenda to corrupt and destabilize, with knowledge of things even witches fear, cunning enough to manipulate kingdoms and power to back it up. Normally this would be up to a sequel or to your own decisions as a story, but with this drawback not only this conspiracy definitely exists, but it knows about you, is interested in what and who you are and given time can amass enough power to come after you.

New Run (+400 CP; only +200 CP if this is your first jump)
Whenever young Skul starts a new attempt to save the Demon Lord he starts without all the powers he had before having to find and buy all new ones. In sympathy to him, so will you. You've lost access to all power and abilities from outside this jump and can only use the ones bought here. Even worse you only start with two random perks or items, and will unlock the others as you defeat groups of enemies.

Hero Slayer (+400 CP)
You have become famous for killing some powerful hero or monster and now monsters and adventurers will come to you seeking a fight. They start weaker than you but for each enemy you defeat the next will be stronger, until they are a serious challenge to you. But they don't give any experience to any system you might have, this is a disadvantage not a training booster.

First Hero's Disease (+600 CP)
You have a sick feeling in the pit of your stomach, and a persistent cough with the occasional blood. Bad but you could normally manage it, except that the more you fight, the more energy you spend, the more the sickness hurts you. Fight a powerful enemy for too long and soon it will outpace any regeneration you have, fight someone who is a real challenge and it might start consuming you from the inside and even kill you. You can heal with some rest, but if you're tasked with going through waves of adventurers or fighting demon lords you might be in trouble.

Demon Lord's Luck (+600 CP)
What horrendous luck you have, things seem to spontaneously align to ruin your plans. Try to save a kid? Not only he dies but it makes you look like the murderer. Try to befriend a hero and you might end up making an enemy for life, try to bring peace between humans and monsters and end up in the middle of a full scale war. Whatever your goal, you'll have to fight tooth and nail against all adversities for it.

Ending

You have survived the war, seen the story of the skeleton called Skul, and had your own adventures. Now where do you go from here jumper?

Go Home
Stay
Move On