Dragon Quest Builders Jumpchain

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Dragon Quest is an old series made in part by the man behind the far more popular Dragon Ball series. Unlike most of the decidedly nonlinear games in the series this one is a direct sequel to the first (or second?) game aherin the hero decided to take the deal offered by the dragonlord, an immortal evil sorcerer. As a result of this deal the fallen hero has become immortal and the dragonlord conquered the world taking humanities ability to build or understand the concept of such in the process. As this world is so hostile to humanity you're going to need something to give you an advantage.

+1000cp

Backgrounds

Builder- you have no history or memories of this world, you awaken in a shallow grave underground.

Normal Citizen- a normal civilian with no particular skills viable for survival in this world, maybe you've resigned yourself to suffering and death or maybe you're determined to change things.

Fighter- unlike everyone else when the monsters attack you fight back, not very well admittedly but at least you try.

Monster- large and in charge, or not. You are one of the monsters found in this world though by default you aren't a very strong one.

Age

ones age is mostly irrelevant to this world pick freely between 10 and 50 years.

Location

Roll a d6 or pay 50cp to choose

1 cantlin- the destroyed ruins of a walled city, slimes are abundant and there are some resources but you won't find much more than dirt and wood.

2 hammerhood heights- home of the hammerhoods, a vaguely friendly monster species if you ask nicely and fix their roof one might be willing to teach you how to make hammers like theirs area houses the ruins of a castle but is full of violent brownies and skeletons.

3 damdara desert- a desolate area full of giant scorpions and inhabited by stone golems, everything here can and will kill a normal person most of them on sight, but the land holds a number of valuable metals and resources and both the nearby pyramid and prison could be useful if you can get rid of the guards.

4 rimuldar- a purple wasteland, everything here is poisonous from the monsters to the plants and water. Added to that is a virulent and lethal plague that’s running rampant among the populace and which raises those killed by it as powerful undead monstrosities.

5 kol and galenholm- a volcanic desert, little in the way of vegetation grows here mostly cacti and a few rather powerful monster species. Fittingly the inhabiting humans are stronger and hardier than those found in other locations, and for some reason magic is far more abundant here.

6 tantengel- barren and depressing tantengel is home only to the dead. No humans or plants are found here and the only monsters to be found are ancient bones risen from their graves to drag you into one. Even the standard dirt plentiful throughout the world is nowhere to be found here everything in this land is naught but ash and bones.

Perks

Builder

Building 100- much like the protagonist (and that one guy from minecraft) you have the ability to break the world around you into blocks and place them wherever you wish.

Blueprints 200- congratulations jumper you have instincts most architects and craftsmen would kill for automatically knowing how to build anything you require using things you've collected or see around you.

Magic Armor 400- this would be the envy of many blacksmiths (if there were any left alive). You have the ability to make magic items, weapons, and arnor from mundane materials even if you are incapable of magic yourself.

Save Game 600- the typical privilege of a player character. Once per jump you can select a 6ft square area wherein you can "save" and at any point afterwards can "reload" going back to the last time you'd saved and undoing all time and events that have passed since (losing everything gained except the memories in the process). This power must be activated manually and cannot be used if you are physically dead or disembodied.

Normal Citizen

24-7 shopkeepers 100- like most people in this world you are an NPC (and maybe proud of it) so like others of your kind you no longer require rest food water or sleep being an unrelenting force of mediocrity.

Replication 200- as an odd exception to this worlds "no building" rule you are able to make copies of anything you've seen someone else make if you have access to the right materials.

Pause 400- at will you may freeze time around you giving yourself an overhead view of the surrounding area, the world remains frozen so long as you maintain this overhead view but returns to normal when you stop. You (obviously) cannot move when time is stopped.

Zing 600- a spell normally learned and used by priests here, it works a bit differently for you instead once per jump you are raised from the dead if killed awakening 12 hours after your death in the last place you were safe beforehand.

Fighter

Warrior 100- the primary class of combatant in this world is the humble warrior as a novice you know how to use a sword axe or hammer to fight without hurting yourself.

Paladin 200- the paladin is typically a mix of the warrior and a priest taking hits for their group and healing when needed, as humans have seemingly forgotten magic along with building you can only do half of that. Regardless you are now durable enough that you could take being punched by a golem or clubbed across the head by a troll without being killed outright.

Blacksmith 400- a blacksmith is someone who forges new weapons and armor for combat, as that is obviously not something you can do your own existing gear never degrades or breaks when you're using it.

