


Quest For Camelot: A Jumpchain CYOA

Long ago, the land was dark and treacherous. The people stood divided, brother fighting brother. The only hope for peace was in the legendary sword, Excalibur, for it was said that only the true king could pull this magical sword from its stone and unite the people. Many tried, all failed. Then, 10 years ago, an unexpected hero stepped forth. His name was Arthur, and he was the true king. With Excalibur at his side, he led the people out of darkness, and together they built the greatest kingdom on earth: Camelot. Everyone rejoiced.

You shall enter into this world on the decennial celebration of Arthur's rise to kingship. It is a day of great joy and auspice, yet it will soon be marred by the rebellion of Sir Ruber and his murder of the loyal Sir Lionel.
You get 1000CP to start with.

## Location

This movie is quite limited in size and scope, so making you roll or pay for a location seems a tad silly. As such, you may choose to start your story either within Camelot proper, at the edge of the Forbidden Forest, or within any property you've bought in this jump

## Origin

Select one of the following origins to define your history within this world. You may also choose to take any of these origins as a "drop-in" choice if you wish, forgoing any past history or memories that you would've gained from living in this world.

Knight: Or a Lady. You're one of the nobility, whether as a member of the royal court of King Arthur, or perhaps a dignitary of some foreign land

Brigand: Bandit, hooligan, barbarian, or all around roustabout. You're someone who doesn't care much for the laws of civil society, desiring to take what you want, when you want, by force.

Hermit: Perhaps neither the knightly life of Camelot nor the violent life of a brigand are for you. Instead you're someone who chose a simple life on the fringes of society, standing alone.

## Race

While most of the characters in this story are human, a significant amount are not human. As such you have some options to play around with

Human (Free): A human being, *Homo sapiens*, just like any other that can be found in the world here.

Monster (200cp): One of the mythical beasts that inhabit the land of Britannia. Perhaps you're a gryphon, a smallish dragon, an angry piece of vegetation (there's a lot of these, heck I'd say a good 70% of the monsters are shrubbery), or some other creature that can be found mentioned in Arthurian legend. The type of creature you choose to be can be no bigger than your typical gryphon or dragon as shown in this world.

Chicken (+200cp): You are a chicken. Not a magical or unique chicken. Just a normal barnyard chicken, but with human-like intelligence. Good luck doing anything without apposable thumbs.

# Perks

Each perk is discounted for its associated origin, save for the 100cp perks, which are instead free for their respective backgrounds

## Undiscounted

I can't believe it's not Disney! (Free/100cp): Just like many Disney knockoffs, this movie has lots of musical moments. While the singing ability displayed in the movie may be spotty at times, your singing won't be. You'll be able to sing at a competent level and also join in on the various musical numbers and moments. This perk is free for the duration of the jump, but for some cp you may keep it in future jumps.

## Knight

### Chivalrous Knight (100cp)

It wouldn't do to claim to be a knight and have none of the skills for it. This perk grants you a professional knowledge and skill on the basic requirements of knighthood, such as swordsmanship, horsemanship, simple statecraft, chivalry, etiquette, and so on.

### Virtuous (200cp)

Each knight seemed to exemplify and embody some admirable idea or concept, whether it was liberty, honor, justice, or loyalty. You to may also come to embody such an ideal. Upon taking this perk you may select a singular ideal or concept like the ones mentioned before. From henceforth you will always get a sense of what to do to fulfill and live according to that ideal, and how you may use it to improve yourself.

### A Knight's Strength (400cp)

…comes from his heart. You have come to recognize this fact, and more than that you can recognize it in others. You can see the strength of heart in others, and through teaching and instruction can nurture it, allowing those under your tutelage to grow and blossom under your advice and ideals, to the point that even a blind stable boy could learn to be a strong and capable knight thanks to you.

### United We Stand (600cp)

A kingdom is more than a king, it is the collective spirit of its citizenry. You have been blessed with a near-supernatural ability to sense the will, wants, and desires of the people. Further, you also have a great mind for determining how to fulfill these desires and how to express and communicate them, so that good may be done in the name of the people.

