# King Arthur Jumpchain

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Introduction
The Arthurian legend, the body of stories and medieval romances, known as the matter of Britain, centring on the legendary king Arthur. Medieval writers, especially the French, variously treated stories of Arthur’s birth, the adventures of his knights, and the adulterous love between his knight Sir Lancelot and his queen, Guinevere.

You're going to spend ten years here, though it might not be the one most are familiar with. Maybe you're landing in the legend of a quest for the holy grail and will end up helping arthur on his quest after meeting Tim The Enchanter. you might even end up meeting the good king and his annoying sword who just makes you rage. No matter what setting you pick, you'll be in for a wild ride.

Welcome to the King Arthur Jump.

You gain 1000 CP to start with.

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# Origins

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Roll 1d20+14 for age
Pay 50 CP to change gender if you wish. Otherwise it's the same as it was before this jump.

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Drop-in - Free
No friends, no memories, no history. You just pop in outta nowhere in the middle of a forest ready to go, see, and conquer.

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Clergyman - 100
A man or woman of the faith. Serving in monasteries and churches you've dealt with religion most of your life. this is the middle class between Noble and Peasant.

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Knight - 100
A noble who took up the sword. Throughout nearly all your life you've been receiving training in the art of warfare to serve your king. You have finished your training and are ready to serve your liege, of course you could just set off on an adventure.

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Peasant - 100
Growing up on a farm or in a workshop you have known hard work since the day you were born. Despite being one of the lowest class it is by no means a bad life to live, after all without the peasants what would the nobles be?

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# Background Perks

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Natural Disease Immunity (Free Drop-in) - 100
This give you complete immunity to natural diseases, but while it gives increased resistance you're still liable to get magical and man made diseases, so while it probably won't kill you try not to piss off some wizard or mad scientist. Also protects from poisons of all kind.

Quest of Adventure! (Discount Drop-in) - 200
Adventure! The reason you're even here. However even if the world is filled with Adventure!, it means nothing if you can't even see it. With this you will always be able to find a quest to follow if you're looking. No to mention all the treasure you'll find.

Half-Blood (Discount Drop-in) - 400
King Arthur with the soul of a dragon, Merlin the son of a demon, Cu Chulainn a Demi-god the list goes on.

Myth and legend are filled with stories about humanity's most noble goal and you are an example. Either the reincarnation of a mythical being or one's offspring you inherit traits of the original and perhaps a bonus of a special ability related to it. Maybe you can spit fire or can sprout wings, just remember not all gifts are pleasant don't want to end up with the tendency to transform into a hideous, bloodthirsty abomination unable to distinguish friend from foe do you? (See Supplement)

Fisher King (Discount Drop-in) - 600
You can connect to an area of land where it then reflects not only your physical state but also your mental state. So try not to go insane or your land may take on your more chaotic designs.

No matter where you are you know exactly where any beings of human intelligence or above are in your realm and how many. As the land is a reflection of yourself you may teleport anywhere in your realm after a short ritual taking about five minutes, also at any crossing within your land be it a bridge, a river, or a wall you may issue either a sign or a person asking up to five questions answering the questions right allows safe passage answering wrong brings an ill effect of your choosing. You can change these mentally. Finally you can slowly mold the land to be shaped to your liking. Which would be quite useful in making natural defenses against enemies or simply making everything look nice.

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Knowledgeable (Free Clergyman) - 100
With this you gain a library of knowledge about myths & the legends surrounding them, along with an encyclopedia of information equal to a degree in Biology , Botany, Ecology, Geology, and Ethology, not only in this world but all your previous ones and gaining more as you continue. You also gain a working knowledge in medicine and first aid.

Alchemy (Discount Clergyman) - 200
Healers must use a variety of methods when trying to cure the common peoples and sometimes even nobles. Among this arsenal of healing techniques is knowledge in use of Herbs, poisons, and even explosive or flammable compounds. While you probably couldn't reconstruct an arm with just these you could cure almost any disease. In a time where more people die of diseases than in battle it's a great skill to have.

Shaman - (Discount Clergyman) - 400
People seek power in many different ways and forms. Some pray to gods, some sacrifice to demons, and some even risk speaking to fairies. You however look to nature and it's guardian spirits. These mysterious beings are almost everywhere and are a good source of information. Information however is not the only thing these beings gift you. You may call upon their power to revert organic beings to their original state, healing them from even the most grievous wounds. Among other things they've also granted you the ability to create barriers, usually in the shape of a box or wall though with practice and a little creativity they can take the shape of almost anything. The final gift that the guardians have given you is a special technique. If you draw a circle with a hole in the middle, fill it with water, and place an emerald in the middle of it, any unnatural creatures will be trapped inside. The seal is indefinite but can be destroyed from the outside, which will then release the creature inside. These three gifts while powerful were made to protect nature. So while you may use them however you want, when you use them with the intention of protecting nature they receive a small boost in power.

