
JADE
ARMOR

Show by TeamTO, Jump by Aehriman

When I was a kid, a legendary hero sacrificed herself to save the city from an evil overlord by shattering his mystical armor. Now, these powerful shards are drawing back together, causing chaos wherever they are.
That's where I come in.
I'm the new Jade Armor, Guardian of Ban Tang City. With my Beasticons, my mission is simple: stop the Crimson Lord from rising again by purifying and absorbing his armor shards, one by one.

Long ago, the cruel and despotic Crimson House ruled Ban Tang, but the city embraced democracy a long time ago. One scion of the House refused to accept this, and bonded with the Beasticons (literal Beast Icons) to form mystic armor, and became the Crimson Lord, Ban Tang's first supervillain. His ambitions were thwarted, time and again, by a lineage of heroes who also worked with Beasticons to form mystic armor but used a humbler name: Jade Armor.

Ten years ago, Jade Armor VII, Xin Qe, finally vanquished the Crimson Lord, shattering his armor into hundreds of pieces, apparently at the cost of her own life. In fact, she was discorporated and trapped in the city's power grid, but it would take a really long time to figure that out.

Today, Xin Qe's daughter, Lan Jun, turns sixteen. But.., didn't she do that yesterday? Lan Jun, and all Ban Tang, are trapped in a time loop that always ends with her dangling off the clock tower while the Beasticons beg her to accept the jade charm bracelet and transform into Jade Armor already. The clock, like many sources of strangeness in Ban Tang, is possessed by a shard of the Crimson Lord's armor, which cause general havoc as they try to reunite. Only a Jade Armor can absorb the shard and fix it before all time unravels.

Very shortly after, one of the Crimson Lord's distant cousins, Will, is able to revive the Crimson Lord's consciousness from a shard, though for now he's stuck as a sapient slime. The two begin hunting for shards, for even one will restore Crimson Lord to

humanoid form and let him start the process of regrowing his armor - which will go a lot faster the more shards they can recover. Soon after, Jade's Beasticons catch the eye of Ban Tang's resident cat burglar, Black Tiger. And for different reasons, the Crimson Lord's renegade Beasticon, Xinyan, the monkey who controls the mystic element of wood.

The race for the shards is on. To protect, to conquer, to exploit, or to gain revenge on humankind. Have **1,000 choice points**, you'll be here ten years. Good luck!

ORIGIN

Any may be taken as a Drop-In, if you prefer.

Hero - You have been chosen as - or alongside? -the new Jade Armor as a protector of the city.

Beasticon - You are a venerable ancient elemental spirit. Though your elemental powers are generally only available when you transform into a piece of mystic armor. Literally a Beast Icon.

Civilian - You live in the craziest of cities, but life goes on. Even if you've been shrunk or body-swapped or it snows in July sometimes, that's just Ban Tang for you.

Villain - The shards present a rare opportunity for power over the sheep of this city. Not sure why you'd want to rule people you hold in such contempt, but either way, so long as you're happy and your enemies are rueing the day.



PERKS

Hero Basics (-100 cp, free Hero)
Xin Qe was a stuntwoman in multiple kung fu movies. Lan Jun was raised with Gram Gram attacking her multiple times a day. You're physically fit and have obtained some world-class lessons in martial arts and parkour. In particular, being randomly attacked at all hours of the day has given you keen situational awareness.

Obscurement (-200 cp, discount Hero)
According to Chinlon, there's a subtle magical SEP cloak effect that keeps anyone from connecting Jade Armor's transformed and civilian identities. Not sure how you square that with all her friends and family immediately ID-ing her, the Grams are at least former Jades themselves. Whatever, have some fiat-protection for your secret identity.

Balance (-400 cp, discount Hero)
Not that easy to achieve in this life, but you have excellent balance, in multiple senses of the word. Physically, it is nearly impossible to sweep you or knock you over. Your time-management skills are top-notch,always finding time for self-care. In combat, you find yourself in the zone, focused and present in the moment. When you clear your mind, you can see chi, which is very helpful in finding shards and recognizing unnatural influences on people.

Jade Infinity (-600 cp, discount Hero)
Every Jade has beaten the Crimson Lord physically, but only Lan Jun managed to make a defeat stick by changing his viewpoint. Like Lan Jun, you find it easy to empathize with your enemies, to understand their motives and talk them around if it's at all possible. Also, the better you understand your opponent, the better you get at anticipating their moves.
Jade Armor also has another crucial power, to purify shards and absorb their power. You can purify and wield what would normally be 'evil' powers without harm or risk to yourself, allowing you to grow stronger and stronger by making your enemies' strength your own.