## Brigand

### Fierce Freak (100cp)
Let's not sugar-coat it, you have an appearance that scares children. Perhaps you're a genetic freak with a flexible brow and extra knuckles like Ruber, or maybe a particularly scary looking dragon with jagged spines and horns for days. Regardless, you look terrifying and you know it. You are very good at leveraging your appearance to unnerve and unsettle people, easily intimidating lesser peasants into submission.

### Dragon-Puncher (200cp)
You're strong. I mean really strong. You can shoulder-check a knight in mail with ease, catch maces with your bare hands, and even punch dragons to death. You also have a savage battle instinct to go with and help you use your insane strength

### WITH PRIDE! (400cp)
Despite your gruff and boorish appearance, underneath it you have an amazing amount of cunning and that special kind of charisma that only bloodthirsty warlords can muster. Further, you find that this cunning and charisma will grow with your ambition, as the higher and more daring your goals and schemes become, the swifter your mind becomes, and the more people find themselves inexorably drawn to your brutal magnetism.

### How Stone Age! (600cp)
You have a favorite weapon that you own? You ever wanted it to become part of you? Well now you can. You have been enchanted in a way similar to Ruber and his mechanical army. First, you must pick a weapon that you own. Then you may choose to either be completely fused with it, like Bladebeak and the other mechanical men, or you may instead fuse it to one of your limbs, like Ruber did with Excalibur. You may take this perk multiple times, but each time you must choose a different weapon and a different limb. Unlike with Ruber, no magic can undo this enchantment, so don't get too worried about it. After this jump, you may treat your fused form as an altform, able to switch to it as you would with other altforms.

# Hermit

## I Stand Alone (100cp)

What's the point of living as a hermit if you can't survive? You are now proficient in most skills needed to survive on your own: how to make and use a fishing net, where to find shelter and set up camp, being able to identify helpful plants, how to avoid giant monsters, etc. With this you should be able to live comfortably even in the Forbidden Forest

## Always Forget That One (200cp)

Your senses are as sharp as a falcon. You can hear the slightest of footsteps, smell danger around you, and have an impeccable kinesthetic sense. Your senses and coordination are such that you could fight at near perfect proficiency even when completely blind.

## The Last Possible Moment (400cp)

Within the Forbidden Forest one can never be too careful. The ground below you can shift at a whim, and even the vegetation seems to hunger for human flesh. It requires an exceptional sense of time to not only avoid danger, but to respond and counterattack in time. Your reflexes and sense of timing are now impeccable, allowing you to dodge and react to any danger the forbidden forest could throw at you, even should you be completely surrounded by angry plants that want to beat the snot out of you.

## Each Rock and Tree (600cp)

You have dwelled in the Forbidden Woods for so long that you have nearly become one with it. As you move it appears nature responds to aid you. Enemies you knock away will get eaten by stumps, the stones beneath you will raise themselves to help you get to high places, trees will grab and ferry you across the forest, and more. Where you walk, so long as you are respectful to the wilds, the wilds will show you respect in kind. Please not this does not work against intelligent/actively malicious things living the forest.

# Items & Companions

Each item/companion is discounted for its associated origin, save for the 100cp options, which are instead free for their respective backgrounds. Previously owned items may be imported into appropriately like items.

## Undiscounted

### Import/Creation (50cp each)

For some CP you may either import one of your companions or make a new OC companion. Companions made/imported this way are given a starting budget of 600cp, they cannot purchase any companion options, and they cannot take any drawbacks except for "If I Didn't Have You". If a companion takes "If I Didn't Have You" They may either have a new companion be their twin, or be fused with another companion (has to be made or imported separately)

### Canon Companion (50cp each)

You may pay some CP to take a canon character with you as a companion, provided you can convince them to join you on your Chain. Please note, that should you choose to companion Cornwall and Devin, if they are still fused together, they will count as one companion.

## Knight

### Knightly Arms (100cp)

What's a knight without the tools of his trade? With this you gain a nice suit of mail armor, a reasonable sharp sword, and a round shield that is suspiciously good at reflecting sunlight for whatever reason

### Knightly Steed (200cp)

But a knight needs more than just some metal pajamas and a big knife. With this you gain a proper knightly steed, a mundane animal (such as a horse or boar) strong and fast enough to carry you even whilst fully armored.

