DRAKENGARD JUMP- 0.1

By Valeria

You're in for a rather miserable ride jumper.

This is a world much like our own, in the times of knights and castles, all it would take is a flip of the map to see no difference. At one point in time, in fact, it was identical to our world, but a catastrophe happened in the year 856 and magic was introduced to this world by force. This magic did not come alone, as alongside it was the Dragons and the Watchers. The Dragons are terrible beasts, in both sheer power and their surprising intelligence. The Watchers are grotesque abominations, who take the form of gigantic infants. Something else snuck through alongside these two races, though what it is is unknown even to them. The world continued on however, adapting to magic and monsters as best it could to these new challenges.

Three times await you, all with their own dangers and all are linked closely to both the Dragons and the Watchers. Whether you deal with these struggles yourself, or simply allow events to take their natural course, the choice is open.

You have 1000cp. Spend it well.

Age & Gender

Your starting age is 18+1d8 years. If you chose Monster as your origin, roll 10+2d8 centuries.

You remain the same gender as your previous jump, though you may change this and your age freely for 100cp.

Locations-

You may also pay 50cp to change your location.

1 & 2- Drakengard 1

The world is locked in a war, between the Empire and the Union. The Empire, backed by strange magicks and horrible creatures is pushing back the Union more and more, driving them to extinction at the behest of the mad Cult of the Watchers. You will find yourself in the country of Caerleon one year before it is invaded, whether as a part of the Union, the Empire or an independent is up to you. If the Cult's plans go ahead unmolested, the world shall come to an end.

3 & 4- Drakengard 2

18 years after the Empire was defeated, the world has grown calm, the great war in the past. The Knight's of the Seal maintain the barriers that protect the world, though their methods are of a dubious nature. A young boy, raised by a dragon, has just become a Knight. If he is allowed to continue on his journey with no interference, the world shall come to an end.

5 & 6- Drakengard 3

Almost a century before the events of the other times, the land of Midgard was ruled over by five sisters, each with a number for a name. These sisters had good intentions and took over the lands, freeing them from the cruel warlords that had controlled them previously. A dark secret lies behind them however and only Zero, the original, knows of the truth. She seeks to kill her sisters and save the world. If she fails, the world shall come to an end.

7 & 8- Free Choice

Lucky! You have your free pick of any of the above choices. Choose wisely.

Origins-

Free: Wanderer

Awakening in an empty field, finding the experience all too familiar. Perhaps you might discover others with experiences like yours in this world, though you'd need to be unlucky indeed to encounter them.

100: Priest

Perhaps you were a loyal worshipper of one of the many gods of this world, a practitioner of magic or even a member of the Cult of the Watchers. Regardless, you have found reason to leave your church and step out into the world. Whether you seek to spread your faith, to find new knowledge or to bring an end to the world, it's up to you now.

100: Knight

Born with a sword in your hand, you have been raised to fight for your life and for your family. Perhaps you are just a common mercenary, the squire of a knight or just a barbarian with a few tricks up his sleeve. It seems you've found a goal however, one that draws you away from a boring life and out into the open world.

400: Monster

You enter the world, not as a human but as something more. Choose any mythological creature and you shall take on it's form, as well as a wealth of memories. This mighty new form is granted the potential to grow even further. At first, you will be only at your base strength, but with time and experience you can undergo two levels of change, each boosting the power of your chosen monster significantly.

Perks-

The first perk is free for your respective origin, all others are discounted.

Wanderer-

100: A Dark Commentary

It seems you've gained a little tag along in your head. A new voice, awfully sarcastic and bitter, has taken up the role of giving you a running commentary through life. Whether it be despairing remarks over your situation, or mocking renditions of other people's conversations, you can be sure to have a wealth of gallows humour. You can freely turn this on or off.

300: Route A to Route B

You gain the ability to have an unnatural sense for how choices can play out, knowing generally if a path will end good or bad for you, as well as a feel for the consequences that your actions may cause. While you'll find this applies to a great deal, there are some choices with no good options.

600: According to My Records

A gift from a woman in glasses, you've gained a certain resistance to the more bothersome side effects of time travel. You won't be affected by any form of paradox and cannot simply be erased by a retcon or being killed in the past. This does not protect the rest of the world however, and if you are killed in the past, the world will change to reflect that. You will still live and retain your memory, but no one else will remember you or your actions.

Priest-

100: Purge the Heathens

A life of deep clerical learning has imbued no small amount of fervent belief in you. When faced with something you despise, you'll find your strikes hitting a little harder, a bit faster and a bit more ferociously.

300: Magician

A lifetime of study, or maybe just innate talent, regardless of the case you have the ability to change the natural world around you. Firing bolts of energy, or manipulating the natural elements of the world are within your power now.

600: Song of Summoning

A skill thought long lost to any but the Apostles of the 5 Sisters. By singing out an incantation, you can summon a mighty angel to assist you in your battles. They take many forms, from enormous Wyrms, small armies of dolls, gigantic crabs and many more. This summoning will place a great drain on your energy however, and doing it more then once per day will endanger your life.