As the Master Says (-100 cp, free Beasticon)
It may be a trifle cliche, but being thousands of years old gives one lots of time to read Confucius and Lao Tze, internalize the lessons and learn to apply them in the real world. Also you can explain what they actually mean.

Training (-200 cp, discount Beasticon)
Each Jade has had to get battle-ready in a very short time. You can whip a raw recruit into a superhero in just a couple weeks. Your students quickly absorb, and actually internalize and apply your lessons, not just for combat, but for life.

Makes the Dream Work (-400 cp, discount Beasticon)
The strength of the Beasticons is that they can join with each other, and a human, and become far more than the sum of their parts. You are the very soul of teamwork and getting a group to work together effectively. You never accidentally distract when giving tactical advice. Also, you can literally turn into a piece of armor to lend an enhanced version of your powers to someone, and allow others to do the same.

Independent (-600 cp, discount Beasticon)

Xinyan needed a shard to maintain his powers and identity as a Beasticon when the Crimson Lord was vanquished. You don't, you are free to sever your bond if needed, and can wield vast power over a single element of your choosing without any help.

Talent (-100 cp, free Civilian)
You're actually really skilled at one specific skill, like making boba tea, or mahjong, or breakdancing or the like. You can surprisingly often find ways to apply this skill to other aspects of your life.

Heard it Through the Grapevine (-200 cp, discount Civilian)
You're plugged into the gossip network, the fastest way of getting news in Ban Tang, and everywhere you go. You easily make friends, or at least acquaintances willing to share information, at all levels of society. If anything weird is going on, you're one of the first people to know.

The Talk (-400 cp, discount Civilian)
It can be hard to be a good friend when others don't open up about their struggles. You seem very trustworthy and approachable, but there's a lot more to it than that. You're incredibly emotionally intelligent, knowing when to push people and when to give them space, when to show unconditional love and support and when to give a harsh reality check. You're a fantastic confessor and friend, and anyone would be lucky to know you.

Technological Terror (-600 cp, discount Civilian)
You have the science, engineering and computer science chops to effortlessly perform feats like hacking the power grid or rapidly finding things through data anomalies. Or to trick out a van. You are as skilled an inventor as Black Tiger, who created things like her paralysis poison and energy cage orbs. Finally, you are an expert in the emerging arcanotechnology field, able to harness and duplicate the power of shards or Beasticons technologically, make machines that run off and direct chi or magic, or any other weird energy sources you might encounter.

Sodden Overlord (-100 cp, free Villain)
Like Will, you easily come up with superlatives and flattery, finding it easy to soothe difficult egos.

Persistence (-200 cp, discount Villain)
You will encounter many defeats, but must never let yourself be defeated. You have the will, the patience, to lose everything for the twentieth straight time and brush yourself off before planning your next move.

Exit, Stage Right (-400 cp, discount Villain)
You'll pay for that! You'll all pay!! For some reason, once your schemes are foiled people don't seem to make more than a token effort, if that, to keep you from fleeing the scene of your crimes. Heroes are oddly willing to give you chance after chance to come after them again.Maybe you're just that slippery, but you will almost never have to worry about being killed or imprisoned for your evil deeds as long as you actively flee and don't eat any power fields bigger than your head.

Power Overwhelming (-600 cp, discount Villain)
Time and again we're told that Jade is beating the Crimson Lord only at a fraction of his power, if he fully repairs his armor she's in real trouble. Well sure, the villain needs to be strong for the hero to overcome, right? Well, whatever power or powers you have por gain, you'll find you're incredibly strong with them, top 0.1% and wield them with the finesse of a master who has experimented for a century with them.



SHARDS

Hairdryer (-100 cp)
When used on people it... makes them shout uncontrollably, while convinced they're speaking at a normal volume. Even if they try and whisper. Maybe you can come up with some use for this?

Kitty (-100 cp)
A Shard-infected black cat. The last two people to touch it or get brushed by it swap bodies. Only... good luck getting it to do anything you want it to.

Amnesia Shard (-200 cp)
First found lodged in a water main, later weaponized, this shard suppresses the memories of anyone who ingests it, removing all sense of who they are and what they want. Water that comes into contact with the shard turns pink and temporarily takes on the same qualities, but can be absorbed through the skin.

Camera (-200 cp)
This camera spawns a temporary, illusory duplicate of the living subjects of any photo.

Flute (-200 cp)
When this flute is played, all humans but the user who hears it become convinced they are a random animal and act like it for a couple hours.

Friendship Bracelets (-200 cp)
A pair of bracelets that cannot be removed without scissors. The two people wearing these will be physically unable to harm each other, not that they'll want to because they will be under the persistent delusion of being best friends.