### Jumper's Estate (400cp)

When the land was being divided, you happened to get yourself a nice slice of land. You have yourself a simple estate, about as large as the land owned by Sir Lionel and his family with comparable development. What you do with this land though is up to you.

### Sword and Stone (600cp)

Behold, the legendary Excalibur! Except not really. What you have in your possession is an enchanted sword similar to, but not quite as powerful as, Excalibur. The blade is nearly indestructible and is able to push back assailants with minor blasts of magical energy. In addition, you will be given a great stone which the blade can be sheathed into, preventing anyone that isn't you from drawing it.

## Brigand

### Menacing Attire (100cp)

Being a fearsome warrior is more than just strength and spirit, you need to look the part as well. This option gives you a nice set of proto-plate armor, as protective as it is edgy and spiky, especially compared to the chain mail that most knights in this era wear.

### Better than Chicken (200cp)

You can't terrorize the countryside on an empty stomach. So why not buy this thighbone ripped straight from a dragon? Its more than just a thighbone though. When held over a fire or other source of high heat, flesh will start to grow on top of the bone, giving you a deliciously cooked dragon drumstick.

### Acme Potion (400cp)

A small vial of potion supposedly made by some witches, with the word "ACME" engraved into the sides. I'll not get into the implications of ACME existing in the 6$^{th}$ century or hiring witches as producers/distributors. What this potion does is, with a drop or few, allows you to fuse living creatures with an inanimate object, either fusing the two into a mechanical entity, or grafting the object onto a person directly. Please keep in mind that, while permanent, this change is not irreversible, as potent enough magics can undo enchantment. Due to some sorcery placed on the bottle, it will refill itself under a full moon should it run dry.

### Brutal Horde (600cp)

Every would-be warlord needs a band of rowdy ruffians and brutal barbarians. With this purchase you gain your own small warband of barbarians, around 20 or so strong. These shirtless, unwashed warriors are as strong as they are stupid and ugly, but so long as you provide for them, they will remain your ever-loyal cohort.

## Hermit

### Hermit's Staff (100cp).
A long walking staff, perfect to help you find your footing, feel your surroundings (very useful if you're blind), and makes for a good quarterstaff to defend yourself. Made from wood harvested from the Forbidden Forest, should it be damaged it will slowly repair itself if planted in soil.

### Silver Wings (200cp)
You have gained the aid of some manner of unique creature. This familiar possesses practically human levels of intelligence, and will do its best to aid you, help you survive, and even assist you in combat. This creature must be a small animal of some kind with unique silver markings on it, either as a silver-winged falcon like Aiden, or some other similarly sized animal.

### What Can Heal (400cp)
The Forbidden Forest contains more than just dangerous things. Some of the plants here have mystical and medicinal properties. What you now have is a living sprig of such a plant. Each leaf plucked from this sprig can be used to safely close up any flesh wound, melting into the wound in a spark of magic and closing it in minutes. This sprig contains around 12 of such leaves, and will regrow plucked leaves over the course of a week.

### Forbidden Copse (600cp)
You have in your "ownership" a slice of wilderness just like the Forbidden Forest, willed to the brim will all manner of natural and magical life and beauty that said forest has. This section of forest will "recognize" you as its owner, providing for you and protecting you from harm. You may take this property with you into future jumps, either importing it somewhere into the world, attaching it to you warehouse, or combining it with another property that you possess.

# Drawbacks and Conditions

Once Upon a Time (+0cp): Don't want to start at this time? With this option you may choose to start your jump either after the timeskip where Kayley has grown up, or to 10 years prior to when Arthur first pulled Excalibur from the stone. You may also choose whether your jump ends 10 years after your new starting point, or 10 years after the original starting point.