Party Leader 600- a true leader fights on the front lines of their armies, but there are no armies left, just ragtag bands of civilians liable to die if a monster looks at them funny. So to help fix this your allies who follow you into combat cannot be killed or knocked unconscious so long as you are fighting on the front lines next to them.

Monster

Slime Speak 100- a slime has no lungs to breathe or ears to hear others speak yet does so regardless, they are also one of the rare species to speak english. So fittingly you will now always be able to speak clear english (or any other known language) so long as you have a mouth and can hear even if you have no ears.

Golem's Fists 200- a golem is a towering beast of animated stone bricks and extremely hard to injure. Like them you are now exceedingly tough, immune to simple sword strikes or hammer bashes needing an explosion to be injured, you are also an equal in strength to them able to punch clear though all but the strongest materials.

Chimera's Fire 400- a chimera is a legless serpentine bird that has the power to breathe fire. Now like the chimera (and dragons) you have a pair of wings giving you the ability to fly and can breathe high intensity fire either in the form of explosive fireballs or a long stream of flames. The fires you can breathe is always significantly stronger than you are yourself hitting with a concussive force nearly 5 times your own strength in addition to burning anything it hits.

Zombie Mob 600- sometimes in this world if a man or beast is killed with unfinished business or by disease they can come back. Once per jump if killed you will "respawn" a week later in the same place you were killed, your skin would be sickly and pale your hair a deep purple and your eyes glowing a vivid red. When raised you will be several times stronger physically then you were when alive (despite technically being alive if brought back by this perk you will count as physically dead for the purposes of anything that checks for that such as the save game perk).

Gear

All backgrounds get on 100cp item free and one discounted item for each other price tier.

Builders Cap 100- a long hat resembling something from Zelda but blue in color and coming with a pair of goggles, both are indestructible and the goggles allow one to see in pitch black as though it was merely a cloudy day.

Hammerhood Hammer 100- a large headed wooden mallet able to crush stone wood and monsters alike, this one never breaks.

Evil Idol 100- ever wanted a twisted demonic gargoyle statue to spew fire at your enemies? Now you have one, be careful it'll try to kill you to give it a chance.

Featherfall Footwear 200- one of two pairs of magic boots in the world they negate all fall damage, you want to drop from orbit feel free just be sure to land on your feet instead of your face or they'll do nothing.

Talaria 200- the other pair of magic footwear, this allows you to jump a second time while midair and can be worn over other shoes if you want the other pair's benefits.

Wrecking Ball 200- not attached to a crane despite the name instead its a 3' spherical explosive that blasts holes in orichalcum like its wood notably the only thing known to damage the stuff. You have a stock lf 20 that refills at a rate of 1 a day if used.

Ballista 200- a giant wooden crossbow with pitiful range but incredible power that needs no ammunition to use.

Magic Cannon 400- in many ways an upgrade of the ballista, this classic gold plated pirates cannon shoots blasts of magic in a short arc devastating anything in its path save for orichalcum or mythril requires 10 seconds to recharge after firing.

Sword Of Kings 400- a legendary sword made of magic metals, this sword will never break or dull and can cut any material.

Cantlin Shield 600- a massive shield made of the butchered remains of stone golems and orichalcum able to stop any attack found in this world without any damage.

Bashmobile 600- a three wheeled single seated abomination, the bashmobile is a mix of car and motorcycle with a rocket strapped to the back and a pair of spikes on the front able to kill any monster with ease, and always dozens of times faster and harder hitting than its rider. It is also oddly completely unable to damage any nonliving thing and forcibly ejects the rider if it hits anything it can't kill.

Companions

Human 50- for a minor payout you may bring a human found in this world with you when you leave.

Tame Monster 100- just a bit more expensive you can take a tamed lesser monster (slime hammerhood skeleton etc (no bosses or minibosses) with you.

Import 100- import one companion (up to all 8 for 400) each import gets a background and 500cp to spend.

Drawbacks

Slime Bait +100- slimes like you, this is a bad thing. With this you will be swarmed unendingly by dozens of slimes and never able to kill them all, and a simple wall will never actually be able to keep them out of wherever you may be. As a small saving grace they cannot climb ant heights greater than a normal human can jump unaided.

Illiterate +100- you cannot read and will not be able to learn how during this jump, this also extends to building schematics and weapon or tool designs.

Fizz +100- during this jump you cannot use magic yourself nor can any items you have do so, to you a wand is a stick the talaria are just fancy slippers and the magic cannon is a pile of worthless scrap metal.