Glasses (-200 cp)

These rose-colored glasses will literally make someone more calm, reasonable and willing to listen. But also naive and gullible.

Growth Staff (-200 cp)
When you rap something with the staff, it expands to fifty feet in height and/or length. A hundred with a second blow, and keep adding fifty feet for successive strikes.

Magnet (-200 cp)
A big cartoony magnet, but this shard can levitate almost anything you point it at, up to the weight of 2,000 tons.

Shard Detector (-200 cp)
Not very combat useful, but arguably the best shard of all. This metal detector reacts to nearby shards at moderate ranges, say a hundred yards, and can let you hot-warm your way to finding them. In future Jumps, it may react to magical items or mana or mutants or other strangeness.

Shrink Staff (-200 cp)
Complement to the Growth Staff, when you hit something with this, it shrinks. All the way back to the original size if it was artificially expanded. Otherwise, down to six inches with one blow, ant-sized for a second.

Silence (-200 cp)
This megaphone can steal the voices of anyone who hears it. Very handy for getting a little piece and quiet, and the stolen voices count as a very small charge towards your overall power, or things like regenerating armor.

Bowl (-300 cp)
A singing bowl used for yoga. When it rings, it links to people nearby who hear it, draining their chi for your use, and letting you puppet their bodies.

Catalyst Shard (-300 cp)

This elaborate cylinder with three dials controls the weather. One dial controls the wind/air pressure, one the temperature, and one precipitation.

Journal (-300 cp)
Whenever someone touches this journal, their deepest darkest secret is written inside.

Knucklebones (-300 cp)
This pair of dice, when rolled, will set gravity to work in one of six directions, making people fall into walls, or endlessly into the sky. Max area of effect is about a city-sized area.

Mess (-300 cp)
A small hand mirror that can curse whoever breaks it with actual bad luck.

Microphone (-300 cp)
This microphone gives the user a compelling voice. Very strong-willed people can resist, but the average sheep of Ban Tang will do as you command.

Pomegranate (-300 cp)
Used as a metaphor for the multiverse, give this fruit a firm squeeze while picturing a variant world on the one you're in, and you will get sent

Skeleton Key (-300 cp)
A key that opens any lock, but what's inside is... whatever you imagine. This room basically can turn any room or box or locked drawer into a holodeck, an illusory (but solid!) world where you can see and experience and do just about anything. You can remove objects, but they tend to not last long. Then again, if you cut someone with a sword that later vanishes, they still bleed and if you buy something with cash that fades away... you're probably still in trouble but less immediately so.

ITEMS

Discount two Items at each price tier, discounted 100 cp items are free.

Cellphone (-100 cp)
A necessity of the modern age, this smartphone is protected against harm, never loses signal or runs out of battery, cannot be tracked or eavesdropped on electronically. If lost or stolen it will return in twelve hours or less.

Grapnel Gun (-100 cp)
It's a gun that launches a grappling hook on a line, and can then rapidly retract it, lifting you into the air or saving you from a nasty fall. Always catches something first try, as long as you actually point it at something.

Wardrobe (-100 cp)
A closet full of fantastic clothes, so you never have to wear the same outfit twice. Has perfect fits for all occasions.

Van (-100 cp)
Like Will, you have a customized RV to let you get around in style. Plus, it has its own bathroom so you never need to ask someone to use theirs! And a workshop for your crafting needs! Fuel and maintenance issues taken care of.

Money (-100/200 cp)
You get a monthly income allowing you to live a middle-class lifestyle with a minimal amount of budgeting. In whatever currency is local.
For an extra 100 cp (200 total) you are instead set among the richest 1% of people.

Dojo (-200 cp)
A training area that allows extremely rapid learning, usually getting moves down after one or two runs through the kata. Also self-cleans and repairs, which is handy when your training involves fireblasts and sprouting bamboo from the floor.

Orb Belt (-200 cp)

Black Tiger's fabulous multi-tools, you have a belt with these orbs which can become a net, bola, spray paralytic powder, deploy an energy cage or a glass cutter. You also have four specially marked orbs, one makes a special, power-suppressing energy cage. The others have stored large amounts of elemental energy, serving as respectively a fire, ice and wind grenade.

Shrine (-200 cp)
A place of great tranquility, perfect for healing the spirit and developing your awareness of self and/or the universe. This area is hidden from the world, serving as a sanctuary in times of need.

FRIENDS

No charge for friends!



Lan Jun - Jade Armor VIII, a friendly sixteen year old girl, enjoys LARP and hopes to form a band with her friends. Great martial artist and acrobat, struggles to say no to or disappoint her family and friends.