Knight-

100: Intimidating Manner

You've got a certain air of danger about you, enough to warn of some of the lowlifes that might otherwise try to start something with you. You'll find it a fair bit easier to intimidate your foes as well, being so frightening and all.

300: Grand Wheel

A strange but rather useful ability, you gain the power to store up to a dozen personal weapons in a small pocket dimension. These manifest as a wheel like structure in your vision when you want to withdraw or place one into it.

600: Slaughterism

The slice of a sword through flesh, the loud beating of your heart in your ears, this is what you live for! You're fighting skills are incredible, letting you tear through hundreds of soldiers with a bit of effort. Not only are your sheer skills with battle enhanced, your strikes seem to cause unnatural amounts of carnage. What would normally be a small cut might become a bleeding wound and strikes seem to crack bones and shake organs far more easily.

Monster-

100: Longevity

Monsters stay around for a very long time, and you've taken on that trait, no longer shall the ravages of time affect you. Not fully at least. You will still age, but it can be measured in the centuries before you'll see any physical change.

300: Magic Spheres

Every once in a while, once you've defeated enough foes, you will feel a strange energy fill you up. By harnessing and unleashing this force, you can unleash a devastating magical attack, hitting all those enemies that surround you. This attack can be customizable to an extent, including focusing it on a single foe or spreading it even thinner. You may store up to 3 spheres at a time.

600: That'll leave a Mark

Much like the ancient Dragons, you're body takes on a unique property. Your attacks, both physical and otherwise will now be unable to be regenerated or unnaturally healed, leaving their mark until the body fixes itself normally. Please note that this doesn't stop beings from coming back from the dead, only healing their wounds whilst still alive.

General-

Free: Soundtrack

Upon entry into this world, you have the option to take on a soundtrack of your choice. Whether it be the chaotic orchestral of Drakengard 1, the sad songs of Drakengard 3 or a mix of your own design is up to you.

Free: Colourful Backgrounds

As an optional choice, you can now give any item you own a colourful and rather grimly humorous little tale. Lasting 4 paragraphs, these can be original stories or reflect your own past adventures, though always with a drop of misery added in.

50: Voice Change

You can freely change your voice to a innocent childs (Lalala's are optional but appreciated) or that of an impossibly deep mans (Lalala's are optional but rather terrifying).

400: Intoner

You have gained the power of the Intoners. You gain enhanced physical abilities and can now cast any magic you know through song, though the more powerful the spell the longer it will take to cast. You also gain a super mode, accessible once you have drenched yourself in your enemies fresh blood that increases your physical abilities to incredible levels, but will last only a short time, as the blood is consumed within seconds. You do not have the same flaw that the other Intoner's have however, and you are safe from the flower's influence.

600: Monster Hybrid

A quirk of your birth, or just a blessing bestowed on you by your benefactor, but you've discovered you have are descended from a Monster of some kind, a New Breed if you will. While your physical abilities receive an all around boost, you will also receive certain traits associated with your monstrous lineage. Finally, you can temporarily enter a powerful hybrid form. In this form, you will gain energy projection reminiscent of your lineage (Energy wings for dragons etc.) and the ability to unleash powerful blasts of said energy.

Items-

50: Musical Instrument

A lute perhaps, or maybe a violin? You gain a musical instrument of some sort, though you can't help but feel a tad ashamed when you hold it.

50: Gold

A small bag of gold, enough to pay for good accomodations for a whole year at a decent inn.

100: Prayer Beads

Holding this small band of beads will allow you to better find yourself, concentrating easier. Praying with them in hand will also ward off very low level spirits.

100: Armour

A set of good quality armour, well made and well fitted. While it has no magical properties, you will find that you never need oil or maintain it, and that after a day of rest it will repair any damage.

100: A Horse

A well bred horse, already very loyal to you and very accommodating to inexperienced riders. This fine animal will run for days on end if it is your desire, and will follow you into your future journeys if you wish.

200: Magic Staff

This plain brown staff will greatly improve the effectiveness of your spells, boosting both their power and the casting speed. You can choose for this to resemble one of the canon weapons if desired.

200: Magic Weapon

A powerful weapon, you get a melee weapon of some sort that has quite the enchantment. By completing a combo, it can unleash a powerful spell, from fireballs to blasts of earth. You can also choose any existing weapon from the games. Yes, this includes even Hymir's Finger.

200: Apostle

Shortly after you enter this world, you will encounter a canon character of your choice, though they must be from the same time period you are in. You will become fast friends, perhaps even something greater, depending on your tastes. Upon the end of the jump, they could be convinced to join you as a companion, though please note any character with a pact must bring along their partner. It won't end well otherwise.

300: Great Tome

This ancient book holds a great deal of knowledge long since lost and more then a few spells that were never discovered at all. Within it's pages lie scores of magical spells, though it's greatest prize is the Goddess Seal, a powerful sealing ritual. See notes for a description of the Goddess Seal.