Range Issues +100- you are now unable to use any form of ranged attacks or weapons during this jump no throwing knives no guns no ballista etc. To make it worse monsters are all aware of this and anything capable of it (like the omnipresent chimera line) will abuse this staying well out of range to bombard you from a distance.

Dragon Hunter +200- in each area of the game there were 3 special monsters (for example cantlin had dragons). There are now 100 of the

monsters for your starting area each is immune to ranged attacks and magic and you must kill all of them within the decade. The monsters while large like to hide in out of the way and hard to find places and are never found in groups.

Knight Errant +200- why do they always break your stuff? You will ask this frequently your home city will be attacked by massive hoards of monsters each week, with every attack leveling large portions of the city (and your house in particular being destroyed every time).

Slimed (Monster Only) +300- during this jump you are stuck in the flrm of the basic slime monster. So fittingly you will be unable to use any perks or out of jump powers that a slime (or subspecies) cannot use (for example superspeed healing or fire magic is ok but flight or strength is not).

Ghoul (Builder Only) +300- you were dead jumper that has consequences, while you no longer need food or sleep (still need clean air and water) your skin is sickly and pale, your eyes glow red amd you feel a minor but unending desire to eat the flesh or the living. This doesn't make you eat people but one must ask how many people would trust a man eating monster to keep them safe?

Coward (Fighter Only) +300- a fighter's purpose is to fight and you seem unable to. While you can deal with simple slimes normally the sheer sight of any other breed of monster has you fleeing in terror, unable to fight back unless you outnumber them at least 6 to 1.

Broken Civilization (Normal Citizen Only) +300- like every other person in this world you are unable to build. Any tools of yours that break stay so and you will be incapable of even starting a fire or cooking your food, and unlike the others in this world you will never be able to learn how to do such.

You Are Not A Hero +600- you are not the hero of this story jumper so why would you be able to act like it? No matter how monstrous your strength or legendary your weapons , nothing you do or carry can inflict any damage leaving you unable to kill even the merest of slimes yourself. Traps you've set can still do damage but even then are only half as effective as if someone else set them.

Not So Fallen Hero +600- congratulations jumper the fallen hero knows who and where you are, and unlike the original from the game he hasn't lost any of his skill or power from when he truly was a hero. extreme skill with a shield and sword, immensely powerful weapons and armor, magic to heal teleport set you aflame or put you to sleep, along with an army of half the world's monsters at his beck and call. And all of that is going to be used for the singular purpose of killing you.

Scenarios

Terra Incognito

Every human in this world is a needy whiny brat that needs you to do everything from killing monsters to fetching their evening meals for them. Nobody will ever do anything of value relying on you for everything, and you're going to do it by the end of the jump. You must have a minimum population for your city of 25 people (not counting yourself or imported companions) and keep them alive for the decade. For a normal human just feeding everyone would probably take most of their time each day on its own. For having built your tiny kingdom you may bring it and its people with you when you leave the jump the city itself with its population becoming a mass of followers (and a warehouse addition) with individual citizens being able to be imported as companions if you wish.

DRAGONLORD

Perhaps instead of a builder or citizen or even a monster you want to be something different, something truly powerful? You are the Dragonlord now jumper you rule over this world. During this decade you will face many challenges to your rule first the builders, not just one but dozens throughout each territory. Next is simpler: you must deal with all the remaining soldiers and warriors banding together forming militias to push back your monster armies. Finally is your own right hand the fallen hero desiring more than the half of the world you gifted him, already knowing he's strong enough to kill you with a surprise attack and with an army of half the world's monsters to give him an edge if needed just waiting, watching for the moment you let your guard down to strike. By the end of the decade you must stand unopposed having crushed all opposition underfoot, in return for succeeding where all other villains have failed you gain the full benefits of your position. You will be able to create monsters of all kinds found in this world by the dozens, able to corrupt beasts or men forcing them to join you so long as they are weaker than you in either body or will. You will also have the power suiting your name being able to take the form of a great purple scaled dragon multiplying your powers immensely and gaining a devastating breath weapon that destroys all matter caught within it burning even the legendary orichalcum to nothing. Finally you will get the power that is the basis of this game, whenever you conquer an area and topple any local governments you may steal a concept from all the inhabitants, such as the ability to build for example removing their ability to create repair or even cook. This theft so fundamentally removes their ability to understand even the word for the concept you've taken, and of course this theft extends downwards continuing to affect the descendents of those you've taken from until and unless one of them manages to best you in combat.