Beasticons - You can bond up to four mystic spirit guardians who will serve as your advisors and can turn into magic armor, each letting you use one power for their element, and one reflective of their animal nature. Speed of a hawk, grace of a cat, etc.

Will - Crimson Lord's minion, a janitor and a bit of a tech genius, who wants to serve a worthy master who will conquer all before them. And who is worthier than you?

Theo - Lan Jun's close friend, a super-geek about superhero and martial arts movies, an aspiring magician and comedian.

Alisha - Lan Jun's other friend, a perceptive young woman with a boba addiction.

Kai - Lan Jun's crush, a rebel who likes to practice parkour and break-dancing in the park. Has a strained relationship with his abusive father, CEO of the corrupt power company, and is a distant relative to Will and the Crimson Lord.

Other - Whomever you like, of course. Lots of colorful characters in Ban Tang!

DRAWBACKS

Early Start (+0 cp)
You can start at any point in the last hundred and fifty years or so that we presume the Crimson Lord and Jade Armor to have been active in. You could even aim your Jump to start just after the Crimson Lord was vanquished, and enjoy ten years without superheroes or villains, if you want to be boring.

Allergies (+100 cp)
You are allergic to a common source, like pollen, dust, or cats or dogs. Not enough to be fatal, but expect to spend significant time dealing with sneezing, itchiness and watery eyes.

Low Blood Sugar (+100 cp)
If you don't watch what you eat, you may find yourself feeling weak, lightheaded or confused. Best get in the habit of carrying emergency snacks.

Scatterbrained (+100 cp)
You have a real problem with being present in the moment. And also time management.

Extended Stay (+100 cp)
Spend an extra decade here. This may be taken up to five times.

Wanted (+200 cp)
It seems there's an imposter out there who has committed several notorious crimes while looking like you. The police have pointed questions, and random citizens may yell "stop, thief!" and try to tackle you if they see you.

On the Prowl (+200 cp)
Black Tiger wishes to rob you, possibly in the sense of stealing you and mounting you on her display.

Impoverished (+200 cp)
A poor person has it, a rich man wants it.... Nothing! You start without access to your Warehouse or equivalent, or any possessions from previous Jumps.

Duty Calls (+300 cp)
You are inextricably bound to the plot. Until all the shards are purified, you're not going anywhere.

Best Buds! (+300 cp)
You are unusually susceptible to the many, many shards that control minds or warp perceptions. Have fun!

Okay, I Get It! (+300 cp)
It seems the universe is trying to teach you a lesson. Or rather, a series of lessons. Your life will be a constant string of personal drama and oddly relevant battles and struggles you will never overcome until you learn patience, empathy, mindfulness, or whatever other afterschool-special lesson is set up for you this week.
It may be rough, but at least you should grow considerably as a person.

Bad Feng Shui (+400 cp)
Whatever can go wrong for you, will. What, did you smash a crate full of mirrors while crossing a black cat under a ladder?

Powerless (+600 cp)
Your perks and powers from previous Jumps are disabled for the duration of your stay. You do retain skills, knowledge and experience though.

Vanquished (+600 cp)
The Crimson Lord lives in a bucket. Xin Qe is an electric ghost who can make lights blink sometimes. Like them, you have been reduced to a state where you are effectively unable to influence the world most of the time, forcing you to be a passive observer, or attempt to mentor or manipulate others to accomplish anything.

END

What now? Settle down, next adventure, or finally go home?

Notes:

Beasticons: Canonically each Beasticon grants two powers to the armors' wearers, one elemental, and one themed on the animal type. Jade Armor is bonded to the Wind Tortoise Shenwu (Whirlwind, Tortoise Shell forcefield) the Water Dragon Chinlon (Ice Breath, Dragon Speed) the Terra Tiger Baihu (Shockwave, Tiger Moves - cat agility) and the Firebird Zuchue (Phoenix Flame, Phoenix Flight - more like jet-stepping). Respectively they form her breastplate, gauntlets, leg guards and helmet.
Crimson Lord bonded Xinyan the Wood Monkey (breastplate) and Pi Xiu the winged lion with power to shape metal (gauntlets), Tiangou the heavenly dog (leggings, lightning) and Jiu Wei Hu the nine-tailed fox with psionics (helmet, disabling psi-beam).

Incantations:
(Jade's transformation) Beasticons, bond! Elements of all that's made, be my armor! Make me *Jade!* Chinlon, water dragon! Shenwu, wind tortoise! Baihu, terra tiger! Zuchue, firebird!

(Purifying shards) Shard, separate. By power of what's good and right, shard of darkness, turn to light!

(Crimson Lord's transformation) Shard of power, reunite! Arise my armor for the fight!