Judgment - (Discount Clergyman) - 600
The pinnacle of holiness. You've mastered the arts of the divine and are able to unleash energies that even the most powerful of unholy abominations will fear, with enough time you could purify almost anything. Even your very hands will burn demons if you wish and you may call a huge beam of light down from the skies. The ultimate skill you possess is the white

dragon. After a short prayer you can summon a gigantic divine white dragon. It is the most powerful divine ability in this world. With its very presence thrusting life back into the land around it. That is by no means it's only ability though, breathing fire hot enough to melt castles and it's scales harder than any mundane metal make it almost untreatable in battle. Finally the dragon is quite knowledgeable about almost every holy ritual known , and most likely ones unknown to man

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Combat Skill (Free Knight) - 100
Every knight needs to know how to fight. Most are trained to use a large variety of weapons, and most have either average or below skill in each. You don't settle with average however. You have the skill to match even masters in the use of a sword, bow, and seven other melee weapons.

Prince Charming (Discount Knight) - 200
Being a noble isn't all fun and games, you have to actually manage whatever lands you own and the people that live there and be able to conduct negotiations hopefully in your favor. Luckily you're a master at doing so, also helps that you're so charismatic too. One day you might be overseeing the construction of some fortifications, the next you might be constructing an alliance between Dwarves and Elves. Not to mention you're great around the ladies as well.

Morning Hope/Evening Despair (Discount Knight) - 400
From the brightest mornings to the darkest nights you shine to the people under your command. With a strong will, and the skill to inspire anyone who cares to listen to your words you are a leader to be feared by those who oppose you. Above all however is the unique ability you possess. You can, through force of will make any weapon you touch emit a blinding light or an obscure darkness capable of obliterating your enemies. Though exhausting at first with use the force of will required to use this ability will lessen. Eventually you might destroy castles with a single blow or even cut down a mountain.

The Coloured Man (Discount Knight) - 600
Pick from ten different colours. You can change your skin to match that colour, and as long as every item you wear is that colour you get a boost to dexterity, durability, and strength as well as a magical enhancement Or power based on the color. (See Supplement)

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General Peasant Skill (Free Peasant) - 100
Every peasant must know some sort of trade to make a living in this age. You however have several. Both in the cultivation of animals, plants, fungi, and other life forms for food, fashioning

useful items out of various metals, And planning, designing, and constructing buildings and other physical structures.

Sword plant (Discount Peasant) - 200
In your hands hold the power to grow nearly anything, even man made objects. Just plant pieces of objects and they grow bigger or more complex. You might plant a branch and grow a log, or a bee and grow a hive, even metal objects can be planted.

Peasant Master Race (Discount Peasant) - 400
Commoners love you and you can easily rallying them to your cause. It will take a great deal of evidence and to convince them that any such allegations are not slander. This also allows you to more easily teach them how more modern tools and weapons work in a few days for a good sized group. Futuristic things from space-opera worlds can't be taught to peasants without months of work.

Master Craftsman (Discount Peasant) - 600
Thanks to being taught by faeries anything you make by hand is a great deal better than anything regular human can make. Armor is nearly indestructible and lighter than it should be, blades are sharper, blunt weapons have more force behind them, bows and crossbows can shoot farther and are easier to pull back. Even mundane items like baskets work better, though you can't give items mystical powers without being a wizard or something.

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# Non-Discounted Perks

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Star Blessed - 100
You are blessed by the stars in the constellations. this gives you a minor power based on the constellation you chose. Can be bought a max of five times. (See Supplement)

Maleficium - 200
Similar to true magic but instead is focused on empowerment, curses, transfiguration, and contracts using mystic runes. Though it focuses on these subjects there is little it cannot do if you know the right runes. Even if it's power for destruction may not be as powerful as a wizard's magic.

Dragon Soul - 300
You have the soul of a dragon, or at least people seem to think that now. Aside from the cool factor this give you a greatly increased aptitude for magic of all kinds and, even if only slight, the respect of dragons. Allowing you to talk to even the most haughty of flying lizards without them immediately trying to kill you.

Magic - 400
A Rare power within this world with only 1 in 10000 normal humans having the power allowing it's user to bring things into being using Pure willpower and the stamina of the caster. Throwing fire balls, constructing a sword, making it rain, all basic powers that can be acquired easily, but a wizard isn't an unlimited battery of power, more complicated spells take more power and are therefore harder to use. That said with enough willpower and energy there are very few things you couldn't achieve.