300: Airship

You've obtained true freedom! To go as the wind takes you! An airship is at your command, enough space for a few dozen people and armed with cannons. Don't worry if you get shot out of the air by cannons mere hours after you first get it, not like that'd ever happen. It'll respawn a day after it gets destroyed, just in case.

300: Pact

To undertake a bond like this is not to be done lightly. By taking this option, you can pick any monster as per the Monster origin and grant them 600cp to build with. You will meet this companion upon entering the jump, circumstances making the two of you form a pact. A pact is a magical bond between the two of you, if one dies so does the other. However, you can share thoughts, feelings and even energy across this bond as well. They will become a companion at the end of this jump and you may chose whether to maintain the pact or to end it, giving up both the death curse but also ending any benefit gained from it. However, to create a pact you must give up something important of your body, to symbolize this. Whether it be your sight, your voiceyou’re your legs etc. It must be something important to you, don’t try to cheese this and give up your hair or something you don’t find valuable. Do that and your companion is permanently petrified. Taking this option also gives you knowledge of forming pacts in other worlds. You may take this only once.

Variable: Companion immigration

By spending 100cp you may import one companion who gains 400cp to spend on origins and perks only. You can import one more companion per 100cp or you may spend 400cp to import 8 full companions and give each one 400cp to spend on origin and perks.

Drawbacks-

You may take as many drawbacks as wanted, though you may not gain more then 600cp from them.

100: We're doomed!

Doomed I say! Doomed! You'll find you've become awfully paranoid and easily scared now, while this won't really impact your performance, you'll certainly be rather annoying to be around. Try not to get kicked in the head yeah?

100: Just an Innocent Child

You will now spend the rest of this jump locked in the form of a 10 year old child. Your physical prowess is reduced to match and if you have taken a Monster form, they will be at an equivalent level to match.

100: Sick and Twisted

Ah, it seems you've encountered the more disturbing part of this world. Whether you desire it or not, you gain an unnatural desire for something you find truly horrific and no matter what you do, you will indulge this foul perversion at least once. Perhaps some post-jump therapy is in order? If you truly have nothing that can shock you, you may chose one of your past actions and gain an incredible guilt over it for the duration of the jump.

200: Clunky Controls

Why can't you jump over this knee high fence? Why is you're movement so clunky and slow? Oh dear, it seems you've somehow applied the gameplay of Drakengard 1 onto your jump. All your actions are now clumsy and slower then they should be. As an added bonus, the colours of the world have become drab and brown, mind numbingly boring.

200: Goddamn Red Mages

The hated red mages are able to reflect magic back upon any attackers. It seems red is in fashion this season and much worse then usual, as now every one of your enemies has this quality, reflecting both your supernatural abilities and magic back in full.

200: Suicide Pact (May take only with Pact)

Ugh, stuck with someone like this for ten years? Your partner will be as dumb as a bag of retarded lemmings and twice as reckless. No matter what you do he will manage to get himself into some form of trouble, forcing you to constantly keep a lookout for them.

300: There's Just Nowe

O-oh my, are you sure? Taking this will make you the equal of Drakengard 2's protagonist, Nowe himself. You'll barely know even the very basics of life, you'll be suicidally reckless and so stubborn even everyone you know and care for telling you to stop won't make you end your mission, even if it would destroy the world. To call you a moron at this point would be like high praise.

300: Trolled by Cavia

The world itself, or those behind it, are out to get you it seems. No matter what you do, the bad side will always be greater. You might save a man, only for him to murder a family or cause a civil war. There will be no happy endings with this drawback, the best you can ever hope for is a bittersweet stalemate.

300: All Hope is Lost

There are countless threats in the Drakengard world, ranging from armies of dragons, flights of angelic horrors and abominations raining from the sky. Taking this perk starts each of these apocalypses of at full burst from the start, mere days after you enter, and they will not end till the jump does.

Ending Options-

Once you leave, remove all drawbacks and regain your pact price.

Go Home-

Had enough of travelling? Well, the way home is open to you. You'll wake up at home with everything you've gained.

Stay-

Really?! W-well, we're glad to see you stay! All affairs back home will be put in order and you can be left to your own devices in whatever is left of the world.

Move On-

Ever onward eh? Well, it's time to go jumper, to the next adventure.

Notes

Pacts in other Worlds-

Taking the Pact item teaches you how to create pacts with other characters from your original one. There are rules however. You may only maintain a single pact at a time, and they retain the death curse so long as the bond is active. Pacts also do not turn other characters into companions, that is only for the first monster. You do not need a pact price for future pacts.

The Seal of the Goddess-

This is a mighty ritual, one capable of protecting an entire planet against a race of eldritch abomination space babies (Drakengard!) and was maintained surprisingly easily. There are 5 components to the seal, which will maintain it unless otherwise broken. These take the form of 4 magical circles in locations spread across a continent sized area as well as a person given the title of Goddess. This Goddess maintains the seal so long as they live, though the effort leaves the weak and sickly much of the time. This seal is also capable of sealing away individual beings or objects.