Annales Jumpbriae (+0cp): In all honesty, the Arthurian setting of this story is kinda window dressing. Outside of the whole Excalibur thing and Merlin appearing occasionally for less than a minute total, there's nothing really in this movie that draws from Arthurain legend and lore. By taking this option, you can change that by inserting the story into any singular setting or variation of the legend of King Arthur, whether it be the classic versions like the Chrétien or Vulgate iterations, or more modern takes like in Disney's Sword In The Stone or the Nasuverse version. Please keep in mind however that the basic story and conflicts of this movie will happen, and things will change to allow it to happen in the absence of your actions. Meaning you should be careful about challenging Nasuverse Ruber since he most likely will be strong enough to out-muscle even Lancelot.

The Jumpgate Cycle (Annales Jumpbriae Required,+0cp): Have you already been to the setting you selected for the previous option? Do you wanna keep your progress and experience there? Then this option is for you, as it will allow your actions in the previous jump to follow the continuity of your previous stay in the lands of Arthurian legend.

No More Singing! (+100cp): Y'know that free music perk from before? You don't get the benefit from it. Even worse, you appear to have lost any singing ability you had before, and most people will try to stop you from singing in any musical numbers due to how bad it sounds. Seriously, your voice makes Ruber sound like Frank Sinatra in comparison. Luckily, it has not impeded your interpretive dance skills in any way.

Table Manners (+100): Its rude to talk with your mouth full, y'know? You seem to have some weird hang-ups in regards to manners and politeness. Nothing too debilitating, but it will be constantly annoying to anyone around you, and you will be compelled to follow those rules of etiquette like a case of OCD.

I! Me! Mine! (+200cp): Some would call you greedy, though insanely megalomaniacal would be a better descriptor. You are insanely obsessed with amassing more power and prestige, to the point of making you insane and unhinged. Worse, getting closer to your ambitions doesn't seem to help, instead it appears to just feed into your lunacy more and more. You can try to keep it under control, but it will be a great struggle for your whole stay here.

My World Went Black (+200cp): You are blind. You cannot see anything at all with your eyes, save for unending darkness. This blindness cannot be cured or healed in any way, though it thankfully does not interfere with any other sensory abilities you have.

I Have A Plan (+400): And it includes you! It appears that the witches that Ruber bought his potion from gave him more than that. It appears that they went and informed our jolly warlord all about you, your skills, tactics, and powers. They even sold him a few potions and trinkets to help him overcome some of them. As such, expect Ruber to take you into account of his plans, and change them accordingly.

What is a Damsel, Anyway? (+400): You are, unfortunately. Whether it be through your own incompetence, bad luck, or any number of factors, you find yourself constantly inviting danger and trouble unto yourself and those around you. Maybe your careless rushing may get a friend shot with an arrow, or perhaps you will end up getting kidnapped by some mechanical soldiers and held for ransom? Regardless of the specifics, you will find yourself constantly getting into these kinds of situations, and you will either have to wait for someone to bail you out or try to resolve them yourself.

Quest For Jumperlot (+600cp): Something dear has been stolen from you: your powers and items. You have been stripped of all your out-of-jump powers, items, perks, properties, and what have you, and have been left with only your bodymod (if you have one) and your in-jump purchases. Luckily, or perhaps unluckily, for you these things all still exist in the world, having been lost and scattered far across all the lands. You don't need to hunt them down if you don't wish to, but be forewarned that it is very possible for other people, even those less scrupulous, to find and claim these things themselves, and that could lead to some serious problems for you. Be careful about taking this drawback with I Have A Plan, as chances are Ruber will decide to start hunting down your powers and items to use himself

If I Didn't Have You (+600cp): Congrats Jumper, you now have your very own twin! Unfortunately, it's a Siamese twin, with each of you controlling one half of your body, split longways down the middle. And even worse they are your polar opposite in terms of personality, and each of you will find the other to be completely insufferable. Walking will be a chore as the two of you will have to work together, and most of your perks and powers will also require the two of you working together as one to be able to use or activate. Only powerful magics on par with the legendary Excalibur could hope to separate the two of you, and even then you will likely end up magically fused back together again. On the plus side, at the end of the jump you may take your new twin with you as a companion if you wish, possessing all the same perks you chose in this jump.

# The Ending

Your 10 or however many years are now at an end. You must now choose what happens after the end of your long quest.

- Stay here, and continue your now life in Camelot
- Leave and return home, having had your fill of adventure
- Quest on and continues your journey into future Jumps