Pentakai Bench - 500
Just as every king has his followers, all drawn to him by numerous reasons. You have your companions. Whenever one of your followers are near you, both of you get a small boost of power, around a tenth of your or their base power. This increases with the amount of followers you have around you each getting the boost as well.

Party Call - 100
Even a king cannot run his kingdom all by himself. You probably could but it's bothersome to do it yourself. So why don't you bring in some help? Every single one of your companions can be imported if and if you wish will gain a human form along with any of the backgrounds. They get all free skills & items as well as 300cp to spend as they wish. This can be purchased multiple times increasing your companion's point pool by 100 each time.

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# Items

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Books of the Arthurian Legend - 50 - Free Drop-in
A complete set of every version of the arthurian legend. you might use them to freak out the knights of the round table or something if you want. Not useful for much else, though alot of the books are heavy so they'd be okay as an impromptu weapon as well.

Standard Weapon - 50 - Free Knight
There's all sorts of weaponry in the world you may choose from. From swords to spears, even bows. While not the best of the best these weapons were crafted by a very skilled blacksmith and will nearly nothing mundane will damage them.

Armour - 50 - Free Knight
If you're going out into the world you're going to need protection. Well here you get your pick of several sets of armour. From leather, chainmail, or even platemail you can choose any kind of armour you can think of. It's lighter than it should be and nothing short of a catapult will even put a dent in it.

Gold Coins - 50 - Free Peasant

It's a bunch of gold coins, around 1000 of them. I'm not sure why these people use solid gold as currency but that's not really important is it?

Horse - 100
It takes a long time to travel on foot. So why don't you pick from a variety of well bred horses? There's nothing special about them other than being strong and fast but it's still better than walking.

Land Deed (One Free With Fisher King) - 100
This is a deed to a plot of land that's around 10 acres. This land is not connected to any government, dynasty, or nation so do with it as you wish. The deed is still valid after this jump giving you a sizable area to use as a base of operation.

Dragon Lair - 150
An attachment to your warehouse that adds a large cavern. About once a month it spawns a large amount of gold coins and gems inside of it. If you have a companion has a draconic form or is a dragon themselves they may take up residence inside the cave without taking up a companion slot.

Enchanted - 200
Not an item but an upgrade for an existing one or one bought here. By choosing to enchant an item you can give it a number of special effects this can be anything from giving it elemental properties to making it absorb other items to gain their effects or draining your enemies of their blood and making the item stronger. There isn't much you can't have it do.

Fae Made - 200
You've been blessed with an item made by fairies. Such items are completely unbreakable and completely out perform other similar items made by human hands. Even magical effects are more effective when applied. May also have another item upgraded including any you've bought here for no extra charge.

Castle Jumper (Discount Drop-in) - 200
A castle that you own and follows you from jump to jump. You can select where it appears in every jump, alternatively it can simply attach to your warehouse if you want. You can have it spawn in at anytime if it's in your warehouse.

Recommendation To King Arthur's Court (Discount Knight) - 200
A letter of recommendation sent straight to King Arthur's Court. Once it arrives it will be completely accepted by all who matter. May also optionally make you a descendant of King Arthur here, or a similar person after this jump.

Monster Egg - 250
I'm not sure how you did it, i'm not even sure what is in it, but you somehow came into possession of a Monster Egg. As you might know monsters are some of the most powerful

creatures in this world and most, if not all, imprint on the first being they come in contact with. Therefore you won't have to be worrying about it just running off somewhere so, Congratulations you've become the parent of a horrible monstrosity!

Roman Manuscripts - 300
You've come into possession of a series of books detailing the process of constructing largeman-made beasts. Unfortunately the books are encoded and you can't understand them yet. Though from the drawings you can tell they are made from stone and wood, some even look to have several functions.One looks as if it's breathing fire, another seem to be capable of flight all in all they seem to be kinda mundane. There is one however that seems, strange compared to the others. Where all the others were shaped after an animal or a mythical beast this one looks humanoid. Modeled after a knight it's right hand holds a sword and the right hand holds a shield. Both have strange symbols on it. Several other images seem to show their effects. The sword is cleaving a mountain with a seemingly glowing sword.And another image is showing the knight holding its shield up with a orb around the knight blocking a dragon's fiery breath. Maybe there's even more secrets in these books that you can find after cracking the code.

Armament - 300
A set of three extremely powerful enchanted weapon. They are all attuned to an element of your choosing, something ranging from the classical elements to sound & gravity, or even something like purification or corruption. Whatever you choose these weapons can all emit and absorb whatever element you've chosen, and each has a specialization that may affect how it represents it. Examples would be a sword focused on brute force being capable of destroying castle walls with a single hit, a javelin focused on being thrown that releases a torrent of energy when it strikes, or a dagger being focused on stealth making it possible to hide yourself when in your chosen element. You can import any current weapons you have to be upgraded.

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# Drawbacks

Drawback Limit Of 1000 Extra Points. Or not I'm just some hidden white text not like i can judge you.\

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Musical + 0
The world is now a musical adventure. People are singing their hearts out and somehow things still get done. You are also affected by this by gaining a wonderful singing voice and some dancing skills.

The French + 100

Those french people. They're rude, obnoxious, and they keep insulting you. What's worse is that they keep following you and they're always in some sort of fortification so you can't just punch them in the face!

Hunched Back + 100
Some people have problems, well you have back problems. It doesn't look nice, it actually looks kinda horrible. Even the nuns can't stand how you look.

By The Book + 200
The Book. The Almighty Book. Somewhere, somehow you acquired a cursed talking bible book. It seems to be indestructible and whenever you throw it away it always reappears somehow. It's probably possessed by some trickster demon or something, whatever it is it's annoying.

The Knight + 200
There is a knight in this world who is looking for a fight big enough to make him famous. They've Decided that you're that fight. They will chase you throughout this world with the intention of killing you in honorable battle.

Excalibur + 300
Congratulation! You've somehow managed to acquire a copy of King Arthur's famous sword Excalibur. Unfortunately there's something wrong with it. You see, it talks, and it's not very nice about it. It's constantly insulting you, asking questions just to interrupt you when you're about to answer. It won't even let you wield it in battle unless you do 1000 errands for it beforehand. And probably the worst thing about this sword is at night, where it recites shitty poetry for three hours before sleeping where it snores loudly. At least when you leave this jump you get a powerful QUIET sword, right?

Dragon's Bride + 300
Dragons are incredibly powerful, stubborn, prideful, and possessive. Unfortunately for you this dragon is after you. Apparently you're just that good looking, or shiny you probably look shiny to the dragon. If it catches you it won't kill you however you will be treated as a valuable object and heavily guarded by the dragon's servants consisting of, Golems crafted by the dragon, weak Fairies that sought refuge, and humans enlisted in their service for various things. Though if at the end of your ten years you are free from this dragon's clutches, you may choose to bring them along as a companion.

King’s Aide + 300
The King has become incompetent, or perhaps their enemies just got smarter. Regardless of the case The King is now in danger of losing their throne. Now here’s where you come in. You have to prevent The King from being killed, deposed, and incapacitated at least until the Battle of Camlann would have taken place, around 20 years from when you start. If you fail to do this you will be sent home as if you died. To make this a little easier on you if The King is deposed or somehow becomes unable to rule you will have one month to rectify whatever it is that’s wrong, though if they’re killed it’s still an instant loss. If you succeed in keeping The King alive and on

the throne you may choose one of two options. Bring The King or one of the still living members of their court with you on your adventures. Or Be Given The King's Sword, Excalibur, which will be just as powerful in your hands.

A Journey Through Time (Requires King's Aide) + 0
Well now you've done it. The King lives and rules and it's all thanks to you. But you're still here and there's no way to leave, at least not for quite a while. Now you cannot leave this world until the modern day, or well at least until the year 2020. The losing conditions still apply though slightly changed. Should The King die of natural causes you become tied to their successor and must keep alive and them on the throne. Your long term goal is now to keep the bloodline alive and in power. Should you succeed you may take another Knight of the Roundtable with you on your journey.

I Lovecraft You + 600

Madness Comes To The World

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# Notes

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How much your looks change from the half-breed is up to your fanwank
Completely normal human look with a transformation? Sure.
Mostly human with some small details linking to your monster? Sure
Monstrous Humanoid look? Sure
Monster Girl/Boy? Sure.

If there is an existing example of a half-blood in your setting you can choose to be that instead.

If you buy the magic perk you may choose to either take the magic as the perk states or the preexisting magic of the setting. No reality warping or time travel tier magics though.

The personality of the sword in the Excalibur drawback can change depending on the nature of the sword. If you think something else would be more fitting than the Soul Eater expy it can have that instead. Just remember, it’s gonna be extremely bothersome.

Some suggested King Arthur settings.
Fate/stay night - (In Saber's Lifetime)
Monty Python and the Holy Grail
Stronghold Legends
Soul Eater - (Excalibur's Legend In The 12th Century)
Evil Dead 3: Army of Darkness
Witch Hunter
Runescape

The I Lovecraft You drawback basically makes it so the world now has all the lovecraftian monstrosities somewhere in world. Take it at your own risk to your mental health. And don’t wake anything up.

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Change Log

> Added A Journey Through Time extension drawback.
> Added an additional reward option to the King’s Aide drawback.
> Added some notes.